

SUMMONED MONSTERS

Hegi Hatchling CR ½

XP 200

LN Tiny Outsider (Air, Extraplanar, Lawful)

Init +3; Senses darkvision 60 ft; Perception +2

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

HP 5 (1d10)

Fort +0, Ref +5, Will +4

Resist cold 5

Speed 20 ft., fly 80 ft. (good maneuverability)

Melee Tail Slap +6 (1d4+2; 5 ft. reach), bite +6 (1d4-2)

Space 2-½ ft. Reach 0 ft.

Special Attacks Arctic Spirit 1/day (+1 cold damage)

Str 6, Dex 17, Con 10, Int 4, Wis 15, Cha 7

Base Atk +1; CMB -3; CMD 10

Feats Weapon Finesse

Skills Fly +7, Stealth +11

Languages Tengu (cannot speak)

Arctic Spirit (Su) Once per day as a swift action, a hegi hatchling can gain a +1 cold damage bonus against a foe. This bonus lasts until the target is dead or the hegi hatchling rests.

Hegi hatchlings may be summoned with the *summon monster I* spell.

Hegi Young CR 1

XP 400

LN Small Outsider (Air, Extraplanar, Lawful)

Init +4; Senses darkvision 60 ft; Perception +2

AC 18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)

HP 15 (2d10+4)

Fort +2, Ref +7, Will +5

Resist cold 5

Speed 20 ft., fly 80 ft. (good maneuverability)

Melee Tail Slap +7 (1d4+2), bite +7 (1d4+2)

Special Attacks Arctic Spirit 1/day (+2 cold damage)

Str 14, Dex 19, Con 14, Int 8, Wis 15, Cha 11

Base Atk +2; CMB +3; CMD 19

Feats Weapon Finesse

Skills Fly +6, Stealth +8

Languages Tengu (cannot speak)

Arctic Spirit (Su) Once per day as a swift action, a hegi young can gain a +2 cold damage bonus against a foe. This bonus lasts until the target is dead or the hegi young rests.

Hegi young may be summoned with the *summon monster II* spell.

Least Hegi CR 2

XP 600

LN Medium Outsider (Air, Extraplanar, Lawful)

Init +5; Senses darkvision 60 ft; Perception +2

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

HP 15 (2d10+4)

Fort +2, Ref +7, Will +5

DR 5/magic; Immune cold; SR 14

Speed 20 ft., fly 80 ft. (good maneuverability)

Melee Tail Slap +7 (1d6+4 plus 1d6 cold plus grab; 10 ft. reach), bite +7 (1d4+4 plus 1d6 cold)

Special Attacks Arctic Spirit 1/day (+1 attack, +2 cold damage), cold (1d6)

Spell-Like Abilities (CL 2nd)

At will – *ray of frost*

1/day – *hypnotism*

Str 18, Dex 21, Con 18, Int 12, Wis 15, Cha 12

Base Atk +2; CMB +6; CMD 21

Feats Weapon Finesse

Skills Acrobatics+10, Fly +10, Knowledge (History) +6, Knowledge (Nobility) +6, Knowledge (Planes) +6, Sense Motive +7, Stealth +10
Languages Tengu, Telepathy 100 ft.

Arctic Spirit (Su) Once per day as a swift action, a least hegi can gain a +1 bonus to attack and a +2 cold damage bonus against a foe. This bonus lasts until the target is dead or the least hegi rests.

Cold (Ex) Creatures attacking a least hegi with unarmed strikes or natural weapons take this same damage each time one of their attacks hits.

Constrict (Ex) Whenever a least hegi successfully grabs a foe, that foe takes 1d6+4 damage, plus 1d6 cold damage.

Least hegi may be summoned with the *summon monster III* spell.

Lesser Hegi CR 3

XP 800

LN Medium Outsider (Air, Extraplanar, Lawful)

Init +5; **Senses** darkvision 60 ft; Perception +2

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

HP 22 (3d10+2)

Fort +3, **Ref** +7, **Will** +7

DR 5/magic; **Immune** cold; **SR** 14

Speed 20 ft., fly 80 ft. (good maneuverability)

Melee Tail Slap +8 (1d6+4 plus 1d6 cold plus grab; 10 ft. reach), bite +8 (1d4+4 plus 1d6 cold)

Special Attacks Arctic Spirit 1/day (+1 attack, +3 cold damage), cold (1d6)

Spell-Like Abilities (CL 3rd)

At will – *ray of frost*

1/day – *hypnotism, tongues, whispering wind*

Str 18, **Dex** 21, **Con** 18, **Int** 12, **Wis** 15, **Cha** 12

Base Atk +2; **CMB** +7; **CMD** 22

Feats Flyby Attack, Weapon Finesse

Skills Acrobatics+11, Fly +11, Knowledge (History) +7, Knowledge (Nobility) +7, Knowledge (Planes) +7, Sense Motive +8, Stealth +11

Languages Tengu, Telepathy 100 ft.

Arctic Spirit (Su) Once per day as a swift action, a lesser hegi can gain a +1 bonus to attack and a +3 cold damage bonus against a foe. This bonus lasts until the target is dead or the lesser hegi rests.

Cold (Ex) Creatures attacking a lesser hegi with unarmed strikes or natural weapons take this same damage each time one of their attacks hits.

Constrict (Ex) Whenever a lesser hegi successfully grabs a foe, that foe takes 1d6+4 damage, plus 1d6 cold damage.

Lesser hegi may be summoned with the *summon monster IV* spell.

Hegi CR5

XP 1,600

LN Large Outsider (Air, Extraplanar, Lawful)

Init +5; **Senses** darkvision 60 ft.; Perception +3

AC 21, touch 15, flat-footed 15 (+6 Dex, +6 natural, -1 size)

HP 33 (4d10+12)

Fort +4, **Ref** +10, **Will** +7

Defensive Abilities evasion; **DR** 5/magic; **Immune** cold; **SR** 15

Speed 30 ft., fly 80 ft. (good maneuverability)

Melee Tail Slap +8 (1d8+5 plus 1d6 cold plus grab; 10 ft. reach), bite +8 (1d6+5 plus 1d6 cold)

Space 10 ft.; **Reach** 5 ft.

Special Attacks Arctic Spirit 1/day (+2 attack, +4 cold damage), cold (1d6)

Spell-Like Abilities (CL 4th)

At will – *ray of frost*

1/day – *hypnotism, tongues, whispering wind*

Str 20, **Dex** 22, **Con** 16, **Int** 12, **Wis** 17, **Cha** 15

Base Atk +4; **CMB** +10; **CMD** 26

Feats Flyby Attack, Weapon Finesse

Skills Acrobatics+12, Fly +10, Knowledge (History) +8, Knowledge (Nobility) +8, Knowledge (Planes) +8, Sense Motive +9, Stealth +8

Languages Tengu, Telepathy 100 ft.

Arctic Spirit (Su) Once per day as a swift action, a hegi can gain a +2 bonus to attack and a +4 cold damage bonus against a foe. This bonus lasts until the target is dead or the hegi rests.

Cold (Ex) Creatures attacking a hegi with unarmed strikes or natural weapons take this same damage each time one of their attacks hits.

Constrict (Ex) Whenever a hegi successfully grabs a foe, that foe takes 1d6+5 damage, plus 1d6 cold damage.

Evasion (Ex) If a hegi is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Hegi may be summoned with the *summon monster V* spell.

Greater Hegi CR 8**XP** 4,800**LN Large Outsider (Air, Extraplanar, Lawful)****Init** +5; **Senses** darkvision 60 ft.; Perception +3**AC** 22, touch 15, flat-footed 16 (+6 Dex, +7 natural, -1 size)**HP** 68 (8d10+24)**Fort** +5, **Ref** +12, **Will** +9**Defensive Abilities** evasion; **DR** 5/magic; **Immune** cold; **SR** 19**Speed** 40 ft., fly 80 ft. (good maneuverability)**Melee** Tail Slap +12 (1d8+5 plus 1d6 cold plus grab; 10 ft. reach), bite +12 (1d6+5 plus 1d6 cold)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** Arctic Spirit 1/day (+2 attack, +9 cold damage), cold (1d6)**Spell-Like Abilities** (CL 8th)At will – *ray of frost*1/day – *hypnotism, lesser geas, suggestion, tongues, whispering wind***Str** 20, **Dex** 23, **Con** 16, **Int** 12, **Wis** 17, **Cha** 15**Base Atk** +8; **CMB** +15; **CMD** 30**Feats** Flyby Attack, Improved Natural Armor, Weapon Finesse, Wingover**Skills** Acrobatics +16, Fly +14, Knowledge (History) +12, Knowledge (Nobility) +12, Knowledge (Planes) +12, Sense Motive +13, Stealth +12**Languages** Tengu, Telepathy 100 ft.**Arctic Spirit (Su)** Once per day as a swift action, a greater hegi can gain a +2 bonus to attack and a +8 cold damage bonus against a foe. This bonus lasts until the target is dead or the greater hegi rests.**Cold (Ex)** Creatures attacking a greater hegi with unarmed strikes or natural weapons take this same damage each time one of their attacks hits.**Constrict (Ex)** Whenever a greater hegi successfully grabs a foe, that foe takes 1d8+5 damage, plus 1d6 cold damage.**Evasion (Ex)** If a greater hegi is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.Greater hegi may be summoned with the *summon monster VI* spell.**Noble Hegi CR 9****XP** 6,400**LN Huge Outsider (Air, Extraplanar, Lawful)****Init** +9; **Senses** darkvision 60 ft.; Perception +3**AC** 26, touch 15, flat-footed 20 (+6 Dex, +11 natural, -1 size)**HP** 94 (9d10+45)**Fort** +8, **Ref** +12, **Will** +9**Defensive Abilities** evasion; **DR** 5/magic; **Immune** cold; **SR** 20**Speed** 40 ft., fly 80 ft. (good maneuverability)**Melee** Tail Slap +13 (2d6+9 plus 2d6 cold plus grab; 15 ft. reach), bite +13 (1d8+9 plus 2d6 cold)**Space** 15 ft.; **Reach** 0 ft.**Special Attacks** Arctic Spirit 1/day (+2 attack, +9 cold damage), cold (2d6)**Spell-Like Abilities** (CL 9th)At will – *ray of frost*1/day – *cone of cold, hypnotism, lesser geas, suggestion, tongues, whispering wind***Str** 28, **Dex** 23, **Con** 20, **Int** 12, **Wis** 17, **Cha** 15**Base Atk** +9; **CMB** +20; **CMD** 36**Feats** Flyby Attack, Hover, Improved Initiative, Improved Natural Armor, Wingover**Skills** Acrobatics +17, Fly +13, Knowledge (History) +13, Knowledge (Nobility) +13, Knowledge (Planes) +13, Sense Motive +14, Stealth +9**Languages** Tengu, Telepathy 100 ft.**Arctic Spirit (Su)** Once per day as a swift action, a noble hegi can gain a +2 bonus to attack and a +9 cold damage bonus against a foe. This bonus lasts until the target is dead or the noble hegi rests.**Cold (Ex)** Creatures attacking a noble hegi with unarmed strikes or natural weapons take this same damage each time one of their attacks hits.**Constrict (Ex)** Whenever a noble hegi successfully grabs a foe, that foe takes 2d6+9 damage, plus 2d6 cold damage.**Evasion (Ex)** If a noble hegi is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.Noble hegi may be summoned with the *summon monster VII* spell.

Imperial Hegi CR 11**XP** 12,800**LN Huge Outsider (Air, Extraplanar, Lawful)****Init** +9; **Senses** darkvision 60 ft.; Perception +3**AC** 26, touch 15, flat-footed 20 (+6 Dex, +11 natural, -1 size)**HP** 126 (12d10+60)**Fort** +9, **Ref** +14, **Will** +11**Defensive Abilities** evasion; **DR** 10/magic; **Immune** cold; **SR** 23**Speed** 40 ft., fly 80 ft. (good maneuverability)**Melee** Tail Slap +17 (2d6+9 plus 2d6 cold plus grab; 15 ft. reach), bite +16 (1d8+9 plus 2d6 cold)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** Arctic Spirit 1/day (+3 attack, +12 cold damage), cold (2d6)**Spell-Like Abilities** (CL 12th)At will – *ray of frost*1/day – *cone of cold*, *geas/quest*, *hypnotism*, *lesser geas*, *suggestion*, *tongues*, *whispering wind***Str** 28, **Dex** 23, **Con** 20, **Int** 12, **Wis** 17, **Cha** 16**Base Atk** +12; **CMB** +23; **CMD** 39**Feats** Flyby Attack, Hover, Improved Initiative, Improved Natural Armor, Weapon Focus (Tail Slap), Wingover**Skills** Acrobatics +22, Fly +18, Knowledge (History) +16, Knowledge (Nobility) +16, Knowledge (Planes) +16, Sense Motive +16, Stealth +14**Languages** Tengu, Telepathy 100 ft.**Arctic Spirit (Su)** Once per day as a swift action, an imperial hegi can gain a +3 bonus to attack and a +12 cold damage bonus against a foe. This bonus lasts until the target is dead or the imperial hegi rests.**Cold (Ex)** Creatures attacking an imperial hegi with unarmed strikes or natural weapons take this same damage each time one of their attacks hits.**Constrict (Ex)** Whenever an imperial hegi successfully grabs a foe, that foe takes 2d6+9 damage, plus 2d6 cold damage.**Evasion (Ex)** If an imperial hegi is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.Imperial hegi may be summoned with the *summon monster VIII* spell.**Sovereign Hegi CR 13****XP** 25,600**LN Huge Outsider (Air, Extraplanar, Lawful)****Init** +9; **Senses** darkvision 60 ft.; Perception +3**AC** 25, touch 14, flat-footed 19 (+6 Dex, +11 natural, -2 size)**HP** 147 (14d10+70)**Fort** +9, **Ref** +15, **Will** +12**Defensive Abilities** evasion; **DR** 10/magic; **Immune** cold; **SR** 23**Speed** 40 ft., fly 80 ft. (good maneuverability)**Melee** Tail Slap +24 (2d6+9 plus 3d6 cold plus grab; 15 ft. reach), bite +23 (1d8+9 plus 3d6 cold)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** Arctic Spirit 1/day (+3 attack, +14 cold damage), cold (3d6)**Spell-Like Abilities** (CL 12th)At will – *ray of frost*1/day – *cone of cold*, *dictum*, *geas/quest*, *hypnotism*, *lesser geas*, *suggestion*, *tongues*, *whispering wind***Str** 28, **Dex** 23, **Con** 20, **Int** 12, **Wis** 17, **Cha** 16**Base Atk** +14; **CMB** +25; **CMD** 41**Feats** Flyby Attack, Hover, Improved Initiative, Improved Natural Armor, Intimidating Prowess, Weapon Focus (Tail Slap), Wingover**Skills** Acrobatics +24, Fly +20, Intimidate +12, Knowledge (History) +18, Knowledge (Nobility) +18, Knowledge (Planes) +18, Sense Motive +16, Stealth +16**Languages** Tengu, Telepathy 100 ft.**Arctic Spirit (Su)** Once per day as a swift action, a sovereign hegi can gain a +3 bonus to attack and a +14 cold damage bonus against a foe. This bonus lasts until the target is dead or the sovereign hegi rests.**Cold (Ex)** Creatures attacking a sovereign hegi with unarmed strikes or natural weapons take this same damage each time one of their attacks hits.**Constrict (Ex)** Whenever a sovereign hegi successfully grabs a foe, that foe takes 2d6+9 damage, plus 3d6 cold damage.**Evasion (Ex)** If a sovereign hegi is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.Sovereign hegi may be summoned with the *summon monster IX* spell.