

# SUMMONED MONSTERS

## Hegi Hatchling CR ½

XP 200

LN Tiny Outsider (Air, Extraplanar, Lawful)

Init +7; 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 +1 (1d4+2; 5 ft. reach), bite +1 (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 Improved Initiative

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 on one attack against a foe.

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

## Hegi Young CR 1

XP 400

LN Small Outsider (Air, Extraplanar, Lawful)

Init +7; Senses darkvision 60 ft; Perception +2

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

HP 15 (2d10+4)

Fort +2, Ref +6, Will +5

Resist cold 5

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

Melee Tail Slap +4 (1d4+2), bite +4 (1d4+1)

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

Str 14, Dex 17, Con 14, Int 8, Wis 15, Cha 11

Base Atk +2; CMB +3; CMD 18

Feats Improved Initiative

Skills Fly +5, Stealth +7

Languages Tengu (cannot speak)

**Arctic Spirit (Su)** Once per day as a swift action, a hegi young can gain a +2 cold damage bonus on one attack against a foe.

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

## Least Hegi CR 2

XP 600

LN Medium Outsider (Air, Extraplanar, Lawful)

Init +8; Senses darkvision 60 ft; Perception +2

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 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 +6 (1d6+4 plus plus grab; 10 ft. reach), bite +6 (1d4+2 plus 1d6 cold)

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

Spell-Like Abilities (CL 2<sup>nd</sup>)

At will – *ray of frost*

1/day – *hypnotism* (DC 12)

Str 18, Dex 19, Con 14, Int 12, Wis 15, Cha 12

Base Atk +2; CMB +6; CMD 21

Feats Improved Initiative

Skills Acrobatics+9, Fly +9, Knowledge (History) +6, Knowledge

(Nobility) +6, Knowledge (Planes) +6, Sense Motive +7, Stealth +9

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 on one attack against a foe.

**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** +8; **Senses** darkvision 60 ft; Perception +2

**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

**HP** 25 (3d10+9)

**Fort** +4, **Ref** +7, **Will** +5

**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 +7 (1d4+2 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* (DC 12), *tongues*, *whispering wind*

**Str** 18, **Dex** 19, **Con** 16, **Int** 12, **Wis** 15, **Cha** 12

**Base Atk** +2; **CMB** +6; **CMD** 20

**Feats** Improved Initiative, Weapon Focus (Tail Slap)

**Skills** Acrobatics+10, Fly +10, Knowledge (History) +7, Knowledge (Nobility) +7, Knowledge (Planes) +7, Sense Motive +8, Stealth +10

**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 on one attack against a foe.

**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** 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)

**HP** 37 (4d10+12+4)

**Fort** +4, **Ref** +8, **Will** +6

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

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

**Melee** Tail Slap +9 (1d8+5 plus 1d6 cold plus grab; 10 ft. reach), bite +8 (1d6+2 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* (DC 13), *tongues*, *whispering wind*

**Str** 20, **Dex** 19, **Con** 16, **Int** 12, **Wis** 17, **Cha** 15

**Base Atk** +4; **CMB** +10; **CMD** 25

**Feats** Improved Initiative, Toughness<sup>B</sup>, Weapon Focus (Tail Slap)

**Skills** Acrobatics+11, Fly +9, Knowledge (History) +8, Knowledge (Nobility) +8, Knowledge (Planes) +8, Sense Motive +9, Stealth +7

**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 on one attack against a foe.

**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** 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, -1 size)**HP** 76 (8d10+24+8)**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 +13 (1d8+5 plus 2d6 cold plus grab; 10 ft. reach), bite +12 (1d6+5 plus 2d6 cold)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** Arctic Spirit 1/day (+2 attack, +9 cold damage), cold (2d6)**Spell-Like Abilities** (CL 8th)At will – *ray of frost*1/day – *hypnotism* (DC 13), *lesser geas* (DC 16), *suggestion* (DC 15), *tongues*, *whispering wind***Str** 20, **Dex** 19, **Con** 16, **Int** 12, **Wis** 17, **Cha** 15**Base Atk** +8; **CMB** +15; **CMD** 29**Feats** Improved Initiative, Improved Natural Armor, Toughness<sup>B</sup>, Wingover, Weapon Focus (Tail Slap)**Skills** Acrobatics +15, Fly +14, Knowledge (History) +12, Knowledge (Nobility) +12, Knowledge (Planes) +12, Sense Motive +13, Stealth +11**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 on one attack against a foe.**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 2d6 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** 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, -2 size)**HP** 103 (9d10+45+9)**Fort** +8, **Ref** +12, **Will** +11**Defensive Abilities** evasion; **DR** 5/magic; **Immune** cold; **SR** 20**Speed** 40 ft., fly 80 ft. (good maneuverability)**Melee** Tail Slap +15 (2d6+9 plus 2d6 cold plus grab; 15 ft. reach), bite +14 (1d8+4 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* (DC 17), *hypnotism* (DC 13), *lesser geas* (DC 16), *suggestion* (DC 15), *tongues*, *whispering wind***Str** 28, **Dex** 19, **Con** 20, **Int** 12, **Wis** 17, **Cha** 15**Base Atk** +9; **CMB** +20; **CMD** 34**Feats** Flyby Attack, Hover, Improved Initiative, Improved Natural Armor, Iron Will<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (Tail Slap)**Skills** Acrobatics +16, Fly +12, Knowledge (History) +13, Knowledge (Nobility) +13, Knowledge (Planes) +13, Sense Motive +14, Stealth +8**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 on one attack against a foe.**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** 23, touch 12, flat-footed 19 (+4 Dex, +11 natural, -2 size)**HP** 138 (12d10+60+12)**Fort** +11, **Ref** +14, **Will** +13**Defensive Abilities** evasion; **DR** 10/magic; **Immune** cold; **SR** 23**Speed** 40 ft., fly 80 ft. (good maneuverability)**Melee** Tail Slap +20 (2d6+9 plus 2d6 cold plus grab; 15 ft. reach), bite +19 (1d8+4 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* (DC 18), *geas/quest* (DC 19), *hypnotism* (DC 14), *lesser geas* (DC 17), *suggestion* (DC 16), *tongues*, *whispering wind***Str** 28, **Dex** 19, **Con** 20, **Int** 12, **Wis** 17, **Cha** 16**Base Atk** +12; **CMB** +23; **CMD** 39**Feats** Flyby Attack, Great Fortitude<sup>B</sup>, Hover, Improved Initiative, Improved Natural Armor, Iron Will<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (Tail Slap), Wingover**Skills** Acrobatics +19, Fly +15, Knowledge (History) +16, Knowledge (Nobility) +16, Knowledge (Planes) +16, Sense Motive +16, Stealth +11**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 on one attack against a foe.**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** 161 (14d10+70+14)**Fort** +11, **Ref** +15, **Will** +14**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+4 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* (DC 19), *dictum* (DC 21), *geas/quest* (DC 20), *hypnotism* (DC 15), *lesser geas* (DC 18), *suggestion* (DC 17), *tongues*, *whispering wind***Str** 28, **Dex** 19, **Con** 20, **Int** 12, **Wis** 17, **Cha** 18**Base Atk** +14; **CMB** +25; **CMD** 39**Feats** Flyby Attack, Great Fortitude<sup>B</sup>, Hover, Improved Initiative, Improved Natural Armor, Intimidating Prowess, Iron Will<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (Tail Slap), Wingover**Skills** Acrobatics +21, Fly +17, Intimidate +12, Knowledge (History) +18, Knowledge (Nobility) +18, Knowledge (Planes) +18, Sense Motive +16, Stealth +13**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 on one attack against a foe.**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.