

Summon Monster I

CELESTIAL DOG

Small Magical Beast (Extraplanar)

Hit Dice: 1d8+2 (6 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-3

Attack: Bite +2 melee (1d4+1)

Full Attack: Bite +2 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite Evil 1/day (+1 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 6

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6

Skills: Jump +7, Listen +5, Spot +5, Survival +1*

Feats: Alertness, Track (B)

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary or pack (5-12)

Challenge Rating: 1/3

Treasure: None

Alignment: Always Lawful Good

Advancement: -

Level Adjustment: -

Skills: Celestial dogs have a +4 racial bonus on Jump checks. *Celestial dogs have a +4 racial bonus on Survival checks when tracking by scent.

CELESTIAL OWL

Tiny Magical Beast (Extraplanar)

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 40 ft. (average)

Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14

Base Attack/Grapple: +0/-11

Attack: Talons +5 melee (1d4; V3)

Full Attack: Talons +5 melee (1d4-3)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Smite Evil 1/day (+1 damage)

Special Qualities: Low-light vision, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 6

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 4, Dex 17, Con 10, Int 3, Wis 14, Cha 4

Skills: Listen +14, Move Silently +17, Spot +6*

Feats: Weapon Finesse

Environment: Seven Mounting Heavens of Celestial

Organization: Solitary

Challenge Rating: 1/4

Treasure: None

Alignment: Always Lawful Good

Advancement: 2 HD (Small)

Level Adjustment: -

Skills: Celestial owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

CELESTIAL GIANT FIRE BEETLE

Small Magical Beast (Extraplanar)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 16 (+1 size, +5 natural), touch 11, flat-footed 16

Base Attack/Grapple: +0/-4

Attack: Bite +1 melee (2d4)

Full Attack: Bite +1 melee (2d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite Evil 1/day (+1 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Acid, Cold and Electricity Resistance 5, Spell Resistance 6

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 10, Dex 11, Con 11, Int 3, Wis 10, Cha 7

Skills: -

Feats: -

Environment: Blessed Fields of Elysium

Organization: Cluster (1-5) or colony (6-11)

Challenge Rating: 1/3

Treasure: None

Alignment: Always Neutral Good

Advancement: 2-3 HD (Small)

Level Adjustment: -

CELESTIAL PORPOISE

Medium Magical Beast (Extraplanar)

Hit Dice: 2d8+2 (11 hp)

Initiative: +3

Speed: Swim 80 ft. (16 squares)

Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

Base Attack/Grapple: +1/+1

Attack: Slam +4 melee (2d4)

Full Attack: Slam +4 melee (2d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite Evil 1/day (+2 damage)

Special Qualities: Blindsight 120 ft., hold breath, low-light vision, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 7

Saves: Fort +4, Ref +6, Will +1

Abilities: Str 11, Dex 17, Con 13, Int 3, Wis 12, Cha 6

Skills: Listen +8*, Spot +7*, Swim +8

Feats: Weapon Finesse

Environment: Blessed Fields of Elysium

Organization: Solitary, pair, or school (3-20)

Challenge Rating: 1/2

Treasure: None

Alignment: Always Neutral Good

Advancement: 3-4 HD (Medium); 5-6 HD (Large)

Level Adjustment: -

Blindsight (Ex): Celestial porpoises can see by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A celestial porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Skills: A celestial porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A celestial porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

CELESTIAL BADGER

Small Magical Beast (Extraplanar)

Hit Dice: 1d8+2 (6 hp)

Initiative: +3

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-5

Attack: Claw +4 melee (1d2-1)

Full Attack: 2 claws +4 melee (1d2-1) and bite -1 melee(1d3-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rage, Smite Evil 1/day (+1 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 6

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 8, Dex 17, Con 15, Int 3, Wis 12, Cha 6

Skills: Escape Artist +7, Listen +3, Spot +3

Feats: Track (B), Weapon Finesse

Environment: Olympian Glades of Arborea

Organization: Solitary, pair, or cete (3-5)

Challenge Rating: 1/2

Treasure: None

Alignment: Always Chaotic Good

Advancement: 2 HD (Small)

Level Adjustment: -

Rage (Ex): A celestial badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: A celestial badger has a +4 racial bonus on Escape Artist checks.

CELESTIAL MONKEY

Tiny Magical Beast

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +0/-12
Attack: Bite +4 melee (1d3-4)
Full Attack: Bite +4 melee (1d3-4)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Smite Evil 1/day (+1 damage)
Special Qualities: Low-light vision, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 6
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 3, Dex 15, Con 10, Int 3, Wis 12, Cha 5
Skills: Balance + 10, Climb +10, Hide +10, Listen +3, Spot +3
Feats: Weapon Finesse
Environment: Olympian Glades of Arborea
Organization: Troop (10-40)
Challenge Rating: 1/6
Treasure: None
Alignment: Always Chaotic Good
Advancement: 2-3 HD (Small)
Level Adjustment: -

Skills: Celestial monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

FIENDISH DIRE RAT

Small Magical Beast (Extraplanar)

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-4

Attack: Bite +4 melee (1d4 plus disease)

Full Attack: Bite +4 melee (1d4 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, Smite Good 1/day (+1 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 6

Saves: Fort +3, Ref +5, Will +3

Abilities: Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

Feats: Alertness, Weapon Finesse (B)

Environment: Nine Hells of Baator

Organization: Solitary or pack (11-20)

Challenge Rating: 1/3

Treasure: None

Alignment: Always Lawful Evil

Advancement: 2-3 HD (Small); 4-6 HD (Medium)

Level Adjustment: -

Disease (Ex): Filth fever - bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Fiendish dire rats have a +8 racial bonus on Swim checks. Fiendish dire rats have a +8 racial

bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Fiendish dire rats use their Dexterity modifier for Climb and Swim checks.

FIENDISH RAVEN

Tiny Magical Beast (Extraplanar)

Hit Dice: 1/4 d8 (1 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 40 ft. (average)

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +0/-13

Attack: Claws +4 melee (1d2-5)

Full Attack: Claws +4 melee (1d2-5)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Smite Good 1/day (+1 damage)

Special Qualities: Low-light vision, Darkvision 60ft, Spell Resistance 5

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 1, Dex 15, Con 10, Int 3, Wis 14, Cha 6

Skills: Listen +3, Spot +5

Feats: Weapon Finesse

Environment: Nine Hells of Baator

Organization: Solitary

Challenge Rating: 1/6

Treasure: None

Alignment: Always Lawful Evil

Advancement: -

Level Adjustment: -

FIENDISH MONSTROUS CENTIPEDE, MEDIUM

Medium Magical Beast (Extraplanar)

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +0/+1

Attack: Bite +2 melee (1d6-1 plus poison)

Full Attack: Bite +2 melee (1d6-1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, Smite Good 1/day (+1 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Cold and Fire Resistance 5, Spell Resistance 6

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 9, Dex 15, Con 10, Int 3, Wis 10, Cha 2

Skills: Climb +10, Hide +10, Spot +4

Feats: Weapon Finesse (B)

Environment: Bleak Eternity of Gehenna

Organization: Solitary or colony (2-5)

Challenge Rating: 1/2

Treasure: None

Alignment: Always Neutral Evil

Advancement: -

Level Adjustment: -

Poison (Ex): A fiendish monstrous centipede has a poisonous bite. Save DC is 10, initial and secondary damage is 1d3 Dexterity damage. The save DCs are Constitution-based.

Skills: Fiendish monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Fiendish monstrous centipedes can take 10 on Climb checks, even if threatened or distracted.

FIENDISH MONSTROUS SCORPION, SMALL

Small Magical Beast (Extraplanar)

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 14 (+1 size, +3 natural), touch 11, flat-footed 14

Base Attack/Grapple: +0/-4

Attack: Claw +1 melee (1d3-1)

Full Attack: 2 claws +1 melee (1d3-1) and sting -4 melee (1d3-1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 1d3-1, improved grab, poison, Smite Good 1/day (+1 damage)

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits, Cold and Fire Resistance 5, Spell Resistance 6

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 9, Dex 10, Con 14, Int 3, Wis 10, Cha 2

Skills: Climb +3, Hide +8, Spot +4

Feats: Weapon Finesse (B)

Environment: Bleak Eternity of Gehenna

Organization: Colony (2-5) or swarm (6-11)

Challenge Rating: 1/2

Treasure: None

Alignment: Always Neutral Evil

Advancement: -

Level Adjustment: -

Constrict (Ex): A fiendish monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A fiendish monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A fiendish monstrous scorpion has a poisonous sting. The save DC is 12, and the initial and secondary damage is 1d2 Con damage. The save DCs are Constitution-based

Skills: A fiendish monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

FIENDISH HAWK

Tiny Magical Beast (Extraplanar)

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 60 ft. (average)

Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14

Base Attack/Grapple: +0/-10

Attack: Talons +5 melee (1d4-2)

Full Attack: Talons +5 melee (1d4-2)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Smite Good 1/day (+1 damage)

Special Qualities: Low-light vision, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 6
Saves: Fort +2, Ref +5, Will +2
Abilities: Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6
Skills: Listen +2, Spot +14
Feats: Weapon Finesse
Environment: Infinite Layers of the Abyss
Organization: Solitary or pair
Challenge Rating: 1/3
Treasure: None
Alignment: Always Chaotic Evil
Advancement: -
Level Adjustment: -

Skills: Fiendish hawks have a +8 racial bonus on Spot checks.

FIENDISH MONSTROUS SPIDER, SMALL

Small Magical Beast (Extraplanar)

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 14 (+1 size, +3 Dex), touch 14, flat-footed 11

Base Attack/Grapple: +0/-6

Attack: Bite +4 melee (1d4-2 plus poison)

Full Attack: Bite +4 melee (1d4-2 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, web, Smite Good 1/day (+1 damage)

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits, Cold and Fire Resistance 5, Spell Resistance 6

Saves: Fort +2, Ref +3, Will +0

Abilities: Str 7, Dex 17, Con 10, Int 3, Wis 10, Cha 2

Skills: Climb +11, Hide +11*, Jump -2*, Spot +4*

Feats: Weapon FinesseB

Environment: Infinite Layers of the Abyss

Organization: Colony (2-5) or swarm (6-11)

Challenge Rating: 1/2

Treasure: None

Alignment: Always Chaotic Evil

Advancement: -

Level Adjustment: -

Poison (Ex): A fiendish monstrous spider has a poisonous bite. The save DC is 10, and the initial and secondary damage is 1d3 Str damage. The save DCs are Constitution-based.

Web (Ex): Both types of fiendish monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size

of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Sheet webs have damage reduction 5/-.

A fiendish monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

The Escape Artist DC for the web is 10, the break DC is 14, and the web has 4 hit points per 5ft square.

Tremorsense (Ex): A fiendish monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Fiendish monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A fiendish monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Fiendish monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

FIENDISH OCTOPUS

Small Magical Beast (Aquatic, Extraplanar)

Hit Dice: 2d8 (9 hp)

Initiative: +3

Speed: 20 ft. (4 squares), swim 30 ft.

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

Base Attack/Grapple: +1/+2

Attack: Arms +5 melee (0)

Full Attack: Arms +5 melee (0) and bite +0 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, Smite Good 1/day (+2 damage)

Special Qualities: Ink cloud, jet, low-light vision, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 7

Saves: Fort +3, Ref +6, Will +1

Abilities: Str 12, Dex 17, Con 11, Int 3, Wis 12, Cha 3

Skills: Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9

Feats: Weapon Finesse

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 3-6 HD (Medium)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a fiendish octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): A fiendish octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A fiendish octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A fiendish octopus can change colors, giving it a +4 racial bonus on Hide checks. A fiendish octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A fiendish octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

FIENDISH VIPER, SMALL

Small Magical Beast (Extraplanar)

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14

Base Attack/Grapple: +0/-6

Attack: Bite +4 melee (1d2-2 plus poison)

Full Attack: Bite +4 melee (1d2-2 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, Smite Good 1/day (+1 damage)

Special Qualities: Scent, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 6

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 6, Dex 17, Con 11, Int 3, Wis 12, Cha 2

Skills: Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, **Swim +6**

[B]Feats: Weapon Finesse

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Alignment: Always Chaotic Evil

Advancement: -

Level Adjustment: -

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC is 10, and is Constitution-based.

Skills: Fiendish snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A fiendish snake can always choose to take 10 on a Climb check, even if rushed or threatened. Fiendish snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A fiendish snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Summon Monster II

CELESTIAL GIANT BEE

Medium Magical Beast (Extraplanar)

Hit Dice: 3d8 (13 hp)

Initiative: +2

Speed: 20 ft. (4 squares), fly 80 ft. (good)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +2/+2

Attack: Sting +2 melee (1d4 plus poison)

Full Attack: Sting +2 melee (1d4 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, Smite Evil 1/day (+3 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Acid, Cold and Electricity Resistance 5, Spell Resistance 8

Saves: Fort +3, Ref +3, Will +2

Abilities: Str 11, Dex 14, Con 11, Int 3, Wis 12, Cha 9

Skills: Spot +5, Survival +1*

Feats: -

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary, buzz (2-5), or hive (11-20)

Challenge Rating: 1

Treasure: No coins; 1/4 goods (honey only); no items

Alignment: Always Lawful Good

Advancement: 4-6 HD (Medium); 7-9 HD (Large)

Level Adjustment: -

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d4 Con. The save DC is Constitution-based. A celestial giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.

Skills: Celestial giant bees have a +4 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

CELESTIAL GIANT BOMBARDIER BEETLE

Medium Magical Beast (Extraplanar)

Hit Dice: 2d8+4 (13 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +1/+2

Attack: Bite +2 melee (1d4+1)

Full Attack: Bite +2 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid spray, Smite Evil 1/day (+2 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Acid, Cold and Electricity Resistance 5, Spell Resistance 7

Saves: Fort +5, Ref +0, Will +0

Abilities: Str 13, Dex 10, Con 14, Int 3, Wis 10, Cha 9

Skills: -

Feats: -

Environment: Blessed Fields of Elysium

Organization: Cluster (2-5) or click (6-11)

Challenge Rating: 2

Treasure: None

Alignment: Always Neutral Good

Advancement: 3-4 HD (Medium); 5-6 HD (Large)

Level Adjustment: -

Acid Spray (Ex): When attacked or disturbed, the creature can release a 10-foot cone of acidic vapour once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

CELESTIAL RIDING DOG

Medium Magical Beast (Extraplanar)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +1/+3

Attack: Bite +3 melee (1d6+3)

Full Attack: Bite +3 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite Evil 1/day (+2 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 7

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6

Skills: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*

Feats: Alertness, Track (B)

Environment: Blessed Fields of Elysium

Organization: Solitary or pack (5-12)

Challenge Rating: 1

Treasure: None

Alignment: Always Neutral Good

Advancement: -

Level Adjustment: -

Carrying Capacity: A light load for a celestial riding dog is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. A celestial riding dog can drag 1,500 pounds.

Skills: Celestial riding dogs have a +4 racial bonus on Jump checks. *Celestial riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

CELESTIAL EAGLE

Small Magical Beast (Extraplanar)

Hit Dice: 1d8+1 (5 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 80 ft. (average)

Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12

Base Attack/Grapple: +0/-4

Attack: Talons +3 melee (1d4)

Full Attack: 2 talons +3 melee (1d4) and bite -2 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite Evil 1/day (+1 damage)

Special Qualities: Low-light vision, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell

Resistance 6
Saves: Fort +3, Ref +4, Will +2
Abilities: Str 10, Dex 15, Con 12, Int 3, Wis 14, Cha 6
Skills: Listen +2, Spot +14
Feats: Weapon Finesse
Environment: Olympian Glades of Arborea
Organization: Solitary or pair
Challenge Rating: 1/2
Treasure: None
Alignment: Always Chaotic Good
Advancement: 2-3 HD (Medium)
Level Adjustment: -

Skills: Celestial eagles have a +8 racial bonus on Spot checks.

FIENDISH SQUID

Medium Magical Beast (Aquatic, Extraplanar)

Hit Dice: 3d8 (13 hp)

Initiative: +3

Speed: Swim 60 ft. (12 squares)

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +2/+8*

Attack: Arms +4 melee (0)

Full Attack: Arms +4 melee (0) and bite -1 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, Smite Good 1/day (+3 damage)

Special Qualities: Ink cloud, jet, low-light vision, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 8

Saves: Fort +3, Ref +6, Will +2

Abilities: Str 14, Dex 17, Con 11, Int 3, Wis 12, Cha 2

Skills: Listen +7, Spot +7, Swim +10

Feats: Alertness, Endurance

Environment: Nine Hells of Baator

Organization: Solitary or school (6-11)

Challenge Rating: 1

Treasure: None

Alignment: Always Lawful Evil

Advancement: 4-6 HD (Medium); 7-11 HD (Large)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a fiendish squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

*A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A fiendish squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A fiendish squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A fiendish squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line

FIENDISH WOLF

Medium Magical Beast (Extraplanar)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bite +3 melee (1d6+1)

Full Attack: Bite +3 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip, Smite Good 1/day (+2 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 7

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6

Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Feats: Track (B), Weapon Focus (bite)

Environment: Nine Hells of Baator

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 1

Treasure: None

Alignment: Always Lawful Evil

Advancement: 3 HD (Medium); 4-6 HD (Large)

Level Adjustment: —

Trip (Ex): A fiendish wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the fiendish wolf.

Skills: *Fiendish wolves have a +4 racial bonus on Survival checks when tracking by scent.

FIENDISH MONSTROUS CENTIPEDE, LARGE

Large Magical Beast (Extraplanar)

Hit Dice: 3d8 (13 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +2/+7

Attack: Bite +3 melee (1d8+1 plus poison)

Full Attack: Bite +3 melee (1d8+1 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, Smite Good 1/day (+3 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Cold and Fire Resistance 5, Spell Resistance 8

Saves: Fort +3, Ref +3, Will +1

Abilities: Str 13, Dex 15, Con 10, Int 3, Wis 10, Cha 2

Skills: Climb +10, Hide +6, Spot +4

Feats: Weapon Finesse (B)

Environment: Bleak Eternity of Gehenna

Organization: Solitary or colony (2-5)

Challenge Rating: 1

Treasure: None

Alignment: Always Neutral Evil

Advancement: 4-5 HD (Large)

Level Adjustment: -

Poison (Ex): A fiendish monstrous centipede has a poisonous bite. Save DC is 11, initial and secondary damage is 1d4 Dexterity damage. The save DCs are Constitution-based.

Skills: Fiendish monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Fiendish monstrous centipedes can take 10 on Climb checks, even if threatened or distracted.

FIENDISH MONSTROUS SCORPION, MEDIUM

Medium Magical Beast (Extraplanar)

Hit Dice: 2d8+4 (13 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +1/+2

Attack: Claw +2 melee (1d4+1)

Full Attack: 2 claws +2 melee (1d4+1) and sting -3 melee (1d4 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 1d4+1, improved grab, poison, Smite Good 1/day (+2 damage)

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits, Cold and Fire Resistance 5, Spell Resistance 7

Saves: Fort +5, Ref +0, Will +0

Abilities: Str 13, Dex 10, Con 14, Int 3, Wis 10, Cha 2

Skills: Climb +5, Hide +4, Spot +4

Feats: -

Environment: Bleak Eternity of Gehenna

Organization: Solitary or colony (2-5)

Challenge Rating: 1

Treasure: None

Alignment: Always Neutral Evil

Advancement: 3-4 HD (Medium)

Level Adjustment: -

Constrict (Ex): A fiendish monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A fiendish monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A fiendish monstrous scorpion has a poisonous sting. The save DC is 13, and the initial and secondary damage is 1d3 Con damage. The save DCs are Constitution-based

Skills: A fiendish monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

FIENDISH SHARK, MEDIUM

Medium Magical Beast (Aquatic, Extraplanar)

Hit Dice: 3d8+3 (16 hp)

Initiative: +2

Speed: Swim 60 ft. (12 squares)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +2/+3

Attack: Bite +4 melee (1d6+1)

Full Attack: Bite +4 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Smite Good 1/day (+3 damage)
Special Qualities: Blindsense, keen scent, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 8
Saves: Fort +4, Ref +5, Will +2
Abilities: Str 13, Dex 15, Con 13, Int 3, Wis 12, Cha 2
Skills: Listen +6, Spot +6, Swim +9
Feats: Alertness, Weapon Finesse
Environment: Bleak Eternity of Gehenna
Organization: Solitary, school (2-5), or pack (6-11)
Challenge Rating: 1
Treasure: None
Alignment: Always Neutral Evil
Advancement: 4-6 HD (Medium)
Level Adjustment: -

Blindsense (Ex): A fiendish shark can locate creatures underwater within a 30-foot radius. This ability works only when the fiendish shark is underwater.

Keen Scent (Ex): A fiendish shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A fiendish shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

FIENDISH MONSTROUS SPIDER, MEDIUM

Medium Magical Beast (Extraplanar)

Hit Dice: 2d8+2 (11 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +1/+1

Attack: Bite +4 melee (1d6 plus poison)

Full Attack: Bite +4 melee (1d6 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, web, Smite Good 1/day (+2 damage)

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits, Cold and Fire Resistance 5, Spell Resistance 7

Saves: Fort +4, Ref +3, Will +0

Abilities: Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2

Skills: Climb +11, Hide +7*, Jump +0*, Spot +4*

Feats: Weapon Finesse (B)

Environment: Infinite Layers of the Abyss

Organization: Solitary or colony (2-5)

Challenge Rating: 1

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always Chaotic Evil

Advancement: 3 HD (Medium)

Level Adjustment: -

Poison (Ex): A fiendish monstrous spider has a poisonous bite. The save DC is 12, and the initial and secondary damage is 1d4 Str damage. The save DCs are Constitution-based.

Web (Ex): Both types of fiendish monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Sheet webs have damage reduction 5/-

A fiendish monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

The Escape Artist DC for the web is 12, the break DC is 16, and the web has 6 hit points per 5ft square.

Tremorsense (Ex): A fiendish monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Fiendish monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A fiendish monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Fiendish monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

FIENDISH VIPER, MEDIUM

Medium Magical Beast (Extraplanar)

Hit Dice: 2d8 (9 hp)

Initiative: +3

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +1/+0

Attack: Bite +4 melee (1d4-1 plus poison)

Full Attack: Bite +4 melee (1d4-1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, Smite Good 1/day (+2 damage)

Special Qualities: Scent, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 7

Saves: Fort +3, Ref +6, Will +1

Abilities: Str 8, Dex 17, Con 11, Int 3, Wis 12, Cha 2

Skills: Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7

Feats: Weapon Finesse

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always Chaotic Evil

Advancement: -

Level Adjustment: -

Poison (Ex): A fiendish viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC is 11 and is Constitution-based.

Skills: Fiendish snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A fiendish snake can always choose to take 10 on a Climb check, even if rushed or threatened. Fiendish snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Summon Monster III

CELESTIAL BLACK BEAR

Medium Magical Beast (Extraplanar)

Hit Dice: 3d8+6 (19 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +2/+6

Attack: Claw +6 melee (1d4+4)

Full Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite Evil 1/day (+3 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 8

Saves: Fort +5, Ref +4, Will +2

Abilities: Str 19, Dex 13, Con 15, Int 3, Wis 12, Cha 6

Skills: Climb +4, Listen +4, Spot +4, Swim +8

Feats: Endurance, Run

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary or pair

Challenge Rating: 2

Treasure: None

Alignment: Always Lawful Good

Advancement: 4-5 HD (Medium)

Level Adjustment: -

Skills: A celestial black bear has a +4 racial bonus on Swim checks.

CELESTIAL BISON

Large Magical Beast (Extraplanar)

Hit Dice: 5d8+15 (37 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 13 (-1 size, +4 natural), touch 9, flat-footed 13

Base Attack/Grapple: +3/+13

Attack: Gore +8 melee (1d8+9)

Full Attack: Gore +8 melee (1d8+9)

Space/Reach: 10 ft./5 ft.

Special Attacks: Stampede, Smite Evil 1/day (+5 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 10

Saves: Fort +7, Ref +4, Will +1

Abilities: Str 22, Dex 10, Con 16, Int 3, Wis 11, Cha 4

Skills: Listen +7, Spot +5

Feats: Alertness, Endurance

Environment: Blessed Fields of Elysium

Organization: Solitary or herd (6-30)

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral Good

Advancement: 6-7 HD (Large)

Level Adjustment: -

Stampede (Ex): A frightened herd of celestial bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five celestial bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

CELESTIAL DIRE BADGER

Medium Magical Beast (Extraplanar)

Hit Dice: 3d8+15 (28 hp)

Initiative: +3

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +2/+4

Attack: Claw +4 melee (1d4+2)

Full Attack: 2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rage, Smite Evil 1/day (+3 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 8

Saves: Fort +7, Ref +6, Will +4

Abilities: Str 14, Dex 17, Con 19, Int 3, Wis 12, Cha 10

Skills: Listen +6, Spot +6

Feats: Alertness, Toughness, Track (B)

Environment: Olympian Glades of Arborea

Organization: Solitary or cete (2-5)

Challenge Rating: 2

Treasure: None

Alignment: Always Chaotic Good

Advancement: 4-9 HD (Large)

Level Adjustment: -

Rage (Ex): A celestial dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

CELESTIAL HIPPOGRIFF

Large Magical Beast (Extraplanar)

Hit Dice: 3d10+9 (25 hp)

Initiative: +2

Speed: 50 ft. (10 squares), fly 100 ft. (average)

Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +3/+11

Attack: Claw +6 melee (1d4+4)

Full Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Smite Evil 1/day (+3 damage)

Special Qualities: Darkvision 60 ft., low-light vision, scent, Acid, Cold and Electricity Resistance 5, Spell Resistance 8

Saves: Fort +6, Ref +5, Will +2

Abilities: Str 18, Dex 15, Con 16, Int 3, Wis 13, Cha 8

Skills: Listen +4, Spot +8

Feats: Dodge, Wingover
Environment: Olympian Glades of Arborea
Organization: Solitary, pair, or flight (7-12)
Challenge Rating: 2
Treasure: None
Alignment: Always Chaotic Good
Advancement: 4-6 HD (Large); 7-9 HD (Huge)
Level Adjustment: -

Skills: Celestial hippogriffs have a +4 racial bonus on Spot checks.

Carrying Capacity: A light load for a celestial hippogriff is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

FIENDISH APE

Large Magical Beast (Extraplanar)

Hit Dice: 4d8+11 (29 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +3/+12

Attack: Claws +7 melee (1d6+5)

Full Attack: 2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Smite Good 1/day (+4 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 9

Saves: Fort +6, Ref +6, Will +2

Abilities: Str 21, Dex 15, Con 14, Int 3, Wis 12, Cha 7

Skills: Climb +14, Listen +6, Spot +6

Feats: Alertness, Toughness

Environment: Nine Hells of Baator

Organization: Solitary, pair, or company (—5)

Challenge Rating: 3

Treasure: None

Alignment: Always Lawful Evil

Advancement: 5-8 HD (Large)

Level Adjustment: -

Skills: Fiendish apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

FIENDISH DIRE WEASEL

Medium Magical Beast (Extraplanar)

Hit Dice: 3d8 (13 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Base Attack/Grapple: +2/+4

Attack: Bite +6 melee (1d6+3)

Full Attack: Bite +6 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach, blood drain, Smite Good 1/day (+3 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 8
Saves: Fort +3, Ref +7, Will +4
Abilities: Str 14, Dex 19, Con 10, Int 3 Wis 12, Cha 11
Skills: Hide +8, Listen +3, Move Silently +8, Spot +5
Feats: Alertness, Stealthy, Weapon Finesse (B)
Environment: Nine Hells of Baator
Organization: Solitary or pair
Challenge Rating: 2
Treasure: None
Alignment: Always Lawful Evil
Advancement: 4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment: -

Attach (Ex): A fiendish dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached fiendish dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached fiendish dire weasel can be struck with a weapon or grappled itself. To remove an attached fiendish dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A fiendish dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

FIENDISH CONSTRICTOR

Medium Magical Beast (Extraplanar)

Hit Dice: 3d8+6 (19 hp)

Initiative: +3

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

Base Attack/Grapple: +2/+5

Attack: Bite +5 melee (1d3+4)

Full Attack: Bite +5 melee (1d3+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 1d3+4, improved grab, Smite Good 1/day (+3 damage)

Special Qualities: Scent, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 8

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 17, Dex 17, Con 13, Int 3, Wis 12, Cha 2

Skills: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11

Feats: Alertness, Toughness

Environment: Nine Hells of Baator

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always Lawful Evil

Advancement: 4-5 HD (Medium); 6-10 HD (Large)

Level Adjustment: -

Constrict (Ex): On a successful grapple check, a fiendish constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a fiendish constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Fiendish snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial

bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Fiendish snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A fiendish snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

FIENDISH BOAR

Medium Magical Beast (Extraplanar)

Hit Dice: 3d8+12 (25 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +2/+4

Attack: Gore +4 melee (1d8+3)

Full Attack: Gore +4 melee (1d8+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ferocity, Smite Good 1/day (+3 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 8

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 15, Dex 10, Con 17, Int 3, Wis 13, Cha 4

Skills: Listen +7, Spot +5

Feats: Alertness, Toughness

Environment: Bleak Eternity of Gehenna

Organization: Solitary or herd (5-8)

Challenge Rating: 2

Treasure: None

Alignment: Always Neutral Evil

Advancement: 4-5 HD (Medium)

Level Adjustment: -

Ferocity (Ex): A fiendish boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

FIENDISH DIRE BAT

Large Magical Beast (Extraplanar)

Hit Dice: 4d8+12 (30 hp)

Initiative: +6

Speed: 20 ft. (4 squares), fly 40 ft. (good)

Armor Class: 20 (-1 size, +6 Dex, +5 natural), touch 15, flat-footed 14

Base Attack/Grapple: +3/+10

Attack: Bite +5 melee (1d8+4)

Full Attack: Bite +5 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Smite Good 1/day (+4 damage)

Special Qualities: Blindsight 40 ft., Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 9

Saves: Fort +7, Ref +10, Will +6

Abilities: Str 17, Dex 22, Con 17, Int 3, Wis 14, Cha 6

Skills: Hide +4, Listen +12*, Move Silently +11, Spot +8*

Feats: Alertness, Stealthy

Environment: Bleak Eternity of Gehenna
Organization: Solitary or colony (5-8)
Challenge Rating: 3
Treasure: None
Alignment: Always Neutral Evil
Advancement: 5-12 HD (Large)
Level Adjustment: -

Blindsense (Ex): A fiendish dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the fiendish dire bat unless it can actually see them.
Skills: Fiendish dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

FIENDISH MONSTROUS CENTIPEDE, HUGE

Huge Magical Beast (Extraplanar)

Hit Dice: 6d8+6 (33 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 16 (–2 size, +2 Dex, +6 natural), touch 10, flat-footed 14

Base Attack/Grapple: +4/+15

Attack: Bite +5 melee (2d6+4 plus poison)

Full Attack: Bite +5 melee (2d6+4 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Poison, Smite Good 1/day (+6 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 11

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 17, Dex 15, Con 12, Int 3, Wis 10, Cha 2

Skills: Climb +11, Hide +2, Spot +4

Feats: -

Environment: Bleak Eternity of Gehenna

Organization: Solitary or colony (2-5)

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral Evil

Advancement: 7-11 HD (Huge)

Level Adjustment: -

Poison (Ex): A fiendish monstrous centipede has a poisonous bite. Save DC is 14, initial and secondary damage is 1d6 Dexterity damage. The save DCs are Constitution-based.

Skills: Fiendish monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Fiendish monstrous centipedes can take 10 on Climb checks, even if threatened or distracted.

FIENDISH CROCODILE

Medium Magical Beast (Extraplanar)

Hit Dice: 3d8+9 (22 hp)

Initiative: +1

Speed: 20 ft. (4 squares), swim 30 ft.

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +2/+6

Attack: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Full Attack: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, Smite Good 1/day (+3 damage)
Special Qualities: Hold breath, low-light vision, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 8
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 19, Dex 12, Con 17, Int 3, Wis 12, Cha 2
Skills: Hide +7*, Listen +4, Spot +4, Swim +12
Feats: Alertness, Skill Focus (Hide)
Environment: Infinite Layers of the Abyss
Organization: Solitary or colony (6-11)
Challenge Rating: 2
Treasure: None
Alignment: Always Chaotic Evil
Advancement: 4-5 HD (Medium)
Level Adjustment: -

Improved Grab (Ex): To use this ability, a fiendish crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the fiendish crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A fiendish crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A fiendish crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A fiendish crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a fiendish crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

FIENDISH VIPER, LARGE

Large Magical Beast (Extraplanar)

Hit Dice: 3d8 (13 hp)

Initiative: +7

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +2/+6

Attack: Bite +4 melee (1d4 plus poison)

Full Attack: Bite +4 melee (1d4 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, Smite Good 1/day (+3 damage)

Special Qualities: Scent, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 8

Saves: Fort +3, Ref +6, Will +2

Abilities: Str 10, Dex 17, Con 11, Int 3, Wis 12, Cha 2

Skills: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8

Feats: Improved Initiative, Weapon Finesse

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always Chaotic Evil

Advancement: -

Level Adjustment: -

Poison (Ex): A fiendish viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC is 11 and is Constitution-based.

Skills: Fiendish snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A fiendish snake can always choose to take 10 on a Climb check, even if rushed or threatened. Fiendish snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A fiendish snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

FIENDISH WOLVERINE

Medium Magical Beast (Extraplanar)

Hit Dice: 3d8+15 (28 hp)

Initiative: +2

Speed: 30 ft. (6 squares), burrow 10 ft., climb 10 ft.

Armor Class: +4 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +2/+4

Attack: Claw +4 melee (1d4+2)

Full Attack: 2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rage, Smite Good 1/day (+3 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Cold and Fire Resistance 5, Spell Resistance 8

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 14, Dex 15, Con 19, Int 3, Wis 12, Cha 10

Skills: Climb +10, Listen +6, Spot +6

Feats: Alertness, Toughness, Track (B)

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 4-5 HD (Large)

Level Adjustment: -

Rage (Ex): A fiendish wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: Fiendish wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened

Summon Monster IV

CELESTIAL GIANT OWL

Large Magical Beast (Extraplanar)

Hit Dice: 4d10+4 (26 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 70 ft. (average)

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +4/+12

Attack: Claw +7 melee (1d6+4)

Full Attack: 2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Smite Evil 1/day (+4 damage)

Special Qualities: Superior lowlight vision, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 9

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10

Skills: Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10

Feats: Alertness, Wingover

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary, pair, or company (3-5)

Challenge Rating: 4

Treasure: None

Alignment: Always Lawful Good

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: +4 (cohort)

Superior Low-Light Vision (Ex): A celestial giant owl can see five times as far as a human can in dim light.

Skills: Celestial giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks.

*When in flight, celestial giant owls gain a +8 bonus on Move Silently checks.

Carrying Capacity: A light load for a celestial giant owl is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

CELESTIAL GIANT EAGLE

Large Magical Beast (Extraplanar)

Hit Dice: 4d10+4 (26 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 80 ft. (average)

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +4/+12

Attack: Claw +7 melee (1d6+4)

Full Attack: 2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Smite Evil 1/day (+4 damage)

Special Qualities: Low-light vision, evasion, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 9

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10

Skills: Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3

Feats: Alertness, Flyby Attack

Environment: Olympian Glades of Arborea
Organization: Solitary, pair, or eyrie (5-12)
Challenge Rating: 4
Treasure: None
Alignment: Always Chaotic Good
Advancement: 5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment: +4 (cohort)

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a celestial giant eagle takes no damage.

Skills: Celestial giant eagles have a +4 racial bonus on Spot checks.

Carrying Capacity: A light load for a celestial giant eagle is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

CELESTIAL LION

Large Magical Beast (Extraplanar)

Hit Dice: 5d8+10 (32 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +3/+12

Attack: Claw +7 melee (1d4+5)

Full Attack: 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, improved grab, rake 1d4+2, Smite Evil 1/day (+5 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 10

Saves: Fort +6, Ref +7, Will +2

Abilities: Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6

Skills: Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5

Feats: Alertness, Run

Environment: Olympian Glades of Arborea

Organization: Solitary, pair, or pride (6-10)

Challenge Rating: 4

Treasure: None

Alignment: Always Chaotic Good

Advancement: 6–8 HD (Large)

Level Adjustment: -

Pounce (Ex): If a celestial lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a celestial lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Skills: Celestial lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

FIENDISH DIRE WOLF

Large Magical Beast (Extraplanar)

Hit Dice: 6d8+18 (45 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +4/+15

Attack: Bite +11 melee (1d8+10)

Full Attack: Bite +11 melee (1d8+10)

Space/Reach: 10 ft./5 ft.

Special Attacks: Trip, Smite Good 1/day (+6 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 11

Saves: Fort +8, Ref +7, Will +6

Abilities: Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10

Skills: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*

Feats: Alertness, Run, Track (B), Weapon Focus (bite)

Environment: Nine Hells of Baator

Organization: Solitary or pack (5-8)

Challenge Rating: 4

Treasure: None

Alignment: Always Lawful Evil

Advancement: 7-18 HD (Large)

Level Adjustment: -

Trip (Ex): A fiendish dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the fiendish dire wolf.

Skills: A fiendish dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*It also has a +4 racial bonus on Survival checks when tracking by scent.

FIENDISH GIANT WASP

Large Magical Beast (Extraplanar)

Hit Dice: 5d8+10 (32 hp)

Initiative: +1

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +3/+11

Attack: Sting +6 melee (1d3+6 plus poison)

Full Attack: Sting +6 melee (1d3+6 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, Smite Good 1/day (+5 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 10

Saves: Fort +6, Ref +2, Will +2

Abilities: Str 18, Dex 12, Con 14, Int 3, Wis 13, Cha 11

Skills: Spot +9, Survival +1*

Feats: -

Environment: Nine Hells of Baator

Organization: Solitary, swarm (2-5), or nest (11-20)

Challenge Rating: 4

Treasure: None

Alignment: Always Lawful Evil

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

Level Adjustment: -

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Skills: Fiendish giant wasps have a +8 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

FIENDISH GIANT PRAYING MANTIS

Large Magical Beast (Extraplanar)

Hit Dice: 4d8+8 (26 hp)

Initiative: -1

Speed: 20 ft. (4 squares), fly 40 ft. (poor)

Armor Class: 14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14

Base Attack/Grapple: +3/+11

Attack: Claws +6 melee (1d8+4)

Full Attack: Claws +6 melee (1d8+4) and bite +1 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, Smite Good 1/day (+4 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 9

Saves: Fort +6, Ref +0, Will +3

Abilities: Str 19, Dex 8, Con 15, Int 3, Wis 14, Cha 11

Skills: Hide -1*, Spot +6

Feats: -

Environment: Bleak Eternity of Gehenna

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always Neutral Evil

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a fiendish giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (at its full +6 attack bonus).

Skills: A fiendish giant praying mantis has a +4 racial bonus on Hide and Spot checks. *Because of its camouflage, the Hide bonus increases to +12 when a mantis is surrounded by foliage.

FIENDISH SHARK, LARGE

Large Magical Beast (Aquatic, Extraplanar)

Hit Dice: 7d8+7 (38 hp)

Initiative: +6

Speed: Swim 60 ft. (12 squares)

Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +5/+12

Attack: Bite +7 melee (1d8+4)

Full Attack: Bite +7 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Smite Good 1/day (+7 damage)

Special Qualities: Blindsight, keen scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 12

Saves: Fort +8, Ref +7, Will +3

Abilities: Str 17, Dex 15, Con 13, Int 3, Wis 12, Cha 2

Skills: Listen +8, Spot +7, Swim +11

Feats: Alertness, Great Fortitude, Improved Initiative

Environment: Bleak Eternity of Gehenna

Organization: Solitary, school (2-5), or pack (6-11)

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral Evil

Advancement: 8-9 HD (Large)

Level Adjustment: -

Blindsense (Ex): A fiendish shark can locate creatures underwater within a 30-foot radius. This ability works only when the fiendish shark is underwater.

Keen Scent (Ex): A fiendish shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A fiendish shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

FIENDISH MONSTROUS SPIDER, LARGE

Large Magical Beast (Extraplanar)

Hit Dice: 4d8+4 (22 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11

Base Attack/Grapple: +3/+9

Attack: Bite +4 melee (1d8+3 plus poison)

Full Attack: Bite +4 melee (1d8+3 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, web, Smite Good 1/day (+4 damage)

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 9

Saves: Fort +5, Ref +4, Will +1

[B]Abilities: Str 15, Dex 17, Con 12, Int 3, Wis 10, Cha 2

Skills: Climb +11, Hide +3*, Jump +2*, Spot +4*

Feats: -

Environment: Infinite Layers of the Abyss

Organization: Solitary or colony (2-5)

Challenge Rating: 3

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always Chaotic Evil

Advancement: 5-7 HD (Large)

Level Adjustment: -

Poison (Ex): A fiendish monstrous spider has a poisonous bite. The save DC is 13, and the initial and secondary damage is 1d6 Str damage. The save DCs are Constitution-based.

Web (Ex): Both types of fiendish monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Sheet webs have damage reduction 5/-

A fiendish monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

The Escape Artist DC for the web is 13, the break DC is 17, and the web has 12 hit points per 5ft square.

Tremorsense (Ex): A fiendish monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Fiendish monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A fiendish monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Fiendish monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

FIENDISH VIPER, HUGE

Huge Magical Beast (Extraplanar)

Hit Dice: 6d8+6 (33 hp)

Initiative: +6

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class: 15 (-2 size, +2 Dex, +5 natural), touch 10, flat-footed 15

Base Attack/Grapple: +4/+15

Attack: Bite +6 melee (1d6+4 plus poison)

Full Attack: Bite +6 melee (1d6+4 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Poison, Smite Good 1/day (+6 damage)

Special Qualities: Scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 11

Saves: Fort +6, Ref +7, Will +3

Abilities: Str 16, Dex 15, Con 13, Int 3, Wis 12, Cha 2

Skills: Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11

[B]Feats: Improved Initiative, Run, Weapon Focus (bite)

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 7-18 HD (Huge)

Level Adjustment: -

Poison (Ex): A fiendish viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC is 14 and is Constitution-based.

Skills: Fiendish snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A fiendish snake can always choose to take 10 on a Climb check, even if rushed or threatened. Fiendish snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check,

even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Summon Monster V

CELESTIAL BROWN BEAR

Large Magical Beast (Extraplanar)

Hit Dice: 6d8+24 (51 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +4/+16

Attack: Claw +11 melee (1d8+8)

Full Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, Smite Evil 1/day (+6 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 11

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 3, Wis 12, Cha 6

Skills: Listen +4, Spot +7, Swim +12

Feats: Endurance, Run, Track

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary or pair

Challenge Rating: 5

Treasure: None

Alignment: Always Lawful Good

Advancement: 7-10 HD (Large)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a celestial brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A celestial brown bear has a +4 racial bonus on Swim checks.

CELESTIAL GIANT STAG BEETLE

Large Magical Beast (Extraplanar)

Hit Dice: 7d8+21 (52 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 19 (-1 size, +10 natural), touch 9, flat-footed 19

Base Attack/Grapple: +5/+15

Attack: Bite +10 melee (4d6+9)

Full Attack: Bite +10 melee (4d6+9)

Space/Reach: 10 ft./5 ft.

Special Attacks: Trample 2d8+3, Smite Evil 1/day (+7 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 12

Saves: Fort +8, Ref +2, Will +2

Abilities: Str 23, Dex 10, Con 17, Int 3, Wis 10, Cha 9

Skills: -

Feats: -

Environment: Blessed Fields of Elysium

Organization: Cluster (2-5) or mass (6-11)

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral Good
Advancement: 8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment: -

Trample (Ex): Reflex half DC 19. The save DC is Strength-based.

CELESTIAL SEA CAT

Large Magical Beast (Extraplanar)

Hit Dice: 6d10+18 (51 hp)

Initiative: +1

Speed: 10 ft. (2 squares), swim 40 ft.

Armor Class: 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +6/+14

Attack: Claw +9 melee (1d6+4)

Full Attack: 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Rend 2d6+6, Smite Evil 1/day (+6 damage)

Special Qualities: Darkvision 60 ft., hold breath, low-light vision, scent, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 11

Saves: Fort +8, Ref +6, Will +5

Abilities: Str 19, Dex 12, Con 17, Int 3, Wis 13, Cha 10

Skills: Listen +8, Spot +7, Swim +12

Feats: Alertness, Endurance, Iron Will

Environment: Blessed Fields of Elysium

Organization: Solitary, pair, or pride (5-12)

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral Good

Advancement: 7-9 HD (Large); 10-18 HD (Huge)

Level Adjustment: -

Hold Breath (Ex): A celestial sea cat can hold its breath for a number of rounds equal to 6 + fnits Constitution score before it risks drowning.

Rend (Ex): A celestial sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+6 points of damage.

Skills: A celestial sea cat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CELESTIAL GRIFFON

Large Magical Beast (Extraplanar)

Hit Dice: 7d10+21 (59 hp)

Initiative: +2

Speed: 30 ft. (6 squares), fly 80 ft. (average)

Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +7/+15

Attack: Bite +11 melee (2d6+4)

Full Attack: Bite +11 melee (2d6+4) and 2 claws +8 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, rake 1d6+2, Smite Evil 1/day (+7 damage)

Special Qualities: Darkvision 60 ft., low-light vision, scent, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 12

Saves: Fort +8, Ref +7, Will +5
Abilities: Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Skills: Jump +8, Listen +6, Spot +10
Feats: Iron Will, Multiattack, Weapon Focus (bite)
Environment: Olympian Glades of Arborea
Organization: Solitary, pair, or pride (6-10)
Challenge Rating: 5
Treasure: None
Alignment: Always Chaotic Good
Advancement: 8-10 HD (Large); 1-; V21 HD (Huge)
Level Adjustment: +5 (cohort)

Pounce (Ex): If a celestial griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Skills: Celestial griffons have a +4 racial bonus on Jump and Spot checks.

Carrying Capacity: A light load for a celestial griffon is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

FIENDISH DEINONYCHUS

Large Magical Beast (Extraplanar)

Hit Dice: 4d8+16 (34 hp)

Initiative: +2

Speed: 60 ft. (12 squares)

Armor Class: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

Base Attack/Grapple: +3/+11

Attack: Talons +6 melee (2d6+4)

Full Attack: Talons +6 melee (2d6+4) and 2 foreclaws +1 melee (1d3+2) and bite +1 melee (2d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, Smite Good 1/day (+4 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 9

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 19, Dex 15, Con 19, Int 3, Wis 12, Cha 10

Skills: Hide +8, Jump +26, Listen +10, Spot +10, Survival +10

Feats: Run, Track

Environment: Nine Hells of Baator

Organization: Solitary, pair, or pack (3-6)

Challenge Rating: 4

Treasure: None

Alignment: Always Lawful Evil

Advancement: 5-; V8 HD (Large)

Level Adjustment: -

Pounce (Ex): If a fiendish deinonychus charges, it can make a full attack.

Skills: A fiendish deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

FIENDISH DIRE APE

Large Magical Beast (Extraplanar)

Hit Dice: 5d8+13 (35 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 15 ft.

Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +3/+13

Attack: Claw +8 melee (1d6+6)

Full Attack: 2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+9, Smite Good 1/day (+5 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 10

Saves: Fort +6, Ref +6, Will +5

Abilities: Str 22, Dex 15, Con 14, Int 3, Wis 12, Cha 7

Skills: Climb +14, Listen +5, Move Silently +4, Spot +6

Feats: Alertness, Toughness

Environment: Nine Hells of Baator

Organization: Solitary or company (5-8)

Challenge Rating: 4

Treasure: None

Alignment: Always Lawful Evil

Advancement: 6-15 HD (Large)

Level Adjustment: -

Rend (Ex): A fiendish dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Skills: Fiendish dire apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

FIENDISH DIRE BOAR

Large Magical Beast (Extraplanar)

Hit Dice: 7d8+21 (52 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +6 natural), touch 9, flat-footed 15

Base Attack/Grapple: +5/+17

Attack: Gore +12 melee (1d8+12)

Full Attack: Gore +12 melee (1d8+12)

Space/Reach: 10 ft./5 ft.

Special Attacks: Ferocity, Smite Good 1/day (+7 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 12

Saves: Fort +8, Ref +5, Will +8

Abilities: Str 27, Dex 10, Con 17, Int 3, Wis 13, Cha 8

Skills: Listen +8, Spot +8

Feats: Alertness, Endurance, Iron Will

Environment: Bleak Eternity of Gehenna

Organization: Solitary or herd (5-8)

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral Evil

Advancement: 8-16 HD (Large); 17-21 HD (Huge)

Level Adjustment: -

Ferocity (Ex): A fiendish dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

FIENDISH SHARK, HUGE

Huge Magical Beast (Aquatic, Extraplanar)

Hit Dice: 10d8+20 (65 hp)

Initiative: +6

Speed: Swim 60 ft. (12 squares)

Armor Class: 15 (-2 size, +2 Dex, +5 natural), touch 10, flat-footed 13

Base Attack/Grapple: +7/+20

Attack: Bite +10 melee (2d6+7)

Full Attack: Bite +10 melee (2d6+7)

Space/Reach: 15 ft./10 ft.

Special Attacks: Smite Good 1/day (+10 damage)

Special Qualities: Blindsight, keen scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 10, Spell Resistance 15

Saves: Fort +11, Ref +9, Will +4

Abilities: Str 21, Dex 15, Con 15, Int 3, Wis 12, Cha 2

Skills: Listen +10, Spot +10, Swim +13

Feats: Alertness, Great Fortitude, Improved Initiative, Iron Will

Environment: Bleak Eternity of Gehenna

Organization: Solitary, school (2-5), or pack (6-11)

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral Evil

Advancement: 11-17 HD (Huge)

Level Adjustment: -

Blindsight (Ex): A fiendish shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A fiendish shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A fiendish shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

FIENDISH MONSTROUS SCORPION, LARGE

Large Magical Beast (Extraplanar)

Hit Dice: 5d8+10 (32 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

Armor Class: 16 (-1 size, +7 natural), touch 9, flat-footed 16

Base Attack/Grapple: +3/+11

Attack: Claw +6 melee (1d6+4)

Full Attack: 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 1d6+4, improved grab, poison, Smite Good 1/day (+5 damage)

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 10

Saves: Fort +6, Ref +1, Will +1

Abilities: Str 19, Dex 10, Con 14, Int 3, Wis 10, Cha 2

Skills: Climb +8, Hide +0, Spot +4

Feats: -

Environment: Bleak Eternity of Gehenna

Organization: Solitary or colony (2-5)

Challenge Rating: 4

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always Neutral Evil

Advancement: 6-9 HD (Large)

Level Adjustment: -

Constrict (Ex): A fiendish monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A fiendish monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A fiendish monstrous scorpion has a poisonous sting. The save DC is 14, and the initial and secondary damage is 1d4 Con damage. The save DCs are Constitution- based

Skills: A fiendish monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

FIENDISH DIRE WOLVERINE

Large Magical Beast (Extraplanar)

Hit Dice: 5d8+23 (45 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 10 ft.

Armor Class: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13

Base Attack/Grapple: +3/+13

Attack: Claw +8 melee (1d6+6)

Full Attack: 2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Rage, Smite Good 1/day (+5 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 10

Saves: Fort +8, Ref +7, Will +5

Abilities: Str 22, Dex 17, Con 19, Int 3, Wis 12, Cha 10

Skills: Climb +14, Listen +7, Spot +7

Feats: Alertness, Toughness, Track (B)

Environment: Infinite Layers of the Abyss

Organization: Solitary or pair

Challenge Rating: 5

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 6-15 HD (Large)

Level Adjustment: -

Rage (Ex): A fiendish dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged fiendish dire wolverine gains +4 Strength, +4 Constitution, and +2 AC. The creature cannot end its rage voluntarily.

Skills: A fiendish dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

FIENDISH GIANT CROCODILE

Huge Magical Beast (Extraplanar)

Hit Dice: 7d8+28 (59 hp)

Initiative: +1

Speed: 20 ft. (4 squares), swim 30 ft.

Armor Class: 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15

Base Attack/Grapple: +5/+21

Attack: Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)

Full Attack: Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, Smite Good 1/day (+7 damage)

Special Qualities: Hold breath, low-light vision, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 12

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 27, Dex 12, Con 19, Int 3, Wis 12, Cha 2

Skills: Hide +1*, Listen +5, Spot +5, Swim +16

Feats: Alertness, Endurance, Skill Focus (Hide)

Environment: Infinite Layers of the Abyss

Organization: Solitary or colony (6-11)

Challenge Rating: 5

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 8-14 HD (Huge)

Level Adjustment: -

FIENDISH TIGER

Large Magical Beast (Extraplanar)

Hit Dice: 6d8+18 (45 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +4/+14

Attack: Claw +9 melee (1d8+6)

Full Attack: 2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d8+3, Smite Good 1/day (+6 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 11

Saves: Fort +8, Ref +7, Will +3

Abilities: Str 23, Dex 15, Con 17, Int 3, Wis 12, Cha 6

Skills: Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11

Feats: Alertness, Improved Natural Weapon (bite), and Improved Natural Weapon (claw).

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 5

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a fiendish tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a fiendish tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Skills: Fiendish tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Summon Monster VI

CELESTIAL POLAR BEAR

Large Magical Beast (Extraplanar)

Hit Dice: 8d8+32 (68 hp)

Initiative: +1

Speed: 40 ft. (8 squares), swim 30 ft.

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +6/+18

Attack: Claw +13 (1d8+8)

Full Attack: 2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, Smite Evil 1/day (+8 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 10, Spell Resistance 13

Saves: Fort +10, Ref +7, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 3, Wis 12, Cha 6

Skills: Hide -2*, Listen +5, Spot +7, Swim +16

Feats: Endurance, Run, Track

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary or pair

Challenge Rating: 6

Treasure: None

Alignment: Always Lawful Good

Advancement: 9-12 HD (Large)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a celestial polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A celestial polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A celestial polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

CELESTIAL ORCA WHALE

Huge Magical Beast (Extraplanar)

Hit Dice: 9d8+48 (88 hp)

Initiative: +2

Speed: Swim 50 ft. (10 squares)

Armor Class: 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14

Base Attack/Grapple: +6/+22

Attack: Bite +12 melee (2d6+12)

Full Attack: Bite +12 melee (2d6+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Smite Evil 1/day (+9 damage)

Special Qualities: Blindsight 120 ft., hold breath, low-light vision, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 10, Spell Resistance 14

Saves: Fort +11, Ref +8, Will +5

Abilities: Str 27, Dex 15, Con 21, Int 3, Wis 14, Cha 6

Skills: Listen +14*, Spot +14*, Swim +16

Feats: Alertness, Endurance, Run, Toughness

Environment: Blessed Fields of Elysium

Organization: Solitary or pod (6-11)
Challenge Rating: 7
Treasure: None
Alignment: Always Neutral Good
Advancement: 10-13 HD (Huge); 14-27 HD (Gargantuan)
Level Adjustment: -

Blindsight (Ex): Celestial whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the celestial whale to rely on its vision, which is approximately as good as a human’s.

Hold Breath (Ex): A celestial whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A celestial whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

CELESTIAL DIRE LION

Large Magical Beast (Extraplanar)

Hit Dice: 8d8+24 (60 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +6/+17

Attack: Claw +13 melee (1d6+7)

Full Attack: 2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d6+3, Smite Evil 1/day (+8 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 10, Spell Resistance 13

Saves: Fort +9, Ref +8, Will +7

Abilities: Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10

Skills: Hide +2*, Listen +7, Move Silently +5, Spot +7

Feats: Alertness, Run, Weapon Focus (claw)

Environment: Olympian Glades of Arborea

Organization: Solitary, pair, or pride (6-10)

Challenge Rating: 7

Treasure: None

Alignment: Always Chaotic Good

Advancement: 9-16 HD (Large); 17-24 HD (Huge)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a celestial dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a celestial dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Celestial dire lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

FIENDISH MONSTROUS CENTIPEDE, GARGANTUAN

Gargantuan Magical Beast (Extraplanar)

Hit Dice: 12d8+12 (66 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 18 (-4 size, +2 Dex, +10 natural), touch 8, flat-footed 16

Base Attack/Grapple: +9/+27

Attack: Bite +11 melee (2d8+9 plus poison)

Full Attack: Bite +11 melee (2d8+9 plus poison)

Space/Reach: 20 ft./15 ft.

Special Attacks: Poison, Smite Good 1/day (+12 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Damage Reduction 10/magic, Cold and Fire Resistance 10, Spell Resistance 17

Saves: Fort +9, Ref +6, Will +4

Abilities: Str 23, Dex 15, Con 12, Int 3, Wis 10, Cha 2

Skills: Climb +14, Hide -2, Spot +4

Feats: -

Environment: Bleak Eternity of Gehenna

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always Neutral Evil

Advancement: 17-23 HD (Gargantuan)

Level Adjustment: -

Poison (Ex): A fiendish monstrous centipede has a poisonous bite. The save DC is 17 and is Constitution-based. The initial and secondary damage is 1d8 Dex.

Skills: Fiendish monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Fiendish monstrous centipedes can take 10 on Climb checks, even if threatened or distracted.

FIENDISH RHINOCEROS

Large Magical Beast (Extraplanar)

Hit Dice: 8d8+40 (76 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 16 (-1 size, +7 natural), touch 9, flat-footed 16

Base Attack/Grapple: +6/+18

Attack: Gore +13 melee (2d6+12)

Full Attack: Gore +13 melee (2d6+12)

Space/Reach: 10 ft./5 ft.

Special Attacks: Powerful charge, Smite Good 1/day (+8 damage)

Special Qualities: Low-light vision, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 10, Spell Resistance 13

Saves: Fort +11, Ref +6, Will +3

Abilities: Str 26, Dex 10, Con 21, Int 3, Wis 13, Cha 2

Skills: Listen +14, Spot +3

Feats: Alertness, Endurance, Improved Natural Attack (gore)

Environment: Bleak Eternity of Gehenna

Organization: Solitary or herd (2-12)

Challenge Rating: 6

Treasure: None
Alignment: Always Neutral Evil
Advancement: 9-12 HD (Large); 13-24 HD (Huge)
Level Adjustment: -

Powerful Charge (Ex): A fiendish rhinoceros deals 4d6+24 points of damage when it makes a charge.

FIENDISH ELASMOSAURUS

Huge Magical Beast (Extraplanar)

Hit Dice: 10d8+66 (111 hp)

Initiative: +2

Speed: 20 ft. (4 squares), swim 50 ft.

Armor Class: 13 (-2 size, +2 Dex, +3 natural), touch 10, flat-footed 11

Base Attack/Grapple: +7/+23

Attack: Bite +13 melee (2d8+12)

Full Attack: Bite +13 melee (2d8+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Smite Good 1/day (+10 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 10, Spell Resistance 15

Saves: Fort +15, Ref +9, Will +4

Abilities: Str 26, Dex 14, Con 22, Int 3, Wis 13, Cha 9

Skills: Hide -4*, Listen +4, Spot +9, Swim +16

Feats: Dodge, Great Fortitude, Toughness (2)

Environment: Infinite Layers of the Abyss

Organization: Solitary, pair, or herd (5-8)

Challenge Rating: 9

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)

Level Adjustment: -

Skills: *A fiendish elasmosaurus has a +8 racial bonus on Hide checks in water.

FIENDISH MONSTROUS SPIDER, HUGE

Huge Magical Beast (Extraplanar)

Hit Dice: 8d8+16 (52 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 16 (-2 size, +3 Dex, +5 natural), touch 11, flat-footed 13

Base Attack/Grapple: +6/+18

Attack: Bite +9 melee (2d6+6 plus poison)

Full Attack: Bite +9 melee (2d6+6 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Poison, web, Smite Good 1/day (+8 damage)

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits, Damage Reduction 5/magic, Cold and Fire Resistance 10, Spell Resistance 13

Saves: Fort +8, Ref +5, Will +2

Abilities: Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2

Skills: Climb +12, Hide -1*, Jump +4*, Spot +4*

Feats: -

Environment: Infinite Layers of the Abyss
Organization: Solitary or colony (2-5)
Challenge Rating: 7
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always Chaotic Evil
Advancement: 9-15 HD (Huge)
Level Adjustment: -

Poison (Ex): A fiendish monstrous spider has a poisonous bite. The save DC is 16, and the initial and secondary damage is 1d8 Str damage. The save DCs are Constitution-based.

Web (Ex): Both types of fiendish monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Sheet webs have damage reduction 5/-

A fiendish monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

The Escape Artist DC for the web is 16, the break DC is 20, and the web has 14 hit points per 5ft square.

Tremorsense (Ex): A fiendish monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Fiendish monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A fiendish monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Fiendish monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

FIENDISH GIANT CONSTRICTOR SNAKE

Huge Magical Beast (Extraplanar)

Hit Dice: 11d8+14 (63 hp)

Initiative: +3

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class: 15 (-2 size, +3 Dex, +4 natural), touch 11, flat-footed 12

Base Attack/Grapple: +8/+23

Attack: Bite +13 melee (1d8+10)

Full Attack: Bite +13 melee (1d8+10)

Space/Reach: 15 ft./10 ft.

Special Attacks: Constrict 1d8+10, improved grab, Smite Good 1/day (+11 damage)

Special Qualities: Scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 10, Spell Resistance 16

Saves: Fort +8, Ref +10, Will +4

Abilities: Str 25, Dex 17, Con 13, Int 3, Wis 12, Cha 2

Skills: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16

Feats: Alertness, Endurance, Skill Focus (Hide), Toughness

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 12-16 HD (Huge); 17-33 HD (Gargantuan)

Level Adjustment: -

Constrict (Ex): On a successful grapple check, a fiendish constrictor snake deals 1d8+10 points of damage.

Improved Grab (Ex): To use this ability, a fiendish constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Fiendish snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A fiendish snake can always choose to take 10 on a Climb check, even if rushed or threatened. Fiendish snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A fiendish snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Summon Monster VII

CELESTIAL ELEPHANT

Huge Magical Beast (Extraplanar)

Hit Dice: 11d8+55 (104 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 15 (-2 size, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +8/+26

Attack: Gore +16 melee (2d8+15)

Full Attack: Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15)

Space/Reach: 15 ft./10 ft.

Special Attacks: Trample 2d8+15, Smite Evil 1/day (+11 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 10, Spell Resistance 16

Saves: Fort +12, Ref +7, Will +6

Abilities: Str 30, Dex 10, Con 21, Int 3, Wis 13, Cha 7

Skills: Listen +12, Spot +10

Feats: Alertness, Endurance, Iron Will, Skill Focus (Listen)

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary or herd (6-30)

Challenge Rating: 9

Treasure: None

Alignment: Always Lawful Good

Advancement: 12-22 HD (Huge)

Level Adjustment: -

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

CELESTIAL BALEEN WHALE

Gargantuan Magical Beast (Extraplanar)

Hit Dice: 12d8+78 (132 hp)

Initiative: +1

Speed: Swim 40 ft. (8 squares)

Armor Class: 16 (-4 size, +1 Dex, +9 natural), touch 7, flat-footed 15

Base Attack/Grapple: +9/+33

Attack: Tail slap +17 melee (1d8+18)

Full Attack: Tail slap +17 melee (1d8+18)

Space/Reach: 20 ft./15 ft.

Special Attacks: Smite Evil 1/day (+12 damage)

Special Qualities: Blindsight 120 ft., hold breath, low-light vision, Darkvision 60ft, Damage Reduction 10/magic, Acid, Cold and Electricity Resistance 10, Spell Resistance 17

Saves: Fort +14, Ref +9, Will +5

Abilities: Str 35, Dex 13, Con 22, Int 3, Wis 12, Cha 6

Skills: Listen +15*, Spot +14*, Swim +20

Feats: Alertness, Diehard, Endurance, Toughness (2)

Environment: Blessed Fields of Elysium

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always Neutral Good

Advancement: 13-18 HD (Gargantuan); 19-36 HD (Colossal)

Level Adjustment: -

Blindsight (Ex): Celestial whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A celestial whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A celestial whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

FIENDISH MEGARAPTOR

Huge Magical Beast (Extraplanar)

Hit Dice: 8d8+43 (79 hp)

Initiative: +2

Speed: 60 ft. (12 squares)

Armor Class: 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14

Base Attack/Grapple: +6/+19

Attack: Talons +9 melee (2d8+5)

Full Attack: Talons +9 melee (2d8+5) and 2 foreclaws +4 melee (1d4+2) and bite +4 melee (2d6+2)

Space/Reach: 15 ft./10 ft.

Special Attacks: Pounce, Smite Good 1/day (+8 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 10, Spell Resistance 13

Saves: Fort +10, Ref +8, Will +4

Abilities: Str 21, Dex 15, Con 21, Int 3, Wis 15, Cha 10

Skills: Hide +5, Jump +27, Listen +12, Spot +12, Survival +12

Feats: Run, Toughness, Track

Environment: Nine Hells of Baator

Organization: Solitary, pair, or pack (3-6)

Challenge Rating: 8

Treasure: None

Alignment: Always Lawful Evil

Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)

Level Adjustment: -

Pounce (Ex): If a fiendish megaraptor charges, it can make a full attack.

Skills: A fiendish megaraptor has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

FIENDISH MONSTROUS SCORPION, HUGE

Huge Magical Beast (Extraplanar)

Hit Dice: 10d8+30 (75 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

Armor Class: 20 (-2 size, +12 natural), touch 8, flat-footed 20

Base Attack/Grapple: +7/+21

Attack: Claw +11 melee (1d8+6)

Full Attack: 2 claws +11 melee (1d8+6) and sting +6 melee (2d4+3 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Constrict 1d8+6, improved grab, poison, Smite Good 1/day (+10 damage)

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits, Damage Reduction 5/magic, Cold and Fire Resistance 10, Spell Resistance 15

Saves: Fort +10, Ref +3, Will +3

Abilities: Str 23, Dex 10, Con 16, Int 3, Wis 10, Cha 2

Skills: Climb +10, Hide -4, Spot +4

Feats: -

Environment: Bleak Eternity of Gehenna

Organization: Solitary or colony (2-5)

Challenge Rating: 9

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always Neutral Evil

Advancement: 11-19 HD (Huge)

Level Adjustment: -

Constrict (Ex): A fiendish monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A fiendish monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A fiendish monstrous scorpion has a poisonous sting. The save DC is 18, and the initial and secondary damage is 1d6 Con damage. The save DCs are Constitution- based

Skills: A fiendish monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

FIENDISH GIANT OCTOPUS

Large Magical Beast (Aquatic, Extraplanar)

Hit Dice: 8d8+11 (47 hp)

Initiative: +2

Speed: 20 ft. (4 squares), swim 30 ft.

Armor Class: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

Base Attack/Grapple: +6/+15

Attack: Tentacle +10 melee (1d4+5)

Full Attack: 8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2)

Space/Reach: 10 ft./10 ft. (20 ft. with tentacle)

Special Attacks: Improved grab, constrict, Smite Good 1/day (+8 damage)

Special Qualities: Ink cloud, jet, low-light vision, Darkvision 60ft, Damage Reduction 5/magic, Cold and Fire Resistance 10, Spell Resistance 13

Saves: Fort +7, Ref +8, Will +3

Abilities: Str 20, Dex 15, Con 13, Int 3, Wis 12, Cha 3

Skills: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13

Feats: Alertness, Skill Focus (Hide), Toughness

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 9-12 HD (Large); 13-24 HD (Huge)

Level Adjustment: -

Constrict (Ex): A fiendish giant octopus deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a fiendish giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ink Cloud (Ex): A fiendish giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the fiendish octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A fiendish giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A fiendish giant octopus can change colors, giving it a +4 racial bonus on Hide checks. A fiendish giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A fiendish giant octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

FIENDISH GIRALLON

Large Magical Beast (Extraplanar)

Hit Dice: 7d10+20 (58 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 15

Base Attack/Grapple: +7/+17

Attack: Claw +12 melee (1d4+6)

Full Attack: 4 claws +12 melee (1d4+6) and bite +7 melee (1d8+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d4+9, Smite Good 1/day

Special Qualities: Darkvision 60 ft., low-light vision, scent, Damage Reduction 5/magic, Cold and Fire Resistance 5, Spell Resistance 12

Saves: Fort +7, Ref +8, Will +5

Abilities: Str 22, Dex 17, Con 14, Int 3, Wis 12, Cha 7

Skills: Climb +14, Move Silently +8, Spot +6

Feats: Iron Will, Toughness (2)

Environment: Infinite Layers of the Abyss

Organization: Solitary or company (5-8)

Challenge Rating: 8

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 8-10 HD (Large); 11-21 HD (Huge)

Level Adjustment: -

Rend (Ex): A fiendish girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Skills: A fiendish irallon has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Summon Monster VIII

CELESTIAL DIRE BEAR

Large Magical Beast (Extraplanar)

Hit Dice: 12d8+51 (105 hp)

Initiative: v +1

[B]Speed: 40 ft. (8 squares)

Armor Class: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

Base Attack/Grapple: +9/+23

Attack: Claw +19 melee (2d4+10)

Full Attack: 2 claws +19 melee (2d4+10) and bite +13 melee (2d8+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, Smite Evil 1/day (+12 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 10/magic, Acid, Cold and Fire Resistance 10, Spell Resistance 17

Saves: Fort +12, Ref +9, Will +9

Abilities: Str 31, Dex 13, Con 19, Int 3, Wis 12, Cha 10

Skills: Listen +10, Spot +10, Swim +13

Feats: Alertness, Endurance, Run, Toughness, Weapon Focus (claw)

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary or pair

Challenge Rating: 9

Treasure: None

Alignment: Always Lawful Good

Advancement: 13-16 HD (Large); 17-36 HD (Huge)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a celestial dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

CELESTIAL CACHALOT WHALE

Gargantuan Magical Beast (Extraplanar)

Hit Dice: 12d8+87 (141 hp)

Initiative: +1

Speed: Swim 40 ft. (8 squares)

Armor Class: 16 (-4 size, +1 Dex, +9 natural), touch 7, flat-footed 15

Base Attack/Grapple: +9/+33

Attack: Bite +17 melee (4d6+12)

Full Attack: Bite +17 melee (4d6+12) and tail slap +12 melee (1d8+6)

Space/Reach: 20 ft./15 ft.

Special Attacks: Smite Evil 1/day (+12 damage)

Special Qualities: Blindsight 120 ft., hold breath, low-light vision, Darkvision 60ft, Damage Reduction 10/magic, Acid, Cold and Electricity Resistance 10, Spell Resistance 17

Saves: Fort +15, Ref +9, Will +6

Abilities: Str 35, Dex 13, Con 24, Int 3, Wis 14, Cha 6

Skills: Listen +15*, Spot +14*, Swim +20

Feats: Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness

Environment: Blessed Fields of Elysium

Organization: Solitary or pod (6-11)

Challenge Rating: 9

Treasure: None

Alignment: Always Neutral Good

Advancement: 13-18 HD (Gargantuan); 19-36 HD (Colossal)

Level Adjustment: -

Blindsight (Ex): Celestial whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the celestial whale to rely on its vision, which is approximately as good as a human’s.

Hold Breath (Ex): A celestial whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A celestial whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A celestial whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

CELESTIAL TRICERATOPS

Huge Magical Beast (Extraplanar)

Hit Dice: 16d8+124 (196 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18

Base Attack/Grapple: +12/+30

Attack: Gore +20 melee (2d8+15)

Full Attack: Gore +20 melee (2d8+15)

Space/Reach: 15 ft./10 ft.

Special Attacks: Powerful charge, trample 2d12+15, Smite Evil 1/day (+16 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 10/magic, Acid, Cold and Electricity Resistance 10, Spell Resistance 21

Saves: Fort +19, Ref +9, Will +6

Abilities: Str 30, Dex 9, Con 25, Int 3, Wis 12, Cha 7

Skills: Listen +13, Spot +12

Feats: Alertness, Great Fortitude, Toughness (4)

Environment: Blessed Fields of Elysium

Organization: Solitary, pair, or herd (5-8)

Challenge Rating: 11

Treasure: None

Alignment: Always Neutral Good

Advancement: 17-32 HD (Huge); 33-48 HD (Gargantuan)

Level Adjustment: -

Powerful Charge (Ex): When a celestial triceratops charges, its gore attack deals 4d8+20 points of damage.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

[B]FIENDISH GIANT SQUID

Huge Magical Beast (Aquatic, Extraplanar)

Hit Dice: 12d8+18 (72 hp)

Initiative: +3

Speed: Swim 80 ft. (16 squares)

Armor Class: 17 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14

Base Attack/Grapple: +9/+29

Attack: Tentacle +15 melee (1d6+8)

Full Attack: 10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4)
Space/Reach: 15 ft./15 ft. (30 ft. with tentacle)
Special Attacks: Constrict 1d6+8, improved grab, Smite Good 1/day (+12 damage)
Special Qualities: Ink cloud, jet, low-light vision, Darkvision 60ft, Damage Reduction 10/magic, Cold and Fire Resistance 10, Spell Resistance 17
[B]Saves: Fort +9, Ref +11, Will +5
Abilities: Str 26, Dex 17, Con 13, Int 3, Wis 12, Cha 2
Skills: Listen +10, Spot +11, Swim +16
Feats: Alertness, Diehard, Endurance, Toughness (2)
Environment: Nine Hells of Baator
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Always Lawful Evil
Advancement: 13-18 HD (Huge); 19-36 HD (Gargantuan)
Level Adjustment: -

Constrict (Ex): A fiendish giant squid deals 1d6+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a fiendish giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A fiendish giant squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A fiendish giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the fiendish squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A fiendish giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A fiendish giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

FIENDISH MONSTROUS CENTIPEDE, COLOSSAL

Colossal Magical Beast (Extraplanar)

Hit Dice: 24d8+24 (132 hp)

Initiative: +1

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 20 (-8 size, +2 Dex, +16 natural), touch 4, flat-footed 18

Base Attack/Grapple: +18/+42

Attack: Bite +18 melee (4d6+12 plus poison)

Full Attack: Bite +18 melee (4d6+12 plus poison)

Space/Reach: 30 ft./20 ft.

Special Attacks: Poison, Smite Good 1/day (+20 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Damage Reduction 10/magic, Cold and Fire Resistance 10, Spell Resistance 25

Saves: Fort +15, Ref +9, Will +8

Abilities: Str 27, Dex 13, Con 12, Int 3, Wis 10, Cha 2

Skills: Climb +16, Hide -7, Spot +4

Feats: -

Environment: Bleak Eternity of Gehenna

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always Neutral Evil

Advancement: 25-48 HD (Colossal)

Level Adjustment: -

Poison (Ex): A fiendish monstrous centipede has a poisonous bite. The save DC is 23 and is Constitution-based. The initial and secondary damage is 2d6 Dex.

Skills: Fiendish monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Fiendish monstrous scorpions can take 10 on Climb checks, even if threatened or distracted.

FIENDISH DIRE TIGER

Large Magical Beast (Extraplanar)

Hit Dice: 16d8+48 (120 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +12/+24

Attack: Claw +20 melee (2d4+8)

Full Attack: 2 claws +20 melee (2d4+8) and bite +14 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 2d4+4, Smite Good 1/day (+16 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 10/magic, Cold and Fire Resistance 10, Spell Resistance 21

Saves: Fort +13, Ref +12, Will +11

Abilities: Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10

Skills: Hide +7*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10

Feats: Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)

Environment: Infinite Layers of the Abyss

Organization: Solitary or pair

Challenge Rating: 10

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 17-32 HD (Large); 33-48 (Huge)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a fiendish dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a fiendish dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d4+4.

Skills: Fiendish dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

[B]FIENDISH MONSTROUS SPIDER, GARGANTUAN

Gargantuan Magical Beast (Extraplanar)

Hit Dice: 16d8+32 (104 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 19 (-4 size, +3 Dex, +10 natural), touch 9, flat-footed 16
Base Attack/Grapple: +12/+31
Attack: Bite +15 melee (2d8+10 plus poison)
Full Attack: Bite +15 melee (2d8+10 plus poison)
Space/Reach: 20 ft./15 ft.
Special Attacks: Poison, web, Smite Good 1/day (+16 damage)
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits, Damage Reduction 10/magic, Cold and Fire Resistance 10, Spell Resistance 21
Saves: Fort +12, Ref +8, Will +5
Abilities: Str 25, Dex 17, Con 14, Int 3, Wis 10, Cha 2
Skills: Climb +14, Hide -5*, Jump +7*, Spot +4*
Feats: -
Environment: Infinite Layers of the Abyss
Organization: Solitary
Challenge Rating: 10
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always Chaotic Evil
Advancement: 17-31 HD (Gargantuan)
Level Adjustment: -

Poison (Ex): A fiendish monstrous spider has a poisonous bite. The save DC is 20, and the initial and secondary damage is 2d6 Str damage. The save DCs are Constitution-based.

Web (Ex): Both types of fiendish monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Sheet webs have damage reduction 5/-

A fiendish monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

The Escape Artist DC for the web is 20, the break DC is 24, and the web has 16 hit points per 5ft square.

Tremorsense (Ex): A fiendish monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Fiendish monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A fiendish monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Fiendish monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

FIENDISH TYRANNOSAURUS

Huge Magical Beast (Extraplanar)

Hit Dice: 18d8+99 (180 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 14 (-2 size, +1 Dex, +5 natural) touch 9, flat-footed 13

Base Attack/Grapple: +13/+30

Attack: Bite +20 melee (3d6+13)

Full Attack: Bite +20 melee (3d6+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole, Smite Good 1/day (+18 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 10/magic, Cold and Fire Resistance 10, Spell Resistance 23

Saves: Fort +16, Ref +12, Will +8

Abilities: Str 28, Dex 12, Con 21, Int 3, Wis 15, Cha 10

Skills: Hide -2, Listen +14, Spot +14

Feats: Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track

Environment: Infinite Layers of the Abyss

Organization: Solitary or pair

Challenge Rating: 10

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 19-36 HD (Huge); 37-54 HD (Gargantuan)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a fiendish tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A fiendish tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge fiendish tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A fiendish tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

Summon Monster IX

CELESTIAL ROC

Gargantuan Magical Beast (Extraplanar)

Hit Dice: 18d8+126 (207 hp)

Initiative: +2

Speed: 20 ft. (4 squares), fly 80 ft. (average)

Armor Class: 17 (-4 size, +2 Dex, +9 natural), touch 8, flatfooted 15

Base Attack/Grapple: +13/+37

Attack: Talon +21 melee (2d6+12)

Full Attack: 2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6)

Space/Reach: 20 ft./15 ft.

Special Attacks: Smite Evil 1/day (+18 damage)

Special Qualities: Low-light vision, Darkvision 60ft, Damage Reduction 10/magic, Acid, Cold and Electricity Resistance 10, Spell Resistance 23

Saves: Fort +18, Ref +13, Will +9

Abilities: Str 34, Dex 15, Con 24, Int 3, Wis 13, Cha 11

Skills: Hide -3, Listen +10, Spot +14

Feats: Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover

Environment: Olympian Glades of Arborea

Organization: Solitary or pair

Challenge Rating: 11

Treasure: None

Alignment: Always Chaotic Good

Advancement: 19-32 HD (Gargantuan); 33-54 (Colossal)

Level Adjustment: -

Skills: Celestial rocs have a +4 racial bonus on Spot checks.

FIENDISH DIRE SHARK

Huge Magical Beast (Aquatic, Extraplanar)

Hit Dice: 18d8+66 (147 hp)

Initiative: +2

Speed: Swim 60 ft. (12 squares)

Armor Class: 17 (-2 size, +2 Dex, +7 natural), touch 10, flat-footed 15

Base Attack/Grapple: +13/+27

Attack: Bite +18 melee (2d8+9)

Full Attack: Bite +18 melee (2d8+9)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole, Smite Good 1/day (+18 damage)

Special Qualities: Keen scent, Darkvision 60ft, Damage Reduction 10/magic, Cold and Fire Resistance 10, Spell Resistance 23

Saves: Fort +14, Ref +13, Will +12

Abilities: Str 23, Dex 15, Con 17, Int 3, Wis 12, Cha 10

Skills: Listen +12, Spot +11, Swim +14

Feats: Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)

Environment: Bleak Eternity of Gehenna

Organization: Solitary or school (2-5)

Challenge Rating: 11

Treasure: None

Alignment: Always Neutral Evil

Advancement: 19-32 (Huge); 33-54 (Gargantuan)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a fiendish dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A fiendish dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the fiendish shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the fiendish shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge fiendish dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex): A fiendish dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Skills: A fiendish dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

FIENDISH MONSTROUS SCORPION, GARGANTUAN

Gargantuan Magical Beast (Extraplanar)

Hit Dice: 20d8+60 (150 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

Armor Class: 24 (-4 size, +18 natural), touch 6, flat-footed 24

Base Attack/Grapple: +15/+37

Attack: Claw +21 melee (2d6+10)

Full Attack: 2 claws +21 melee (2d6+10) and sting +16 melee (2d6+5 plus poison)

Space/Reach: 20 ft./15 ft.

Special Attacks: Constrict 2d6+10, improved grab, poison, Smite Good 1/day (+20 damage)

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits, Damage Reduction 10/magic, Cold and Fire Resistance 10, Spell Resistance 25

Saves: Fort +15, Ref +6, Will +6

Abilities: Str 31, Dex 10, Con 16, Int 3, Wis 10, Cha 2

Skills: Climb +14, Hide -8, Spot +4

Feats: -

Environment: Bleak Eternity of Gehenna

Organization: Solitary

Challenge Rating: 12

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always Neutral Evil

Advancement: 21-39 HD (Gargantuan)

Level Adjustment: -

Constrict (Ex): A fiendish monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A fiendish monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A fiendish monstrous scorpion has a poisonous sting. The save DC is 23, and the initial and secondary damage is 1d8 Con damage. The save DCs are Constitution- based

Skills: A fiendish monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

FIENDISH MONSTROUS SPIDER, COLOSSAL

Colossal Magical Beast (Extraplanar)

Hit Dice: 32d8+64 (208 hp)

Initiative: +2

Speed: [B]30 ft. (6 squares), climb 20 ft.

Armor Class: 22 (-8 size, +2 Dex, +18 natural), touch 4, flat-footed 20

Base Attack/Grapple: +24/+50

Attack: Bite +26 melee (4d6+15 plus poison)

Full Attack: Bite +26 melee (4d6+15 plus poison)

Space/Reach: 40 ft./30 ft.

Special Attacks: Poison, web, Smite Good 1/day (+20 damage)

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits, Damage Reduction 10/magic, Cold and Fire Resistance 10, Spell Resistance 25

Saves: Fort +20, Ref +12, Will +10

Abilities: Str 31, Dex 15, Con 14, Int 3, Wis 10, Cha 2

Skills: Climb +16, Hide -10*, Jump +10*, Spot +7*

Feats: -

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 13

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always Chaotic Evil

Advancement: 33-60 HD (Colossal)

Level Adjustment: -

Poison (Ex): A fiendish monstrous spider has a poisonous bite. The save DC is 28, and the initial and secondary damage is 2d8 Str damage. The save DCs are Constitution-based.

Web (Ex): Both types of fiendish monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Sheet webs have damage reduction 5/-

A fiendish monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

The Escape Artist DC for the web is 28, the break DC is 32, and the web has 18 hit points per 5ft square.

Tremorsense (Ex): A fiendish monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Fiendish monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A fiendish monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Fiendish monstrous spiders use either their Strength or

Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.