

Celestial Giant Bee: LG M Magical Beast HD: 3d8 (13) INIT: +2 AC: 14 (T 12, FF 12) SPD: 20 ft.; fly 80 ft. (good) ATK: Sting +2 (1d4 plus poison) SA/SQ: <i>Smite evil</i> , darkvision (60 ft.), acid, cold, and elec res 5, SR 8, poison (Fort DC 11, 1d4 Con), vermin traits. SV: Fort +3, Ref +3, Will +2 AB: S 11, D 14, Cn 11, I 3, W 12, Ch 9 SK/F: Spot +5, Surv +1*. CR: 1 * Celestial giant bees have a +4 bonus on Survival checks to orient themselves.	Celestial Giant Bombardier Beetle: NG M Mag. Beast HD: 2d8+4 (13) INIT: +0 AC: 16 (T 10, FF 16) SPD: 30 ft. ATK: Bite +2 (1d4+1) SA/SQ: <i>Smite evil</i> , darkvision (60 ft.), acid, cold, and elec res 5, SR 7, acid spray (10 ft. cone, Fort DC 13, 1d4+2 acid), vermin traits. SV: Fort +5, Ref +0, Will +0 AB: S 13, D 10, Cn 14, I 3, W 10, Ch 9 SK/F: – CR: 2
Celestial Riding Dog: NG M Magical Beast HD: 2d8+4 (13) INIT: +2 AC: 16 (T 12, FF 14) SPD: 40 ft. ATK: Bite +3 (1d6+3) SA/SQ: <i>Smite evil</i> , darkvision (60 ft.), acid, cold, and elec res 5, SR 7, scent. SV: Fort +5, Ref +5, Will +1 AB: S 15, D 15, Cn 15, I 3, W 12, Ch 6 SK/F: Jump +8, Lis +5, Spot +5, Swim +3, Surv +1*; Alert, Track. CR: 1 * Celestial riding dogs have a +4 racial bonus on Survival checks when tracking by scent.	Celestial Eagle: CG S Animal HD: 1d8+1 (5) INIT: +2 AC: 14 (T 13, FF 12) SPD: 40 ft. ATK: Talons +3 (1d4) SA/SQ: <i>Smite evil</i> , darkvision (60 ft.), acid, cold, and elec res 5, SR 6. SV: Fort +3, Ref +4, Will +2 AB: S 10, D 15, Cn 12, I 2, W 14, Ch 6 SK/F: Lis +2, Spot +14; W Fin. CR: ½
Lemure: LE Outsider (Baatezu) HD: 2d8 (9) INIT: +0 AC: 14 (T 10, FF 14) SPD: 20 ft. ATK: 2 claws +2 (1d4) SA/SQ: DR 5/good or silver, darkvision 60 ft., immune to fire and poison, mindless, acid and cold res 10. SV: Fort +3, Ref +3, Will +3 AB: S 10, D 10, Cn 10, I –, W 11, Ch 5 SK/F: – CR: 1	Fiendish Wolf: LE M Magical Beast HD: 2d8+4 (13) INIT: +2 AC: 14 (T 12, FF 12) SPD: 10 ft.; fly 60 ft. (avg) ATK: Bite +3 (1d6+1) SA/SQ: <i>Smite good</i> , darkvision (60 ft.), cold and fire res 5, SR 7, trip, scent. SV: Fort +5, Ref +5, Will +1 AB: S 13, D 15, Cn 15, I 2, W 12, Ch 6 SK/F: Hide +2, Lis +3, M Sil +3, Spot +3, Surv +1*; Track, W Foc (bite). CR: 1 * Fiendish wolves have a +4 racial bonus on Survival checks when tracking by scent.
Fiendish Monstrous Centipede: NE L Magical Beast HD: 3d8 (13) INIT: +2 AC: 14 (T 11, FF 12) SPD: 40 ft., climb 40 ft. ATK: Bite +3 (1d8+1 plus poison) SA/SQ: <i>Smite good</i> , darkvision (60 ft.), cold and fire res 5, SR 8, poison (Fort DC 11, 1d4 Dex), vermin traits. SV: Fort +3, Ref +3, Will +1 AB: S 13, D 15, Cn 10, I 3, W 10, Ch 2 SK/F: Climb +10, Hide +6, Spot +4; W Fin. CR: 1	Fiendish Monstrous Scorpion: NE M Magical Beast HD: 2d8+4 (13) INIT: +0 AC: 14 (T 10, FF 14) SPD: 40 ft. ATK: 2 claws +2 (1d4+1) <i>and</i> sting -3 (1d4 plus poison) SA/SQ: <i>Smite good</i> , darkvision (60 ft.), cold and fire res 5, SR 7, constrict (1d4+1), imp grab, poison (Fort DC 13, 1d3 Con), vermin traits. SV: Fort +5, Ref +0, Will +0 AB: S 13, D 10, Cn 14, I 3, W 10, Ch 2 SK/F: Climb +5, Hide +4, Spot +4. CR: 1

Celestial Giant Bombardier Beetle: NG M Mag. Beast	Celestial Giant Bee: LG M Magical Beast
Celestial Eagle: CG S Animal	Celestial Riding Dog: NG M Magical Beast
Fiendish Wolf: LE M Magical Beast	Lemure: LE Devil
Fiendish Monstrous Scorpion: NE M Magical Beast	Fiendish Monstrous Centipede: NE L Magical Beast

Fiendish Viper: CE M Magical Beast	Fiendish Monstrous Spider: CE M Magical Beast
<p>HD: 2d8 (9) INIT: +3 AC: 16 (T 14, FF 14) SPD: 20 ft.; climb, swim 20 ft. ATK: Bite +4 (1d4-1 plus poison) SA/SQ: <i>Smite good</i>, darkvision (60 ft.), cold and fire res 5, SR 7, poison (Fort DC 11, 1d6 Con), scent. SV: Fort +3, Ref +6, Will +1 AB: S 8, D 17, Cn 11, I 3, W 12, Ch 2 SK/F: Bal +11, Climb +11, Hide +12, Lis +5, Spot +5, Swim +7; W Fin. CR: 1</p>	<p>HD: 2d8+2 (11) INIT: +3 AC: 14 (T 13, FF 11) SPD: 30 ft. ATK: Bite +4 (1d6 plus poison) SA/SQ: <i>Smite good</i>, darkvision (60 ft.), cold and fire res 5, SR 7, poison (Fort DC 12, 1d4 Str), web (Esc Art DC 12, Break DC 16, HP 6), tremorsense 60 ft., vermin traits. SV: Fort +4, Ref +3, Will +0 AB: S 11, D 17, Cn 12, I 3, W 10, Ch 2 SK/F: Climb +11, Hide +7*, Jump +0*, Spot +4*, W Fin. CR: 1</p> <p><small>* Fiendish hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus to Spot checks. Fiendish web-spinning spiders have a +8 racial bonus on Hit and Move Silently checks when using their webs.</small></p>
Crocodile: M Animal	Black Bear: M Animal
<p>HD: 3d8+9 (22) INIT: +1 AC: 15 (T 11, FF 14) SPD: 20 ft.; swim 30 ft. ATK: Bite +4 (1d8+6); or tail slap +6 (1d12+6) SA/SQ: Imp grab, hold breath, low-light vision. SV: Fort +6, Ref +4, Will +2 AB: S 19, D 12, Cn 17, I 1, W 12, Ch 2 SK/F: Hide +7*, Lis +4, Spot +4, Swim +12; Alert, Sk Foc (Hide) CR: 2</p> <p><small>* A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.</small></p>	<p>HD: 3d8+6 (19) INIT: +1 AC: 13 (T 11, FF 12) SPD: 40 ft. ATK: 2 claws +6 (1d4+4) <i>and</i> bite +1 (1d6+2) SA/SQ: Low-light vision, scent. SV: Fort +5, Ref +4, Will +2 AB: S 19, D 13, Cn 15, I 2, W 12, Ch 6 SK/F: Climb +4, Lis +4, Spot +4, Swim +8; Endur, Run. CR: 2</p>
Dire Bat: L Animal	Dire Badger: M Animal
<p>HD: 4d8+12 (30) INIT: +6 AC: 20 (T 15, FF 14) SPD: 20 ft., fly 40 ft. (good) ATK: Bite +5 (1d8+4) SA/SQ: Blindsense 40 ft. SV: Fort +7, Ref +10, Will +6 AB: S 17, D 22, Cn 17, I 2, W 14, Ch 6 SK/F: Hide +4, Lis +12*, M Sil +11, Spot +8*; Alert, Stealthy. CR: 2</p> <p><small>* Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.</small></p>	<p>HD: 3d8+15 (28) INIT: +3 AC: 15 (T 14, FF 12) SPD: 30 ft., burrow 10 ft. ATK: 2 claws +4 (1d4+2) <i>and</i> bite -1 (1d6+1) SA/SQ: Rage, low-lightvision, scent. SV: Fort +7, Ref +6, Will +4 AB: S 14, D 17, Cn 19, I 2, W 12, Ch 10 SK/F: Lis +6, Spot +6; Alert, Tough, Track. CR: 2</p>
Wolverine: M Animal	Hippogriff: L Magical Beast
<p>HD: 2d8+4 (13) INIT: +2 AC: 14 (T 12, FF 12) SPD: 30 ft.; burr., climb 10 ft. ATK: 2 claws +4 (1d4+2) <i>and</i> bite -1 (1d6+1) SA/SQ: Rage, low-light vision, scent. SV: Fort +7, Ref +5, Will +1 AB: S 14, D 15, Cn 19, I 2, W 12, Ch 10 SK/F: Climb +10, Lis +6, Spot +6; Alert, Touch, Track. CR: 2</p>	<p>HD: 3d10+9 (25) INIT: +2 AC: 15 (T 11, FF 13) SPD: 50 ft., fly 100 ft. (avg) ATK: 2 claws +6 (1d4+4) <i>and</i> bite +1 (1d8+2) SA/SQ: Darkvision 60 ft., low-light vision, scent. SV: Fort +6, Ref +5, Will +2 AB: S 18, D 15, Cn 16, I 2, W 13, Ch 8 SK/F: Lis +4, Spot +8; Dodge, Wingover. CR: 2</p>

Fiendish Monstrous Spider: CE M Magical Beast	Fiendish Viper: CE M Magical Beast
Black Bear: M Animal	Crocodile: M Animal
Dire Badger: M Animal	Dire Bat: L Animal
Hippogriff: L Magical Beast	Wolverine: M Animal

Air Elemental: S Elemental (air, extraplanar)	Earth Elemental: S Elemental (earth, extraplanar)
<p> HD: 2d8 (9) INIT: +7 AC: 17 (T 14, FF 14) SPD: fly 100 ft. (perf) ATK: Slam +4 (1d4) SA/SQ: Air mastery*, whirlwind (Ref DC 11, 1d4), darkvision 60 ft., elemental traits. SV: Fort +0, Ref +6, Will +0 AB: S 10, D 17, Cn 10, I 4, W 11, Ch 11 SK/F: Lis +2, Spot +3; Flyby Atk, Imp Init, W Fin. CR: 1 </p> <p>* Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.</p>	<p> HD: 2d8+2 (11) INIT: -1 AC: 17 (T 10, FF 17) SPD: 20 ft. ATK: Slam +5 (1d6+4) SA/SQ: Earth mastery*, push**, darkvision 60 ft., earth glide, elemental traits. SV: Fort +4, Ref -1, Will +0 AB: S 17, D 8, Cn 13, I 4, W 11, Ch 11 SK/F: Lis +3, Spot +2; Pwr Atk; CR: 1 </p> <p>* An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.** An earth elemental can start a bull rush maneuver without provoking an attack of opportunity.</p>
Fire Elemental: S Elemental (fire, extraplanar)	Water Elemental: S Elemental (water, extraplanar)
<p> HD: 2d8 (9) INIT: +5 AC: 15 (T 12, FF 14) SPD: 50 ft. ATK: Slam +3 (1d4 + 1d4 fire) SA/SQ: Burn (Ref DC 11), darkvision 60 ft., elemental traits, immune to fire, vulnerable to cold. SV: Fort +0, Ref +4, Will +0 AB: S 10, D 13, Cn 10, I 4, W 11, Ch 11 SK/F: Lis +2, Spot +3; Dodge, Imp Init, W Fin. CR: 1 </p>	<p> HD: 2d8+2 (11) INIT: +0 AC: 17 (T 11, FF 17) SPD: 20 ft., swim 90 ft. ATK: Slam +4 (1d6+3) SA/SQ: Water mastery*, drench, vortex (Ref DC 13, 1d4), darkvision 60 ft., elemental traits. SV: Fort +4, Ref +0, Will +0 AB: S 14, D 10, Cn 13, I 4, W 11, Ch 11 SK/F: Lis +2, Spot +3; Pwr Atk. CR: 1 </p> <p>* A water elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.</p>

Earth Elemental: S Elemental (extraplanar)	Air Elemental: S Elemental (extraplanar)
Water Elemental: S Elemental (extraplanar)	Fire Elemental: S Elemental (extraplanar)