

LEVEL ONE - *augmented summon stats*

<p>CELESTIAL BADGER - normal Small Magical Beast (Extraplanar) Hit Dice: 1d8+4 (8 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/-3 Attack: Claw +4 melee (1d2+1) Full Attack: 2 claws +4 melee (1d2+1) and bite -1 melee (1d3+0) Space/Reach: 5 ft./5 ft. Special Attacks: Rage, smite evil Special Qualities: Darkvision, low-light vision, scent, ER 5 (Acid, Cold, Electricity), SR 6 Saves: Fort +6, Ref +5, Will +1 Abilities: Str 12, Dex 17, Con 19, Int 3, Wis 12, Cha 6 Skills: Escape Artist +7, Listen +3, Spot +3 Feats: Track, Weapon Finesse Alignment: Always good (any) Languages: Common Challenge Rating: ½</p>	<p>CELESTIAL BADGER - raging Small Magical Beast (Extraplanar) Hit Dice: 1d8+6 (10 hp) Initiative: +3 Speed: 30 ft. (6 squares), burrow 10 ft. Armor Class: 13 (+1 size, +3 Dex, +1 natural, -2 rage), touch 12, flat-footed 10 Base Attack/Grapple: +0/-1 Attack: Claw +4 melee (1d2+3) Full Attack: 2 claws +4 melee (1d2+3) and bite -1 melee (1d3+1) Space/Reach: 5 ft./5 ft. Special Attacks: Rage, smite evil Special Qualities: Darkvision, low-light vision, scent, ER 5 (Acid, Cold, Electricity), SR 6 Saves: Fort +8, Ref +5, Will +1 Abilities: Str 16, Dex 17, Con 23, Int 3, Wis 12, Cha 6 Skills: Escape Artist +7, Listen +3, Spot +3 Feats: Track, Weapon Finesse Alignment: Always good (any) Languages: Common Challenge Rating: ½</p>
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An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds. Celestial creatures often come in metallic colors (usually silver, gold, or platinum).

Combat

Badgers attack with their sharp claws and teeth.

Rage (Ex): A 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.

Smite Evil (Su): Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

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

FIENDISH MONSTROUS SPIDER, SMALL - for targeted web spell, weak

6 HP, 14 AC. Shoots webs up to 50' (range increment 10'), 8x/day, works only on medium or smaller creatures. Creatures caught in a web can free themselves using an Escape Artist check (DC 12) or a Strength check (DC 16). Both are standard actions. If they're stuck, creature considered entangled (-2 attack rolls, -4 Dexterity, move at half speed, cannot charge or run, DC 15 Concentration check to cast a spell).

CELESTIAL OWL - for reconnaissance during darkness

6 HP, 17 AC. Scouting. Owl understands but does not speak Common. Spot is +6 during the day, +14 at night, listen +14, move silently +17, fly speed 40 feet (average).