

LEVEL THREE - *augmented summon stats*

CELESTIAL BISON

Large Magical Beast (Extraplanar)

Hit Dice: 5d8+25 (47 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +3/+15

Attack: Gore +10 melee (1d8+12)

Full Attack: Gore +10 melee (1d8+12)

Space/Reach: 10 ft./5 ft.

Special Attacks: Stampede, smite evil

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., energy resistance 5 (acid, cold, electricity), low-light vision, scent, spell resistance 10

Saves: Fort +9, Ref +4, Will +1

Abilities: Str 26, Dex 10, Con 20, Int 3, Wis 11, Cha 4

Skills: Listen +7, Spot +5

Feats: Alertness, Endurance

Alignment: Always good (any)

Languages: Common

Challenge Rating: 3

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal. Celestial creatures often come in metallic colors (usually silver, gold, or platinum).

Combat

A celestial bison's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Stampede (Ex): A frightened herd of 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 bison in the herd (Reflex DC 20 half). The save DC is Strength based.

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.

CELESTIAL DIRE BADGER - for camp pit traps

34 HP, 16 AC. Good for burrowing 5' wide tunnels (10' long per move action) through any earth, except solid stone. Could also quickly dig trenches/moats. Might be able to do "run" action to dig 40' in 1 round?

CELESTIAL HIPPOGRIFF - for air transport

31 HP, 15 AC. Fly speed 100' (average). Cannot be ridden, but can fly carrying up to 519 pounds (a light load) in a container, or talons (ouch). No flyby attack, but it can do the dive attack for double damage with a single talon strike (like charge: +10 to hit, (1d4+6) x 2 damage, AC drops to 13 for the round). If it smites evil at the same time, then (1d4+9) x 2 damage. Normal damage is: 2 claws +8 melee (1d4+6) & bite +3 melee (1d8+4).

EARTH ELEMENTAL - for scouting behind locked doors

15 HP, 17 AC. Augmented power attack: +6 to hit, 1d6+9 damage (+1 to hit & damage if combat is grounded). This elemental benefits the most from Augment Summoning (others use Weapon Finesse, diminishing strength bonuses). Earth glide ability = can scout a dungeon or keep, or bypass blockades & locked doors. THIS IS THE ONLY CRITTER ON MY LIST THAT DOESN'T UNDERSTAND COMMON. Must speak Terran!