



MODERN

ROLEPLAYING GAME ♦ SUPPLEMENT

CONJURER'S CODEX

VOLUME 1

Frankto Vinneti



◆ Credits.....	3
OGL	4
◆ Section 1: New Feats.....	6
◆ Section 2: Artifacts.....	8
◆ Section 3: Summoner Secrets.....	10
Summoner Secrets Techniques Index	11
◆ Section 4: New Blood Pacts.....	12
New Summon Feats	12
New Summon Multiclass Feats	16
New Blood Pacts	17
◆ Section 5: Special Creatures.....	24
Apes	24
Bats	24
Bears	25
Boars	25
Cats	26
Dogs	27
Elephants	27
Hares	28
Hawks	28
Hivemind Creatures	29
Horses	29
Monkeys	30
Ogres	31
Octopuses	31
Oxen	32
Raccoons	32
Ravens	33
Salamanders	34
Slugs	34
Snakes	35
Spiders	36
Tigers	36
Toads	37
Turtles	38

C R E D I T S

Design and Managing Editor

Frankto Vinneti

Translations

Frankto Vinneti

Design and Editing

Franz Thomas

Proofreaders

Frankto Vinneti, Christopher Kawasaki,
Alex Rovinski, Franz Thomas

Design Advisor

Alex Rovinski, Franz Thomas

Special Thanks

Frederick Cross, Wizards of the Coast,
Kishimoto Masashi, and you!

Playtesters

Frankto Vinneti

Thank you!

This ND20 supplement is designed for use with the ND20 and d20 Modern Roleplaying Game published by Wizards of the Coast™. To be able to comprehend and use the game to its full extent, you should purchase the d20 Modern Core Rulebook as well as download, entirely free of charge, the ND20: Scrolls of Knowledge, Volume I rulebook, if you have not already. An alternative solution would be to read the System Reference Document (SRD) which contains every OGC portion of the rulebook, minus any artwork and flavor text shown in the original product.

The Conjuror's Codex contains a plethora of new summons, feats and special creatures for summoners.

Conjuror's Codex is Copyright ©2004-2011, Frankto Vinneti. Unauthorized distribution of this entirely product is strictly forbidden without authorization from the author.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
The Conjuror's Codex is Copyright ©2004-2011, Frankto Vinneti. Unauthorized distribution of this product is strictly forbidden without the authorization of the author.

OPTIONAL CONTENT—VOLUME IV: SUMMONING

Summoning is not a profession for the faint of heart. It is a taxing, time-consuming field of study that requires not only a great deal of maintenance, but either being lucky or dedicated enough to find the right blood pact as well.

This supplement is meant to complete the summoner, to close the circle smoothly and efficiently, and to give the GM a plethora of new ways to challenge his or her players. Included within are 4 new feats, 9 new sealed items, 2 new techniques, 6 new blood pacts, 35 new summon feats and 48 new summon creatures.

SECTION I: NEW FEATS

The feats presented below serve to enhance a summoner's ability. Selected wisely, they can make the summoner a force to be reckoned with.

Blood Pact

Prerequisite: See table below.

Benefits: As the blood pact feat, but including the new blood pacts below.

Creature Type	Requirements	Blood Pact Bonus
Ape	Str 15, Climb 6 ranks	+4 competence bonus to Climb checks
Bat	Listen and Spot 4 ranks	+2 morale bonus to Listen and Spot checks
Cat	—	+2 morale bonus to Hide and Jump checks
Elephant	Str 15 or Con 15	You can shout and wake any sleeping creature within 100 feet.
Octopus	Swim 6 ranks	+4 competence bonus to Swim checks
Raccoon	Int 13 or Wis 13	+2 competence bonus to Escape Artist and Move Silently checks

Imbued Defense [Meta-Chakra]

Prerequisite: Retrieval Expert.

Benefit: This meta-chakra feat enables you to imbue a summoned creature with an innate protection when using a Ninjutsu technique to summon a creature from any blood pact. The summon creature gains a +1 deflection bonus to Defense every 2 summon levels for 1 hour after the summoning (maximum +5). If the technique summons multiple creatures, only one creature gains this bonus.

The technique's perform requirements increase by 2. The chakra cost increases by 5.

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Improved Familiar

Prerequisite: Blood Pact (any), Summon Familiar, Summoner level 4th.

Benefit: Your summon familiar can accept Chakra Control, Genjutsu and Ninjutsu techniques with a range of Touch and deliver them for you as though with the Share Chakra feat. If your summon familiar has an Intelligence score of 8 or lower, its Intelligence score is automatically increased to 8. The summon familiar is unaffected by any effect that prevents you from summoning creatures from its blood pact.

Additionally, you gain an empathic connection with your summon familiar within 1 mile, and it with you, that enables each to sense when the other is in trouble and to gain an intuitive sense of the direction the other is in.

Summon Familiar

Prerequisite: Blood Pact (any), Summoner level 1st, *Kuchiyose no Jutsu* ninjutsu technique.

Benefit: You can use the *Kuchiyose no Jutsu* Ninjutsu technique to summon a familiar instead of a random creature or an elite or paragon creature. You determine the summon progression rather than the GM, and advance the summon yourself each time it gains a summon level. Any creature capable of speech automatically gains the ability, even if it lacks the proper rank.

Minimum Level	Summon Level	Chakra Cost
Summoner 1	1	1
Summoner 2	2	2
Summoner 3	3	4
Summoner 4, character level 8th	4	5
Summoner 4, character level 10th	5	6
Summoner 5, character level 12th	6	8
Summoner 5, character level 14th	7	10
Summoner 6, character level 16th	8	12
Summoner 7, character level 18th	9	15

The minimum level column indicates the minimum summoner class levels and the total character level required to advance the familiar to the next level, and the chakra cost column indicates the chakra cost it takes to summon the familiar. The familiar will not gain a summon level until both requirements are met.

The familiar can not be downgraded or summoned at a lower level; when it advances a level, the advancement is final.

Summoner Level	Summon Rank	Special Rank
1st	Soldier	—
2nd	Protector	Elite
3rd	Protector	Elite
4th	Guardian	Elite
5th	Guardian	Paragon
6th	Noble	Paragon
7th	Champion	Paragon

The death of a familiar has serious consequences for a summoner. You will not be able to bond with a new familiar for at least two weeks if your summon familiar dies in combat. Acquiring a new familiar requires a bonding and training process that takes 1 day per summon level of the familiar and must be redone entirely if interrupted.

Talented Summoner

Prerequisite: Blood Pact, Retrieval Expert.

Benefit: You count as though you were one level higher for the purpose of meeting summon rank requirements and determining the highest level of summon creature you can summon. This feat stacks with summoning scrolls and other such objects.

SECTION II: ARTIFACTS

This section contains arcane items of all designation to empower or even counter a summoner. These objects include, but are not limited to, totems.

Totems: Totems are a type of sealed item used by the character to empower or modify the summoning process in some way. The totem designation is not necessarily representative of the object's appearance, and it could be anything from a scroll to an urn to an actual totem. You can only use the power of one totem per summoning.

Legendary Weapon [Sealed Item, Weapon]

Sometimes, a summon creature with the Signature Item feat keyed to any weapon has a corresponding artifact that can be gifted to a summoner or found.

Sealed Item (any weapon)

Superior (Lv 10) +1 DC 27 Greater (Lv 12) +2 DC 35

Greater (Lv 14) +3 DC 37 Greater (Lv 16) +3 DC 39

Enhancement: Attack and damage rolls

Property: This item is keyed to a specific Elite or Paragon summon with the Signature Item (any weapon of the same type) feat.

The weapon is incorporated in the summon creature's body and will be left in the square previously occupied by the creature when it unsummons.

In the hand of the summon creature, this weapon counts as a +2 weapon.

Level 12: As above, but it counts as a +3 weapon.

Level 14: As above, but it counts as +3 weapon with one of the following minor weapon seals: ashen, cold burst, earth shock, flame burst, hurricane force, shocking burst or tidal force.

Level 16: As above, but it counts as +3 weapon with one of the following superior weapon seals: ashen, chilling, cold burst, earth shock, flame burst, hurricane force, pulsing, quaking, shocking burst, squalling, surging, tidal force or widening.

Property: You can use this weapon in place of the normal material component to summon the creature this object is keyed to, even if you do not know how, but you do not automatically learn how to summon the creature as you would if you had summoned it randomly or learned the technique variant.

Master Scroll [Sealed Item]

This large scroll is held by the leader of its respective summon tribe, and every blood pact has one. It is sometimes given to summoners in the leader's confidence.

Sealed Item (uncraftable)

Greater (Lv 19) DC 42

Property: The master scroll can be used to sign into a Blood Pact.

Power (1/day, full-round action): As *Kuchiyose no Jutsu*. Summon a creature with the

master scroll at half its normal cost. The summoning technique always succeeds when using the master scroll.

You gain the benefits of using a greater summoning scroll when using the master scroll.

Special: This object cannot be crafted or sealed into another object.

Ring of Conjunction [Sealed Item]

This gold ring is engraved with a small archaic symbol.

Sealed Item

Superior (Lv 8) DC 25

Property: When a creature summoned has a chance to be an elite or a paragon, a roll of 75 or higher on a d% will result in a paragon.

Power (3/day): Use when summoning a creature other than an elite or paragon. The chance to summon a special creature is doubled.

Scroll of Nature Manipulation [Sealed Item]

This large, bulky scroll can grant a summoner the power to imbue his summoned creature with elemental chakra.

Sealed Item (totem)

Superior (Lv 9) DC 26 *Greater (Lv 15)* DC 38

Power (1/day, free action): You use the power of the scroll during a summoning and imbue the summoned creature with one of the following subtype: earth, fire, ice, lightning, water or wind.

The subtype conferred is selected at the item's creation and lasts for the duration of the summoning. When applied to a summon creature who already has one of the subtypes, it has no effect.

Level 15: As above, but the creature also gains an elemental aura that deals 1 point of damage per summon level to any creature that begins its turn in a square adjacent to the summon creature, Reflex save halves (DC 10 + summon level). The aura's damage type is the same as the damage type its subtype gives it immunity to.

The aura lasts for 1 minute after the summoning and cannot be suppressed.

Summoning Anchor [Sealed Item]

This large urn acts as an anchor for summoning techniques.

Sealed Item

Superior (Lv 8) DC 20

Power (1 charge, attack action): 12 chakra. Set down the urn and activate its power.

The urn will affect the next technique or ability used to summon a creature or ally, and cause the summoned creature to appear next to the anchor. The summoned creature will be stunned for 1 round.

Summoner's Totem [Sealed Item]

This totem is a small object that represents the spirit of a specific blood pact.

Sealed Item (totem)

Minor (Lv 6) DC 17

Property: This item functions like a greater summoning scroll, but using this object does not increase the time to perform a technique or become inert after use.

Special: This sealed item must be crafted for a specific blood pact, and is not

interchangeable.

Tribal Totem: Manifest Avatar [Sealed Item]

This small totem is attuned to a blood pact.

Sealed Item (totem)

Superior (Lv 9) DC 26

Property: This item functions like a greater summoning scroll for a single blood pact, and does not become useless after use.

Power (1/day, free action): Use when summoning a creature from the blood pact with at least 5 summon levels. The creature is imbued with its ancestral avatar spirit. The summon creature and all allies within 40 feet of the summoning gain a +1 morale bonus to attack and weapon damage rolls, saves and skill checks, while all enemies take a -1 penalty on those rolls. Lasts 3 rounds.

Special: This sealed item must be crafted for a specific blood pact, and is not interchangeable.

Tribe Artifact [Sealed Item]

This ancient artifact has some significance towards a certain summon tribe or clan.

Sealed Item (uncraftable)

Minor (Lv 4) +2 DC 15 *Superior (Lv 8)* +4 DC 25

Greater (Lv 12) +6 DC 35 *Epic (Lv 20)* +8 DC 45

Enhancement: Diplomacy with the associated summon tribe or clan (circumstance)

Special: This sealed item gives a bonus towards a specific summon tribe or clan. It can sometimes be traded to the tribe or clan to sign a contract with them despite otherwise unfavorable conditions.

Urn of Negation [Sealed Item]

This large, empty urn has the strange power to prevent summoning techniques.

Sealed Item

Superior (Lv 11) DC 28 *Greater (Lv 16)* DC 39

Power (1/day, full-round action): Set down the urn and activate its power. The urn prevents any *Spacetime* Ninjutsu technique with the Summoning descriptor from being completed within 50 feet. The chakra cost of failed techniques is not spent.

The power lasts for 5 minutes. The urn has Defense 5, hardness 8 and 60 hit points.

Level 16: As above, within 100 feet and the urn has 120 hit points.

SECTION III: SUMMONER SECRETS

This section contains a pair of techniques that focus less on summoning creatures from a blood pact and instead enable those who use them to summon their allies over a distance.

Fuinjutsu: Keiyaku Houjin (Sealing Technique: Ally Contract)

Fuinjutsu (Requires Retrieval Expert (f) and Ninjutsu 12 ranks)

Rank: 10 (B-Class); **Learn DC:** 24, 3 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 full-round action; **Components:** C, F; **Range:** Personal; **Target:** You;

Duration: 3 days or until discharged; **Saving Throws:** None; **Chakra Cost:** Varies.

This technique creates a seal on the target that allows it to be summoned by spacetime ninjutsu, such as *Kuchiyose no Jutsu*, as long as it is used within a range of 1 mile. This technique's chakra cost is 1 per level or hit dice of the target, minimum 8.

Allies summoned in this manner do not lose chakra and are not treated as summoned creatures and cannot be banished, but it otherwise functions like any other summoning. A creature cannot be summoned more than once per day.

Mastery

The second and fourth steps of mastery in this technique increase the range by 2 miles and the duration by 1 day.

The fifth step of mastery requires ECL 18 and allows the creation of a personal summoning scroll. This scroll functions as the *Shunkoku Meihoujin* technique and requires a Fuinjutsu check (DC 23) to craft, requiring 30 minutes and an additional 4 points of chakra. The scroll has 1 charge and lasts for the duration of the technique or until it is used.

Material Focus: A bit of the target's blood to scribe the seal. Scribing the seal requires a Fuinjutsu check (DC 23), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 5 minutes, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Ninjutsu Hiken: Hitoriguntai (Ninjutsu Secrets: One-man Army)

Ninjutsu (Spacetime; requires Retrieval Expert) [Summoning]

Rank: 10 (B-Class); **Learn DC:** 24, 3 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 full-round action; **Components:** C, X, H; **Range:** Varies; **Effect:** Summons one or more allies; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10 per ally summoned.

This technique enables the user to summon up to 1 ally marked with the *Fuinjutsu: Keiyaku Houjin* technique every 3 levels (maximum 5). The technique otherwise functions like *Kuchiyose no Jutsu* or any other summoning, but the summoned allies do not lose chakra from the summoning and is not treated as a summon creature, therefore cannot be banished. An ally can only be summoned once per day with this technique.

Expendable Components: A bit of the user's blood to complete the summoning.

Summoner Secrets Techniques List

This techniques list is organized by rank and subtype.

Rank 10 Techniques:

Fuinjutsu:

Fuinjutsu: Keiyaku Houjin (Sealing Technique: Ally Contract)

Ninjutsu:

Spacetime:

Ninjutsu Hiken: Hitoriguntai (Ninjutsu Secrets: One-man Army)

SECTION IV: NEW BLOOD PACTS

This section contains new blood pacts, summon feats and summon multiclass feats to change the adept summoner's game.

New Summon Feats

The feats below can be selected by any elite or paragon summon.

Arctic Adaptation [Summon]

Prerequisite: Bear or wolf only.

Benefit: The summon has a heavy coat of white fur that protects it against the cold. The summon can act comfortably in cold environments and does not suffer damage or incur penalties, but takes a -4 penalty to saves against hot weather. The summon gains a +4 bonus to Hide checks in arctic settings.

The champion summon gains cold resistance 10 + 2 per summon level instead of damage reduction or a greater strength of the pack bonus.

Blinding Ink [Summon]

Prerequisite: Summon level 4, guardian or higher, octopus only.

Benefit: Creatures who enter the octopus' ink cloud must make a Fortitude save (DC 10 + summon rank + summon's Con modifier) or be dazzled for 3 rounds after they exit it.

Buffet [Summon]

Prerequisite: Summon level 4, guardian or higher, elephant only.

Benefit: The elephant summon loses the Trumpet Call ability and gains Buffet instead. Buffet allows the elephant summon to target a single creature at least one size category smaller and buffet it away with a blast of air from its trunk, unless it can succeed a Fortitude save DC 10 + summon level + elephant's Con modifier. The target suffers collision damage if it collides with an object its size category or larger. The elephant can use this ability once every 1d6 rounds. Refer to the table below for the distance and collision damage.

Summon Rank	Knockback Distance	Collision Damage
Guardian	1d6x5	2d6
Noble	2d6x5	3d6
Champion or higher	3d6x5	4d6

The elephant champion's gains +2d6 collision damage instead of sonic damage on a trumpet call.

Burrow [Summon]

Prerequisite: Hivemind (centipede, giant beetle or scorpion) only.

Benefit: The hivemind summon's land speed is reduced by 10 feet, but it gains a burrowing speed 20 feet.

Capsize [Summon]

Prerequisite: Summon level 4, Huge or larger, shark or turtle only.

Benefit: The summon creature gains the Capsize extraordinary ability. It creature can use a full-round action to surface under a boat or ship with a less than 20 feet long to capsize the vessel 75% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 25% chance to capsize one over 60 feet long.

Disease Carrier [Summon]

Prerequisite: Bite attack.

Benefit: The summon delivers a disease with its bite attack. The disease has a Fortitude save (DC 10 + one-half summon level, round down), an incubation period of 1 day, damage 1d2 Str and 1d2 Dex.

Infected creatures may also spread the contagion through a bite attack. The Fortitude save from a secondary carrier is DC 12.

Environmental Adaptation [Summon]

Prerequisite: Lizard or octopus only, guardian or higher.

Benefit: The summon gains the camouflage extraordinary ability, but loses the scent ability or jet ability (if any).

The camouflage ability enables the summon to change its color to match the environment and gain a +2 circumstance bonus to Hide checks. This takes 1 minute, but lasts until the summon takes an extended rest or changes color again.

The summon gains a +4 cover bonus to Hide checks if it stays still when using the camouflage ability.

Feather Fall [Summon]

Prerequisite: Guardian or higher, cat only.

Benefit: The cat summon takes no falling damage whenever it is able to land on its feet. Being paralyzed, grappled, immobilized, unconscious or somehow unable to land on its feet negates the benefits of this feat.

Fey Eater [Summon]

Prerequisite: Ogre only.

Benefit: The ogre summon loses its kanabo ability but gains 2 primary claw attacks and 1 secondary bite attack instead.

Fierce Hunter [Summon]

Prerequisite: Spider only.

Benefit: The spider summon loses the Web extraordinary ability, but its land speed increases by 10 feet, and by 10 feet again for noble spider summons or higher.

The summon gains a +8 racial bonus to Jump checks.

Goo [Summon]

Prerequisite: Slug only.

Benefit: The slug summon's acid spit deals water damage and no splash damage. Instead,

the target must make a second Reflex save or be entangled for 3 rounds or until it makes an Escape Artist check as an attack action (difficulty equal to the save DC).

Hellion [Summon]

Prerequisite: Ogre only, noble or higher.

Benefit: The ogre summon loses any acid, cold or fire resistance and gains the fire and unholy subtype instead.

The fire subtype grants the ogre summon immunity to fire and negative energy damage. However, the ogre summon takes one-half again (+50%) damage from sources that deal cold, holy or water damage.

Intimidating Summon [Summon]

Prerequisite: Summon level 6, guardian or higher, bear, dragon, hivemind, ogre, shark, tiger, rhinoceros, tyrant or wolf only.

Benefit: The summon gains the frightful presence ability. The ability has different modes of activation depending on the creature. The bear, rhinoceros, shark and tiger use this ability when it charges, while the dragon, tyrant and wolf use this ability when it howls or roars. The hivemind's mere presence is enough to trigger this ability.

Affected creatures must succeed a Will save (DC 10 + summon level + summon's Cha modifier) or be shaken for 1d6 rounds. A creature that makes a successful save against this ability is immune to the summon's frightful presence for 24 hours.

Improved Capsize [Summon]

Prerequisite: Summon level 8, capsizes ability.

Benefit: The summon creature's chance to capsizes a vessel over 60 feet long increases to 50%.

Improved Echolocation [Summon]

Prerequisite: Protector or higher, summon level 4, bat only.

Benefit: The summon gains a +4 bonus to Spot checks against creature in range of its blindsense ability.

Lucky Strike [Summon]

Prerequisite: Hare only.

Benefit: Once per day, the hare summon can reroll any attack roll, saving throw, ability check or skill check and keep the highest of the two rolls.

Mettle [Summon]

Benefit: Summon level 4, Con 18.

Special: The summon gains the Mettle ability. Whenever the summon makes a Fortitude save to take half damage against an ability, he takes no damage on a successful save.

Special: The summon cannot gain this feat and the Evasion summon feat.

Pale Horse [Summon]

Prerequisite: Summon level 6, champion only, horse only.

Benefit: The horse summon is treated as an undead creature rather than a magical beast,

but it retains its hit dice, saving throws, base attack bonus and Constitution score. It is immune to the extra damage from critical hits and sneak attack, death effects, paralysis, poison, disease, necromantic effects and energy drain.

The horse summon has 1 bite attack instead of 2 hoof attacks, and has a diet that consists only of meat and carrion. The noble horse summon gains Improved Natural Attack (bite) as a bonus feat instead.

Poisonous Bite [Summon]

Prerequisite: Guardian or higher, octopus only.

Benefit: The octopus summon's bite attack delivers a powerful venom. The Fortitude save DC is 10 + summon level + summon's Con modifier. The primary damage is 1d3 Con, and the secondary damage is 1 Con.

Powerhouse [Summon]

Prerequisite: Summon level 4, Large or smaller.

Benefit: The summon's gains a +4 size bonus to Strength, a +2 size bonus to Constitution and a -2 size penalty to Dexterity, but does not gain a size category. In addition, the summon gains a +2 size bonus to grapple, disarm, trip, bull-rush and overrun checks. The summon loses any bonus or penalty gained from this feat if its size category increases to Huge or larger.

Primate Ambidexterity [Summon]

Prerequisite: Summon level 4, Two-Weapon Fighting, ape and monkey only.

Benefit: The ape summon suffers no penalty when wielding a light melee off-hand weapon in combat, and only a -2 penalty when using a one-handed weapon.

Prized Mind [Summon]

Prerequisite: Protector or higher, elephant only.

Benefit: The elephant summon's Strength and Constitution scores decrease by 2, but its Intelligence, Wisdom and Charisma score increase by 2.

Shove [Summon]

Prerequisite: Summon level 4, trample special attack, Large or larger, ape, boar, elephant, ox or rhinoceros only.

Benefit: The summon designates one opponent in the path of its trample ability. If the opponent fails its save against the trample attack, it is flung in any direction 1d6x5 feet.

Shrill [Summon]

Prerequisite: Noble or higher, bat only.

Benefit: The bat summon can emit a shrill cry once every 1d6 rounds. The attack is a 30-ft. long cone, and dazes creatures caught inside it for 1d3 rounds unless they succeed a Fortitude save (DC 10 + summon level). Deaf creatures are immune.

The bat summon becomes unable to use its blindsense ability until the start of its next turn after using the shrill ability.

Spitfire [Summon]

Prerequisite: Guardian or higher, toad or salamander only.

Benefit: The summon creature loses the aquatic subtype and salt water vulnerability (if any), but remains amphibious. Instead of having a steam breath and gaining water and fire resistance, or being able to spit oil and gaining a bonus to jump checks, the summon creature gains a fire breath, and the champion summon gains fire resistance 20 + 2 per summon level. The summon always selects fire as one of its elemental affinities.

A breath weapon supernatural attack deals 2d4 points of fire damage per summon level in a 40-ft. long cone.

The damage can be halved with a Reflex save DC 10 + summon level + summon's Con modifier. The summon is immune to his own breath weapon.

The summon can only use this ability once per 1d6 rounds.

Spitting Serpent [Summon]

Prerequisite: Guardian or higher, snake only.

Benefit: The snake summon can no longer constrict opponents, but can spit its venom up to 30 feet as an attack action. This is a ranged touch attack, and opponents hit by the attack must make a successful save as though poisoned by a bite attack. The snake can use this ability once every 1d4 rounds.

The snake champion gains a +4 bonus to attack rolls with this attack and the range increases to 50 feet.

Survival Instincts [Summon]

Prerequisite: Summon level 8, paragon only.

Benefit: Once per day, the summon creature can end any summoning as an instant action.

Normal: A summoning creature must take a full-round action to end any summoning.

Toad Charge [Summon]

Prerequisite: Guardian or higher, toad only.

Benefit: The toad summon can make a Jump check against the opponent's Defense when it makes a charge attack. If the check succeeds, the attack deals double damage on a successful hit.

The toad can use this ability only once per encounter.

Wild Cat [Summon]

Prerequisite: Cat only.

Benefit: The summon's Strength score increases by 4, but its Dexterity and Intelligence scores decrease by 2.

New Summon Multiclass Feats

These feats can be selected by elite and paragons who wish to emulate the abilities of some classes. An elite can select 1 summon multiclass feat while a paragon can select 2.

Charismatic Summon [Charismatic Hero Summon Multiclass]

Prerequisite: Cha 13.

Benefit: The summon gains a +3 bonus to Bluff and Diplomacy checks made to lie,

deceive or otherwise bend the truth.

Cunning Summon [Smart Hero Summon Multiclass]

Prerequisite: Int 15.

Benefit: The summon gains 2 skill points per summon level.

Enduring Summon [Tough Hero Summon Multiclass]

Prerequisite: Con 19.

Benefit: The summon gains damage reduction 1/–.

Intuitive Summon [Dedicated Hero Summon Multiclass]

Prerequisite: Wis 15.

Benefit: The summon can make a Will save (DC 15) once per day to get a hunch that everything is alright or to get a bad feeling about a situation, based on the GM's best guess relating to the circumstances.

Mighty Summon [Strong Hero Summon Multiclass]

Prerequisite: Str 19.

Benefit: The summon gains a +1 bonus to melee attack damage. This amount increases to +2 at summon level 6.

Quick Summon [Fast Hero Summon Multiclass]

Prerequisite: Dex 15.

Benefit: The summon gains a +2 bonus to Defense. This bonus applies to touch and flat-footed defense as well.

New Blood Pacts

From common domestic animal to dangerous prehistoric predator, the new blood pact serve to enhance the range of options available to players, as well as enemies, who wish to dabble in the summoning arts.

Ape (Ozaru)

The ape, unlike the monkey and its larger cousins, is an aggressive, powerful primate well known for producing enormously large specimens. The apes will often accept a summoner who stands up for himself.

Creature Type: Animal

HD: 1d8

Rank Requirements: Soldier, Protector, Guardian (4+summon level), Noble (7+summon level), Champion (11+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2.5/level plus 5; Guardian—3/level plus 10; Noble—3.5/level plus 10; Champion—5/level plus 15.

Improved Grab (Ex): An ape can use this ability when it hits an opponent of any size smaller than itself with a slam 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.

Powerful Charge (Ex): An ape of sufficient rank deals an additional +2d6 points of damage on a charge attack.

Trample (Ex): The ape may trample any creature in its path, dealing damage equal to its slam damage plus 1.5 times its Strength modifier. The reflex save DC is 10 + summon level + the ape's Str modifier.

Natural Weapons: The ape has 2 slam attacks. The ape has opposable thumbs that enable it to wield weapons and other objects.

Scent (Ex): The ape can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Skill Bonuses: The ape gains a +8 bonus to Climb checks and can always take 10 on a Climb check, even when distracted or threatened.

TABLE: APE SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	L	2d8+4 (13 hp)	24	12	15	8	12	6	—	30 ft., climb 30 ft.
Guardian	L	2d8+6 (15 hp)	26	12	16	9	14	6	Power Attack	30 ft., climb 30 ft.
Noble	H	2d8+10 (19 hp)	34	10	20	10	15	6	—	40 ft., climb 40 ft.
Champion	G	2d8+14 (23 hp)	42	10	24	10	16	6	Improved Natural Attack (slam)	40 ft., climb 40 ft.

TABLE: APE SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+1	17, touch 10, flat-footed 16 (-1 size, +1 Dex, +7 natural)	—
Guardian	+1	19, touch 10, flat-footed 18 (-1 size, +1 Dex, +9 natural)	Powerful Charge
Noble	+0	21, touch 8, flat-footed 21 (-2 size, +13 natural)	—
Champion	+0	24, touch 6, flat-footed 24 (-4 size, +18 natural)	Trample deals double slam damage plus twice Str modifier

Level 1 Ape Soldier: CR 1; Medium animal; HD 2d8+3; hp 12; Init +2; Spd 30 ft., climb 30 ft.; Defense 16, touch 12, flat-footed 14 (+2 Dex, +4 natural); BAB +1; Grap +4; Atk +4 melee (1d4+3, slam); Full Atk +4 melee (1d4+3, 2 slams); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ improved grab, low-light vision, scent, trample; AL summoner; SV Fort +3, Ref +5, Will +1; CP 6; Rep +0; Str 16, Dex 14, Con 11, Int 7, Wis 12, Cha 6.

Skills: Climb +12, Listen +2, Spot +2.

Feats: Toughness.

Bat (Koumori)

The bat is a nocturnal animal who, while not very dangerous, has very acute senses. Though they are generally not very strong or particularly enduring, bats are very quick and capable of avoiding most dangerous situations without a scratch. The bat will prefer a summoner who takes the time to consider his surroundings and who will not enter a fight unprepared.

Creature Type: Animal (Good Reflex and Will)

HD: 1d6

Rank Requirements: Soldier, Protector, Guardian, Noble (5+summon level), Champion (9+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Noble—3/level plus 12; Champion—3.5/level plus 15.

Blindsense (Su): The bat detects things using echolocation within a certain range. Opponents the bat cannot actually see still gain total concealment, and it must still make Spot checks to detect opponents.

Natural Weapons: The bat has 1 bite attack.

Skill Bonuses: The bat gains a +4 racial bonus to Listen and Spot check. These bonuses are lost if blindsight is negated.

TABLE: BAT SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	M	2d6+2 (9 hp)	10	19	12	8	14	4	—	20 ft., fly 40 ft. (good)
Guardian	M	2d6+2 (9 hp)	11	20	13	9	15	5	Stealthy	20 ft., fly 40 ft. (good)
Noble	L	2d6+8 (15 hp)	19	20	18	10	15	6	Alertness	20 ft., fly 50 ft. (good)
Champion	L	2d6+8 (15 hp)	20	22	18	10	16	6	—	20 ft., fly 60 ft. (good)

TABLE: BAT SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+4	18, touch 14, flat-footed 14 (+4 Dex, +4 natural)	Blindsense 60 ft.
Guardian	+5	20, touch 15, flat-footed 15 (+5 Dex, +5 natural)	Evasion
Noble	+5	21, touch 14, flat-footed 16 (–1 size, +5 Dex, +7 natural)	Blindsense 120 ft.
Champion	+6	23, touch 15, flat-footed 18 (–1 size, +6 Dex, +9 natural)	Improved Evasion

Level 1 Bat Soldier: CR 1; Small animal; HD 2d6; hp 7; Init +4; Spd 20 ft., fly 40 ft. (good); Defense 16, touch 15, flat-footed 12 (+1 size, +4 Dex, +1 natural); BAB +1; Grap –6; Atk +6 melee (1d4-2, bite); Full Atk +6 melee (1d4-2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blindsense 30 ft.; AL summoner; SV Fort +0, Ref +7, Will +4; CP 6; Rep +0; Str 6, Dex 18, Con 10, Int 7, Wis 12, Cha 4.

Skills: Hide +9, Listen +8, Move Silently +5, Spot +6.

Feats: Weapon Finesse.

Cat (Neko)

The cat is a proud, capricious animal that requires a good deal of attention. Despite this, it is very clever and intuitive. The cat prefers a proud summoner who will lavish it with attention, and who will not put its life in danger needlessly or abuse their pact.

Creature Type: Magical Beast (Good Reflex; BAB 3/4 of total Hit Dice)

HD: 1d6

Rank Requirements: Soldier, Protector, Guardian, Noble (5+summon level), Champion (9+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Noble—3/level plus 12; Champion—4/level plus 18.

Catfall (Ex): The cat summon can make a Jump or Tumble check to treat a fall as though it were 40 feet shorter.

Natural Weapons: The cat has 2 claw attacks and 1 bite attack.

Scent (Ex): The cat can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Skill Bonuses: The cat gains a +4 racial bonus to Climb, Hide and Move Silently checks, and a +8 racial bonus to Jump and Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

TABLE: CAT SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	T	2d6 (7 hp)	5	18	10	9	13	8	Stealthy	30 ft.
Guardian	S	2d6+2 (9 hp)	8	16	12	10	14	10	Improved Initiative	30 ft.
Noble	M	2d6+4 (11 hp)	12	16	14	11	15	11	Alertness	40 ft.
Champion	L	2d6+8 (15 hp)	20	16	18	12	16	12	—	50 ft.

TABLE: CAT SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+4	18, touch 16, flat-footed 14 (+2 size, +4 Dex, +2 natural)	—
Guardian	+7	20, touch 14, flat-footed 17 (+1 size, +3 Dex, +6 natural)	Evasion
Noble	+7	21, touch 13, flat-footed 18 (+3 Dex, +8 natural)	—
Champion	+7	23, touch 12, flat-footed 20 (-1 size, +3 Dex, +11 natural)	+8 bonus to Balance, Jump and Move Silently

Level 1 Cat Soldier: CR 1; Tiny magical beast; HD 2d6; hp 7; Init +3; Spd 30 ft.; Defense 16, touch 15, flat-footed 13 (+2 size, +3 Dex, +1 natural); BAB +1; Grap -11; Atk +6 melee (1d2-3, claw); Full Atk +6 melee (1d2-3, 2 claws) and +1 melee (1d3-3, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ darkvision 60 ft., low-light vision, scent; AL summoner; SV Fort +0, Ref +6, Will +1; CP 6; Rep +0; Str 4, Dex 16, Con 10, Int 8, Wis 12, Cha 6.

Skills: Balance +12, Climb +8, Jump +14, Hide +14 (+18 in tall grass), Move Silently +8.

Feats: Weapon Finesse.

Elephant (Zou)

The elephant is a large, passive animal known for its exceptional ability to fend off predators, mostly thanks to its overwhelming bulk and physical strength. As such, it prefers a summoner who will not let himself be bullied or prayed on, or even tolerate bullies, much less bully others.

Creature Type: Animal (Good Fortitude and Will)

HD: 1d10

Rank Requirements: Soldier, Protector, Guardian (4+summon level), Noble (7+summon level), Champion (11+summon level).

Chakra Cost: Soldier—3/level; Protector—3.5/level plus 5; Guardian—4/level plus 10; Noble—4.5/level plus 15; Champion—6/level plus 20.

Trumpet Call (Ex): The elephant of guardian rank or higher can emit a loud trumpeting sound that can deafen or even stun creatures within a certain range. The trumpet call can be avoided with a Fortitude save DC 10 + summon level + elephant's Con modifier, which either negates or lessens the effects. Any sleeping creature within a range equal to five times the trumpet call range is instantly woken up. The elephant can use this ability once per encounter. See the table below for the trumpet's range and effect, based on

summon rank.

Summon Rank	Range	Effect
Guardian	30 feet	Deafened 1d4 rounds
Noble	50 feet	Deafened 1d6 rounds
Champion or higher	80 feet	Stunned 1 round or deafened 1 round (Fort partial)

Trample (Ex): The elephant can trample, dealing damage equal to its gore attack. The reflex save DC is 10 + summon level + the elephant's Str modifier.

Natural Weapons: The elephant can use either 1 gore attack or 1 slam attack and 2 stamp attacks.

TABLE: ELEPHANT SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	L	2d10+8 (19 hp)	22	10	18	4	12	8	—	30 ft.
Guardian	H	2d10+12 (23 hp)	30	8	22	6	13	9	Endurance	40 ft.
Noble	H	2d10+14 (25 hp)	32	9	24	8	14	10	—	40 ft.
Champion	G	2d10+18 (29 hp)	40	10	28	10	16	12	Multiattack	40 ft.

TABLE: ELEPHANT SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+0	19, touch 9, flat-footed 19 (–1 size, +9 natural)	—
Guardian	–1	21, touch 9, flat-footed 21 (–2 size, –1 Dex, +14 natural)	Trumpet Call
Noble	–1	23, touch 8, flat-footed 23 (–2 size, –1 Dex, +16 natural)	—
Champion	+0	25, touch 6, flat-footed 25 (–4 size, +19 natural)	Trumpet Call deals 3d6 sonic damage (negated on a Fort save)

Level 1 Elephant Soldier: CR 1; Large animal; HD 2d10+6; hp 17; Init +0; Spd 30 ft.; Defense 16, touch 9, flat-footed 16 (–1 size, +7 natural); BAB +1; Grap +10; Atk +5 melee (1d6+7, gore); Full Atk +5 melee (1d6+7, gore) or +5 melee (1d4+5, slam) and +1 melee (1d4+2, 2 stamps); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, trample 1d6+7, scent; AL summoner; SV Fort +6, Ref +0, Will +3; CP 12; Rep +0; Str 20, Dex 10, Con 16, Int 2, Wis 11, Cha 7.

Skills: Listen +5, Spot +4.

Feats: Alertness.

Octopus (Tako)

The octopus is a bottom-dwelling creature that appears somewhat helpless, but is in fact a very aggressive and dangerous hunter. As such, octopuses will often take on summoners that like to keep an ace in the hole, or are more powerful than they let on.

Creature Type: Animal (Aquatic)

HD: 1d8

Rank Requirements: Soldier, Protector, Guardian (4+summon level), Noble (7+summon level), Champion (11+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 10; Noble—3/level plus 15; Champion—5/level plus 20.

Constrict (Ex): An octopus of sufficient rank can constrict with a successful grapple check. The constrict damage is 2d6 plus 1.5 times the octopus' Strength modifier.

Improved Grab (Ex): An octopus of sufficient rank can use this ability, after hitting an

opponent of any size smaller than itself 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.

Ink Cloud (Ex): The octopus can produce a cloud of jet-black ink 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. See below for the dimension of the cloud.

Summon Rank	Cloud Dimensions
Soldier	10 ft. wide, 10-ft. high, 10-ft. long
Protector	10 ft. wide, 10-ft. high, 20-ft. long
Guardian	20 ft. wide, 20-ft. high, 20-ft. long
Noble	20 ft. wide, 20-ft. high, 30-ft. long
Champion	30 ft. wide, 30-ft. high, 30-ft. long

Jet (Ex): The octopus can jet backwards 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.

Natural Weapons: The octopus has 1 bite attack and 8 tentacle attacks.

Skill Bonuses: The octopus gains a +4 racial bonus to Hide checks, a +10 racial bonus to Escape Artist checks, and a +8 racial bonus on Swim checks. The octopus can always take 10 on a Swim check, even when distracted or threatened. It can use the run action while swimming, provided it swims in a straight line.

Tentacles: The octopus' tentacles can be attacked with a sunder attempt as if they were weapons. The octopus' tentacles have 2 hit points per summon level. If an octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt.

Severing one of an octopus' tentacles deals 1 point of damage to the creature per summon level. The creature regrows severed limbs in 1d10+10 days when not summoned. An octopus will generally withdraw or unsummon as a free action if it loses 4 or more tentacles.

TABLE: OCTOPUS SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	M	2d8+2 (11 hp)	10	14	12	7	12	4	—	10 ft., swim 30 ft.
Guardian	M	2d8+4 (13 hp)	12	15	14	8	13	5	—	10 ft., swim 30 ft.
Noble	L	2d8+6 (15 hp)	20	14	16	9	14	6	—	10 ft., swim 40 ft.
Champion	L	2d8+8 (17 hp)	22	14	18	10	14	6	—	10 ft., swim 40 ft.

TABLE: OCTOPUS SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+2	16, touch 12, flat-footed 14 (+2 Dex, +4 natural)	Improved Grab
Guardian	+2	18, touch 12, flat-footed 16 (+2 Dex, +6 natural)	—
Noble	+2	20, touch 11, flat-footed 18 (-1 size, +2 Dex, +9 natural)	Constrict
Champion	+2	23, touch 11, flat-footed 21 (-1 size, +2 Dex, +12 natural)	—

Level 1 Octopus Soldier: CR 1; Small magical beast (aquatic); HD 2d8; hp 9; Init +4; Spd 10 ft., swim 30 ft.; Defense 16, touch 14, flat-footed 13 (+1 size, +3 Dex, +2 natural); BAB +1; Grap -5; Atk +5 melee (1d3-1, bite); Full Atk +5 melee (1d3-1, bite) and +0 melee (1d2-1, 8 tentacles); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic traits, ink cloud, jet; AL summoner; SV Fort +3, Ref +6, Will +1; CP 6; Rep +0; Str 8, Dex 16, Con

10, Int 6, Wis 12, Cha 3.

Skills: Escape Artist +14, Hide +12, Listen +2, Spot +2, Swim +8

Feats: Weapon Finesse.

Raccoon (Araiguma)

The raccoon summon, rather than its smaller, scavenging cousin, is a proud, unusual creature that can grow enormously large. They have been known to take summoners who value the things they do have rather than crave what they do not.

Creature Type: Magical Beast (BAB 3/4 of Total Hit Dice)

HD: 1d8

Rank Requirements: Soldier, Protector, Guardian, Noble (6+summon level), Champion (10+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 10; Noble—3/level plus 15; Champion—5/level plus 20.

Natural Weapons: The raccoon has 2 claw and 1 bite attack, and has opposable thumbs that enable it to wield weapons and other objects.

Scent (Ex): This ability allows a raccoon to detect approaching enemies, sniff out hidden foes and track by sense of smell.

Skill Bonuses: The raccoon gains a +4 racial bonus on Climb and Move Silently checks.

TABLE: RACCOON SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d8+2 (11 hp)	12	16	12	10	12	6	Track	30 ft.
Guardian	M	2d8+6 (15 hp)	16	15	16	12	13	8	Multiattack	30 ft.
Noble	L	2d8+10 (19 hp)	24	14	21	12	14	9	—	30 ft.
Champion	H	2d8+14 (23 hp)	32	12	24	14	14	10	Improved Natural Attack (claw)	30 ft.

TABLE: RACCOON SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+3	18, touch 14, flat-footed 15 (+1 size, +3 Dex, +4 natural)	—
Guardian	+2	18, touch 12, flat-footed 16 (+2 Dex, +6 natural)	—
Noble	+2	19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural)	—
Champion	+1	21, touch 9, flat-footed 20 (-2 size, +1 Dex, +12 natural)	+8 bonus to Climb, Escape Artist and Move Silently checks

Level 1 Raccoon Soldier: CR 1; Tiny magical beast; HD 2d8; hp 9; Init +4; Spd 30 ft.; Defense 17, touch 16, flat-footed 13 (+2 size, +4 Dex, +1 natural); BAB +1; Grap -8; Atk +7 melee (1d2-1, claw); Full Atk +7 melee (1d2-1, 2 claws) and +2 melee (1d3-1, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision, darkvision 60 ft., scent; AL summoner; SV Fort +3, Ref +7, Will +1; CP 6; Rep +0; Str 8, Dex 18, Con 10, Int 9, Wis 12, Cha 6.

Skills: Climb +7, Escape Artist +8, Hide +14, Move Silently +10.

Feats: Simple Weapons Proficiency, Weapon Finesse.

SECTION V: SPECIAL CREATURES

This section contains a plethora of new special summons from all blood pacts, all with varying ranks, level and specialities.

Apes

The two ape summons featured in this book are an elite named Shuumaru who, despite his impressive size, is an excellent tracker. The second, a paragon named Sarusouji, is an adept warrior who wields two axes in combat.

Sarusouji (Level 7 Ape Protector Paragon): Large animal; HD 14d8+45; hp 119; Init +1; Spd 20 ft., climb 20 ft.; Defense 23, touch 11, flat-footed 21 (-1 size, +5 armor, +2 Dex, +7 natural); BAB +10; Grap +21; Atk +16 melee (1d8+7, slam) or +16 melee (1d8+7, battleaxe); Full Atk +14/+19 melee (1d8+7, battleaxe) and +14/+9 melee (1d8+3, battleaxe) or +16 melee (1d8+7, 2 slams); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved grab, low-light vision, scent, trample 1d8+12; AL summoner; SV Fort +12, Ref +10, Will +5; CP 6; Rep +0; Str 24, Dex 14, Con 16, Int 8, Wis 12, Cha 6.

Skills: Climb +20, Jump +11, Listen +6, Spot +6.

Feats: Improved Two-Weapon Fighting, Primate Ambidexterity, Signature Item (battle armor, two battleaxes), Toughness, Two-Weapon Fighting.

Equipment: Battle armor, battleaxe (x2)

Shuumaru (Level 5 Ape Guardian Elite): Large animal; HD 10d8+43; hp 95; Init +1; Spd 30 ft., climb 30 ft.; Defense 19, touch 10, flat-footed 18 (-1 size, +1 Dex, +9 natural); BAB +7; Grap +19; Atk +14 melee (1d6+8, slam); Full Atk +14 melee (1d6+8, 2 slams); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved grab, low-light vision, powerful charge +2d6, scent, trample 1d6+12; AL summoner; SV Fort +10, Ref +8, Will +5; CP 52; Rep +0; Str 26, Dex 12, Con 16, Int 10, Wis 14, Cha 7.

Skills: Climb +17, Listen +6, Spot +6, Survival +15 (+17 when tracking by scent).

Feats: Erudite, Keen Scent, Power Attack, Summon Toughness, Toughness.

Bats

The two bat summons from this books are both elites. Henshin, a terror in the sky, is an extremely dangerous nocturnal predator who likes to fly high in the sky and dive down upon his prey in a devastating surprise attack, while Kawago, a smaller but still formidable creature, has sharp senses that enable it to spot prey others would have missed.

Henshin (Level 8 Bat Noble Elite): Huge animal; HD 16d6+64; hp 7; Init +5; Spd 20 ft., fly 50 ft. (good); Defense 23, touch 13, flat-footed 18 (-2 size, +5 Dex, +10 natural); BAB +12; Grap +29; Atk +19 melee (2d8+13, bite); Full Atk +19 melee (2d8+13, bite); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ blindsense 120 ft., evasion; AL summoner; SV Fort +11, Ref +15, Will +13; CP 6; Rep +0; Str 28, Dex 20, Con 22, Int 10, Wis 16, Cha 6.

Skills: Hide +8, Listen +14, Move Silently +16, Spot +12.

Feats: Alertness, Erudite, Flyby Attack, Giant Size, Improved Natural Attack (bite), Shrill, Stealthy, Weapon Finesse.

Kawago (Level 4 Bat Soldier Elite): Medium animal; HD 8d6+8; hp 35; Init +4; Spd 20 ft., fly 40 ft. (good); Defense 16, touch 15, flat-footed 12 (+1 size, +4 Dex, +1 natural); BAB +6; Grap +6; Atk +9 melee (1d6, bite); Full Atk +9 melee (1d6, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blindsense 30 ft.; AL summoner; SV Fort +5, Ref +9, Will +8; CP 6; Rep +0; Str 10, Dex 16, Con 12, Int 7, Wis 14, Cha 4.

Skills: Hide +5, Listen +8, Move Silently +5, Spot +12 (+16 against creatures in blindsense).

Feats: Giant Size, Improved Echolocation, Summon Toughness, Weapon Finesse.

Bears

Kumazo and Kumashiro, the two special bear summons, are both deadly predators. Kumazo is a young but enormously powerful black bear. His antithesis, Kumashiro, is a scarred old polar bear, a seasoned hunter well versed in the art of patience, powerful and resilient despite his deceptive size.

Kumashiro (Level 10 Bear Protector Paragon): Medium magical beast; HD 20d10+63; hp 188; Init +0; Spd 30 ft.; Defense 19, touch 10, flat-footed 19 (+9 natural); BAB +20; Grap +30; Atk +29 melee (1d6+8, claw); Full Atk +29 melee (1d6+8, 2 claws) and +26 melee (1d6+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ damage reduction 5/chakra, improved grab, darkvision 60 ft., scent; AL summoner; SV Fort +15, Ref +6, Will +8; CP 102; Rep +0; Str 26, Dex 10, Con 16, Int 10, Wis 14, Cha 6.

Skills: Climb +13, Hide +10 (+14 in arctic settings), Listen +5, Move Silently +10, Spot +5.

Feats: Arctic Adaptation, Chakra Armor, Improved Natural Attack (claw), Keen Scent, Multiattack, Power Attack, Powerhouse, Weapon Focus (claw).

Kumazo (Level 5 Bear Soldier Elite): Large magical beast; HD 10d10+20; hp 77; Init +1; Spd 40 ft.; Defense 14, touch 9, flat-footed 14 (-1 size, +5 natural); BAB +10; Grap +21; Atk +16 melee (1d6+7, claw); Full Atk +16 melee (1d6+7, 2 claws) and +11 melee (1d8+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ harm's way, improved grab, darkvision 60 ft., scent; AL summoner; SV Fort +9, Ref +4, Will +4; CP 42; Rep +0; Str 24, Dex 10, Con 14, Int 8, Wis 12, Cha 6.

Skills: Climb +14, Listen +5, Spot +5.

Feats: Giant Size, Power Attack, Stalwart Defender, Swiftiness, Weapon Focus (claw).

Boars

Umabuta and Yamabuta are both sides of the same coin. Where Umabuta is small and powerful, Yamabuta is massive and powerful. Both share the same keen insight of strategy: if it moves, charge it. Repeat.

Umabuta (Level 2 Boar Protector Elite): Small magical beast; HD 4d12+27; hp 63; Init

-1; Spd 40 ft.; Defense 19, touch 11, flat-footed 18 (+1 size, +8 natural); BAB +3; Grap +3; Atk +8 melee (1d6+6, gore); Full Atk +8 melee (1d6+6, gore); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., trample 1d6+6; AL summoner; SV Fort +9, Ref +0, Will +1; CP 30; Rep +0; Str 18, Dex 10, Con 21, Int 7, Wis 12, Cha 3.

Skills: Listen +5, Spot +5.

Feats: Summon Toughness, Run, Toughness.

Yamabuta (Level 6 Boar Noble Paragon): Large magical beast; HD 12d12+102; hp 170; Init -1; Spd 50 ft.; Defense 28, touch 9, flat-footed 27 (-1 size, +19 natural); BAB +9; Grap +24; Atk +19 melee (2d6+16, gore); Full Atk +19 melee (2d6+16, gore); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., trample 2d6+16; AL summoner; SV Fort +18, Ref +3, Will +6; CP 122; Rep +0; Str 32, Dex 10, Con 30, Int 10, Wis 14, Cha 7.

Skills: Listen +12, Spot +12.

Feats: Giant Size, Improved Natural Armor (4), Improved Natural Attack (gore), Toughness (2).

Cats

The two cat summons are Nekojiro, a champion paragon, and the Temple Guardian, a non-unique guardian elite. The Temple Guardian is a quick and deadly predator, particularly adept at playing guardian for places and individual. Nekojiro is a proud, clever cat that rarely backs down from a fight.

Nekojiro (Level 3 Cat Champion Paragon): Large magical beast; HD 6d6+30; hp 59; Init +7; Spd 50 ft.; Defense 23, touch 12, flat-footed 20 (-1 size, +3 Dex, +11 natural); BAB +4; Grap +13; Atk +8 melee (1d6+5, claw); Full Atk +8 melee (1d6+5, 2 claws) and +6 melee (1d8+2, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ darkvision 60 ft., evasion, low-light vision, scent; AL summoner; SV Fort +7, Ref +7, Will +5; CP 44; Rep +0; Str 20, Dex 17, Con 18, Int 12, Wis 16, Cha 12.

Skills: Balance +19, Climb +12, Jump +26, Hide +5 (+9 in tall grass), Listen +5, Move Silently +22, Spot +5.

Feats: Alertness, Evasion, Feather Fall, Improved Initiative, Multiattack, Stealthy, Weapon Finesse.

Temple Guardian (Level 9 Cat Guardian Elite): Medium magical beast; HD 18d6+54; hp 119; Init +7; Spd 40 ft.; Defense 17, touch 11, flat-footed 16 (+1 Dex, +6 natural); BAB +13; Grap +8; Atk +17 melee (1d4+6, claw); Full Atk +17 melee (1d4+6, 2 claws) and +12 melee (1d6+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., evasion, low-light vision, scent; AL summoner; SV Fort +9, Ref +12, Will +8; CP 92; Rep +0; Str 19, Dex 12, Con 16, Int 8, Wis 14, Cha 10.

Skills: Balance +15, Climb +12, Jump +17, Hide +8 (+12 in tall grass), Move Silently +13.

Feats: Giant Size, Improved Initiative, Mighty Summon, Power Attack, Stealthy, Swift, Weapon Finesse, Wild Cat.

Dogs

The dog blood pact's Inujiro and Inutatsu are a dangerous duo. Inujiro is an apt tracker, and though he isn't the strongest of fighters, he is more than capable of holding his own. Inutatsu, on the other hand, is a hulking beast with keen senses and sharper instincts.

Inujiro (Level 3 Dog Guardian Paragon): Medium magical beast; HD 6d8+12; hp 35; Init +3; Spd 50 ft.; Defense 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); BAB +4; Grap +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., scent; AL summoner; SV Fort +4, Ref +8, Will +6; CP 26; Rep +0; Str 17, Dex 16, Con 15, Int 12, Wis 18, Cha 13.

Skills: Jump +7, Listen +10, Spot +10, Survival +15 (+21 when tracking by scent), Swim +5.

Feats: Alertness, Guide, Erudite, Keen Scent, Swiftiness, Track.

Inutatsu (Level 8 Dog Noble Paragon): Huge magical beast; HD 16d8+80; hp 149; Init +2; Spd 50 ft.; Defense 25, touch 10, flat-footed 23 (–2 size, +2 Dex, +15 natural); BAB +12; Grap +33; Atk +23 melee (2d6+12, bite); Full Atk +23 melee (1d8+10, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ damage reduction 5/chakra, darkvision 60 ft., scent; AL summoner; SV Fort +12, Ref +12, Will +9; CP 146; Rep +0; Str 36, Dex 14, Con 24, Int 14, Wis 19, Cha 13.

Skills: Jump +16, Listen +17, Spot +17, Survival +8 (+14 when tracking by scent), Swim +15.

Feats: Alertness, Chakra Armor, Giant Size, Guide, Improved Natural Armor (3), Improved Natural Attack (bite), Swiftiness, Track.

Elephants

The two elephant summons, Araku and Daar, protector elite and noble paragon respectively, are two sides of the same coin. Despite his young age, Araku is a clever animal, while Daar is an ancient, enormous animal capable of buffeting enemies away with a blast of air from his trunk or simply crushing them under his mighty stamps.

Araku (Level 4 Elephant Protector Elite): Large animal; HD 8d10+40; hp 90; Init –1; Spd 30 ft.; Defense 18, touch 8, flat-footed 18 (–1 size, –1 Dex, +9 natural); BAB +6; Grap +19; Atk +12 melee (1d6+10, gore); Full Atk +12 melee (1d6+10, gore) or +12 melee (1d4+7, slam) and +7 melee (1d4+3, 2 stamps); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, trample 1d6+10, scent; AL summoner; SV Fort +10 Ref +1, Will +8; CP 58; Rep +0; Str 24, Dex 8, Con 18, Int 8, Wis 14, Cha 10.

Skills: Balance +5, Knowledge (tactics) +2, Listen +10, Spot +10.

Feats: Alertness, Erudite, Powerhouse, Prized Mind.

Daaru (Level 8 Elephant Noble Paragon): Huge animal; HD 16d10+112; hp 218; Init +0; Spd 40 ft.; Defense 26, touch 8, flat-footed 26 (–2 size, +18 natural); BAB +12; Grap +31; Atk +21 melee (1d8+16, gore); Full Atk +21 melee (1d6+7, gore) or +21 melee (1d6+11, slam) and +16 melee (1d6+5, 2 stamps); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ low-light vision, mettle, trample 1d8+16, scent; AL summoner; SV Fort +17, Ref +5,

Will +12; CP 150; Rep +0; Str 32, Dex 10, Con 24, Int 10, Wis 14, Cha 10.

Skills: Listen +23, Spot +22.

Feats: Alertness, Buffet, Endurance, Improved Natural Armor (2), Improved Natural Attack (gore), Mettle, Shove.

Hares

The two hare summons are Emi, a small but fierce soldier elite, and Fushigi, a champion elite. Emi, though small, is stronger and more capable than she appears with her slim sword, while Fushigi is a more tempered, patient hare.

Emi (Level 7 Hare Soldier Elite): Small magical beast; HD 14d6; hp 48; Init +4; Spd 30 ft.; Defense 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural); BAB +10; Grap -7; Atk +18 melee (1d6+1, ninja-to); Full Atk +18 melee (1d4+1 bite) and +18/+13 melee (1d6+1, ninja-to); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., scent, sneak attack +1d6; AL summoner; SV Fort +4, Ref +12, Will +10; CP 30; Rep +0; Str 12, Dex 17, Con 10, Int 8, Wis 12, Cha 8.

Skills: Balance +7, Hide +16, Jump +6, Listen +10, Move Silently +14, Spot +10.

Feats: Giant Size, Lucky Strike, Powerhouse, Signature Item (ninja-to), Weapon Finesse.

Equipment: Ninja-to.

Fushigi (Level 2 Hare Champion Elite): Medium magical beast; HD 4d6+8; hp 25; Init +5; Spd 60 ft.; Defense 24, touch 17, flat-footed 19 (+5 Dex, +2 feat, +7 natural); BAB +3; Grap +6; Atk +8 melee (1d8+3 bite); Full Atk +8 melee (1d8+3 bite) and +3 melee (1d4+1, claw); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., evasion, hide in plain sight, improved evasion, scent; AL summoner; SV Fort +3, Ref +9, Will +8; CP 18; Rep +0; Str 16, Dex 21, Con 14, Int 17, Wis 19, Cha 13.

Skills: Balance +8, Hide +20, Jump +17, Listen +16, Move Silently +16, Spot +16.

Feats: Alertness, Erudite, Improved Natural Attack (bite), Quick, Stealthy, Weapon Finesse.

Hawks

The two hawk summons presented in this book are Scavenger, a non-unique soldier elite, and Takashiro, a noble paragon. While Scavenger are frequently used as trackers and not much else, Takashiro is a massive, majestic animal of great power, feared hunter and deadly combatant.

Scavenger (Level 3 Hawk Soldier Elite): Tiny magical beast; HD 6d6; hp 16; Init +4; Spd 10 ft., fly 50 ft. (average); Defense 17, touch 16, flat-footed 13 (+2 size, +4 Dex, +1 natural); BAB +4; Grap -7; Atk +11 melee (1d2-1, talon); Full Atk +11 melee (1d2-1, talon); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ darkvision 180 ft., fling; AL summoner; SV Fort +2, Ref +10, Will +4; CP 14; Rep +0; Str 6, Dex 18, Con 10, Int 8, Wis 13, Cha 8.

Skills: Listen +4, Spot +8 (+16 in daylight), Survival +2 (+10 in daylight).

Feats: Alertness, Weapon Focus (talons), Weapon Finesse.

Takashiro (Level 9 Hawk Noble Paragon): Huge magical beast; HD 18d6+126; hp 188; Init +7; Spd 20 ft., fly 70 ft. (good); Defense 22, touch 13, flat-footed 17 (-2 size, +5 Dex, +9 natural); BAB +13; Grap +33; Atk +22 melee (2d6+20, talon); Full Atk +22 melee (2d6+20, talon); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ darkvision 270 ft., evasion, fling; AL summoner; SV Fort +13, Ref +14, Will +10; CP 164; Rep +0; Str 34, Dex 20, Con 24, Int 12, Wis 18, Cha 12.

Skills: Listen +25, Search +8, Spot +25 (+33 in daylight), Survival +21 (+29 in daylight).

Feats: Alertness, Erudite, Flyby Attack, Giant Size, Improved Natural Attack (talons), Swiftess, Titanic Size, Weapon Finesse, Weapon Focus (talons).

Hivemind Creatures

The hivemind creatures do not have names, and are instead known as Bishop and Rook. Bishop is a massive centipede who will encircle his prey and crush them, while Rook will surprise his mark by burrowing under it and dragging it below.

Bishop (Level 1 Hivemind Noble Elite—Centipede): Large vermin; HD 2d8+8; hp 18; Init +1; Spd 30 ft., climb 30 ft.; Defense 20, touch 10, flat-footed 19 (-1 size, +1 Dex, +10 natural); BAB +1; Grap +3; Atk +7 melee (2d6+10, bite); Full Atk +7 melee (2d6+10, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ armored chitin, improved grab, constrict 2d6+10, darkvision 60 ft., vermin traits, telepathy (summoner); AL summoner; SV Fort +6, Ref +1, Will +1; CP 10; Rep +0; Str 24, Dex 12, Con 18, Int —, Wis 12, Cha 3.

Skills: Climb +8, Hide +6, Spot +6.

Feats: Improved Natural Attack (bite).

Rook (Level 3 Hivemind Noble Paragon—Giant Beetle): Huge vermin; HD 6d8+24; hp 54; Init +0; Spd 20 ft., burrow 20 ft.; Defense 22, touch 8, flat-footed 22 (-2 size, +14 natural); BAB +4; Grap +20; Atk +12 melee (2d8+12, gore); Full Atk +12 melee (2d8+12, gore); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ trample 3d8+12, improved armored chitin, vermin traits, darkvision 60 ft., telepathy (summoner); AL summoner; SV Fort +9, Ref +2, Will +3; CP 38; Rep +0; Str 28, Dex 10, Con 19, Int —, Wis 13, Cha 4.

Skills: Jump +13.

Feats: Burrow, Improved Natural Attack (gore), Power Attack, Stampede.

Horses

Umafushi is a black horse, skeletal and with hollow, blood-red eyes. He is clearly dead and has a sinister air to him. Umahiko, on the other hand, is a stallion in his prime, fast, strong and enduring, perfect to carry a rider into combat or across a small country in a short time.

Umafushi (Level 9 Horse Champion Paragon): Large undead; HD 18d8+90; hp 171; Init +3; Spd 50 ft.; Defense 23, touch 12, flat-footed 20 (-1 size, +3 Dex, +9 natural); BAB +18; Grap +32; Atk +27 melee (2d6+15 plus disease, bite); Full Atk +27 melee (2d6+15 plus disease, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ darkvision 60 ft, immune

to critical hits, sneak attacks, death effects, paralysis, poison, disease, necromantic effects, energy drain, increased carrying capacity, scent; AL summoner; SV Fort +17, Ref +9, Will +12; CP 146; Rep +0; Str 30, Dex 16, Con 22, Int 10, Wis 12, Cha 8.

Skills: Listen +15, Spot +15.

Feats: Deceptive Size, Disease Carrier, Endurance, Improved Natural Armor (2), Improved Natural Attack (bite), Pale Horse, Powerhouse, Run, Tiny Size.

Umahiko (Level 3 Horse Guardian Paragon): Large magical beast; HD 6d8+24; hp 55; Init +3; Spd 60 ft.; Defense 19, touch 12, flat-footed 16 (-1 size, +3 Dex, +7 natural); BAB +6; Grap +16; Atk +11 melee (1d6+6, hoof); Full Atk +11 melee (1d6+6, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ darkvision 60 ft, increased carrying capacity, scent; AL summoner; SV Fort +9, Ref +5, Will +5; CP 38; Rep +0; Str 22, Dex 16, Con 18, Int 8, Wis 11, Cha 7.

Skills: Listen +8, Spot +8.

Feats: Endurance, Resilient Summoning, Run, Swiftmess.

Monkeys

The two monkey summons featured in this book are Sarutobi, a guardian paragon, and Sasuke, a noble elite. Sarutobi specializes in versatile ninjutsu, but is capable of deadly blasts of wind-natured ninjutsu, while Sasuke is a master of bojutsu.

Sarutobi (Level 5 Monkey Guardian Paragon): Small magical beast; HD 10d6+20; hp 65; Init +3; Spd 30 ft., climb 30 ft.; Defense 18, touch 14, flat-footed 15 (+1 size, +3 Dex, +4 natural); BAB +10; Grap +9; Atk +14 melee (1d3+3, claw); Full Atk +14 melee (1d3+3, 2 claws) and +9 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., evasion, wind affinity; AL summoner; SV Fort +3, Ref +10, Will +8; CP 52; Rep +0; Str 16, Dex 16, Con 14, Int 14, Wis 13, Cha 11.

Skills: Balance +12, Climb +7, Hide +12, Listen +10, Ninjutsu +15, Spot +10.

Feats: Force of Nature, Improved Ninja Training, Ninja Training, Simple Weapons Proficiency, Powerhouse, Weapon Finesse.

Techniques Known: Sarutobi only knows the following techniques:

Ninjutsu- bunshin, gufuudan, gufuuken, henge, kawarimi (2 masteries), sarutobi (2 masteries), torihane

Sasuke (Level 7 Monkey Noble Elite): Medium magical beast; HD 14d6+56; hp 116; Init +3; Spd 40 ft., climb 40 ft.; Defense 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); BAB +14; Grap +21; Atk +21 melee (1d4+7, claw); Full Atk +21 melee (1d4+7, 2 claws) and +16 melee (1d6+3, bite) or +21/+16/+11 melee (1d6+7, quarterstaff) and +16 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., evasion; AL summoner; SV Fort +7, Ref +12, Will +11; CP 72; Rep +0; Str 24, Dex 16, Con 16, Int 14, Wis 14, Cha 12.

Skills: Balance +18, Climb +22, Hide +8, Knowledge (history) +12, Listen +10, Spot +10.

Feats: Erudite, Powerhouse, Simple Weapons Proficiency, Signature Item (ironium)

quarterstaff), Summon Toughness, Weapon Finesse.

Equipment: Ironium quarterstaff.

Ogres

The two ogre summons Fey Eater and Hellion are both paragons, soldier and noble respectively. They are despicable, merciless creatures, utterly without pity and stronger for it.

Fey Eater (Level 3 Ogre Soldier Paragon): Medium outsider; HD 6d12+24; hp 60; Init -3; Spd 30 ft.; Defense 16, touch 10, flat-footed 16 (+6 natural); BAB +4; Grap +7; Atk +7 melee (1d4+3, claw); Full Atk +7 melee (1d4+3, 2 claws) and +5 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ acid resistance 6, cold resistance 6, darkvision 90 ft., fire resistance 6, scent; AL summoner, evil; SV Fort +9, Ref +5, Will +7; CP 38; Rep +0; Str 16, Dex 11, Con 18, Int 12, Wis 14, Cha 9.

Skills: Concentration +10, Listen +11, Spot +11

Feats: Fey Eater, Multiattack, Power Attack.

Hellion (Level 4 Ogre Noble Paragon): Large outsider; HD 8d12+56; hp 109; Init +5; Spd 40 ft.; Defense 24, touch 10, flat-footed 24 (-1 size, +1 Dex, +14 natural); BAB +6; Grap +20; Atk +18 melee (3d6+15, kanabo); Full Atk +18/+13 melee (3d6+15, kanabo); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ cold vulnerability, darkvision 90 ft., fire immunity, holy vulnerability, negative energy immunity, scent, water vulnerability; AL summoner, evil; SV Fort +13, Ref +7, Will +10; CP 74; Rep +0; Str 30, Dex 12, Con 24, Int 16, Wis 18, Cha 12.

Skills: Concentration +9, Listen +17, Spot +17, Survival +10.

Feats: Cunning Summon, Hellion, Improved Initiative, Power Attack.

Octopuses

The featured two octopus summons are the Hunter Killer, a non-unique guardian elite and the Depth Stalker, a noble paragon. The Hunter Killers are dangerous for their poisonous bite, while the Depth Stalker can lay in wait, perfectly camouflaged, and rend a foe apart with its mighty tentacles.

Hunter Killer (Level 3 Octopus Guardian Elite): Medium magical beast (aquatic); HD 6d8+6; hp 29; Init +2; Spd 10 ft., swim 30 ft.; Defense 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); BAB +4; Grap +4; Atk +6 melee (1d4+1, bite plus poison); Full Atk +6 melee (1d4+1, bite plus poison) and +1 melee (1d3, 8 tentacles); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic traits, improved grab, ink cloud, jet, poison (Fortitude DC 16, damage 1d3 Con, 1 Con); AL summoner; SV Fort +6, Ref +7, Will +3; CP 20; Rep +0; Str 12, Dex 16, Con 12, Int 8, Wis 13, Cha 5.

Skills: Escape Artist +13, Hide +10, Listen +5, Spot +5, Swim +10.

Feats: Ability Focus (poison), Poisonous Bite, Weapon Finesse.

Depth Stalker (Level 8 Octopus Noble Paragon): Large magical beast (aquatic); HD

16d8+48; hp 120; Init +8; Spd 10 ft., swim 40 ft.; Defense 22, touch 13, flat-footed 18 (–1 size, +4 Dex, +9 natural); BAB +12; Grap +21; Atk +16 melee (1d6+5, bite); Full Atk +16 melee (1d6+5, bite) and +11 melee (1d4+2, 8 tentacles); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ aquatic traits, camouflage, constrict 2d6+7, improved grab, ink cloud; AL summoner; SV Fort +13, Ref +14, Will +6; CP 50; Rep +0; Str 20, Dex 18, Con 16, Int 9, Wis 14, Cha 4.

Skills: Escape Artist +25, Hide +15*, Listen +15, Spot +15, Swim +22.

Feats: Alertness, Blinding Ink, Environmental Adaption, Erudite, Improved Initiative, Resilient Summoning, Weapon Finesse.

Oxen

The two ox summons, Chou-ushi and Ou-ushi are guardian elite and champion paragon respectively. Chou-ushi is a proud ox warrior who prefers not to differ from the norm, while Ou-ushi is what most consider a paragon amongst his kind.

Chou-ushi (Level 4 Ox Guardian Elite): Large magical beast; HD 8d10+64; hp 96; Init –1; Spd 30 ft.; Defense 16, touch 8, flat-footed 16 (–1 size, –1 dex, +8 natural); BAB +6; Grap +20; Atk +15 melee (2d6+15 gore); Full Atk +15 melee (2d6+15 gore); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ damage reduction 1/–, darkvision 60 ft., trample; AL summoner; SV Fort +13, Ref +0, Will –1; CP 74; Rep +0; Str 30, Dex 8, Con 24, Int 10, Wis 6, Cha 4.

Skills: Concentration +9, Spot +4, Swim +15.

Feats: Enduring Summon, Improved Bull Rush, Improved Natural Attack (gore), Power Attack, Summon Toughness.

Ou-ushi (Level 10 Ox Champion Paragon): Gargantuan magical beast; HD 20d10+240; hp 355; Init +0; Spd 40 ft.; Defense 25, touch 6, flat-footed 25 (–4 size, +19 natural); BAB +15; Grap +46; Atk +31 melee (4d6+32, gore); Full Atk +31 melee (4d6+32, gore); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ darkvision 60 ft., strength rank 2, trample; AL summoner; SV Fort +23, Ref +6, Will +5; CP 262; Rep +0; Str 48, Dex 10, Con 32, Int 12, Wis 8, Cha 6.

Skills: Concentration +13, Listen +21, Spot +21, Swim +25.

Feats: Alertness, Enduring Summon, Giant Size, Improved Bull Rush, Improved Natural Attack (gore), Mighty Summon, Share Chakra, Shove, Summon Toughness.

Raccoons

Araiyoji, a guardian elite, is a curious creature, but an adept tracker. Hitoguma, a noble paragon, is a much larger, more powerful raccoon summon and capable wrestler.

Araiyoji (Level 2 Raccoon Guardian Elite): Medium magical beast; HD 4d8+12; hp 27; Init +3; Spd 30 ft.; Defense 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); BAB +3; Grap +6; Atk +6 melee (1d4+3, claw); Full Atk +6 melee (1d4+3, 2 claws) and +4 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, darkvision 60 ft., scent; AL summoner; SV Fort +7, Ref +7, Will +2; CP 22; Rep +0; Str 16, Dex 16, Con 16, Int

12, Wis 13, Cha 13.

Skills: Climb +11, Escape Artist +8, Hide +10, Move Silently +10, Survival +5.

Feats: Erudite, Multiattack, Sentry, Simple Weapons Proficiency, Track, Weapon Finesse.

Hitoguma (Level 8 Raccoon Noble Paragon): Large magical beast; HD 16d8+128; hp 183; Init +1; Spd 30 ft.; Defense 20, touch 12, flat-footed 19 (-1 size, +1 Dex, +2 feat, +8 natural); BAB +12; Grap +27; Atk +18 melee (1d6+9, claw); Full Atk +18 melee (1d6+9, 2 claws) and +16 melee (1d8+5, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ damage reduction 5/chakra, low-light vision, darkvision 60 ft., scent; AL summoner; SV Fort +18, Ref +11, Will +7; CP 162; Rep +0; Str 28, Dex 12, Con 26, Int 12, Wis 14, Cha 10.

Skills: Climb +17, Escape Artist +10, Hide +12, Move Silently +12, Survival +10.

Feats: Chakra Armor, Combat Throw, Defensive Martial Arts, Mighty Summon, Multiattack, Powerhouse, Quick Summon, Simple Weapons Proficiency, Track, Weapon Finesse.

Ravens

The ravens featured in this book are Mousu and Shimou. Mousu is a skilled assassin and will use hit-and-run tactics, while Shimou prefers direct confrontation using her talent in Ninjutsu and Genjutsu.

Mousu (Level 4 Raven Noble Paragon): Medium magical beast; HD 8d6+40; hp 70; Init +3; Spd 10 ft., fly 50 ft. (average); Defense 18, touch 13, flat-footed 15 (+3 Dex, +5 natural); BAB +8; Grap +15; Atk +13 melee (1d6+7, talon); Full Atk +13 melee (1d6+7, talons); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., death attack (DC 15), evasion, sneak attack +1d6; AL summoner; SV Fort +11, Ref +9, Will +7; CP 58; Rep +0; Str 20, Dex 16, Con 20, Int 16, Wis 20, Cha 12.

Skills: Hide +14 (+18 during nighttime), Listen +11, Spot +11.

Feats: Improved Natural Attack (talons), Powerhouse, Shadow Assassin, Weapon Finesse.

Shimou (Level 7 Raven Champion Elite): Large magical beast; HD 14d6+70; hp 115; Init +2; Spd 10 ft., fly 60 ft. (good); Defense 20, touch 12, flat-footed 7 (-1 size, +3 Dex, +8 natural); BAB +14; Grap +25; Atk +20 melee (1d6+10, talons); Full Atk +20 melee (1d6+10, talons); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ darkvision 60 ft., improved evasion, wind affinity; AL summoner; SV Fort +14, Ref +12, Will +9; CP 120; Rep +0; Str 25, Dex 16, Con 20, Int 16, Wis 20, Cha 16.

Skills: Genjutsu +20, Hide +12 (+16 during nighttime), Listen +21, Ninjutsu +15, Spot +21.

Feats: Erudite, Improved Ninja Training, Master Illusionist, Ninja Training, Weapon Finesse.

Techniques Known: Shimou only knows the following techniques:

Genjutsu- anrakushi, choufunran, domori, jukusui

Ninjutsu- enma fubuki, gufuudan, gufuuken, ichijin

Salamanders

The salamander blood pact's Kessho, a protector elite, and Katame, a noble paragon, turn their strangeness into strength. Kessho enjoys burrowing into the earth and ambushing opponents from underground, while Katame often takes enemies by surprise with a breath weapon that spells fiery doom, which is more potent than that possessed by many of his kin.

Katame (Level 7 Salamander Noble Paragon): Large magical beast; HD 14d8+56; hp 112; Init +1; Spd 30 ft., swim 40 ft.; Defense 20, touch 10, flat-footed 19 (–1 size, +1 Dex, +10 natural); BAB +14; Grap +26; Atk +21 melee (1d4+6, slam); Full Atk +21 melee (1d4+6, 2 slams) and +16 melee (1d8+3, tail whip); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ breath weapon (14d4, DC 21), amphibious, salamander regeneration, swallow whole; AL summoner; SV Fort +13, Ref +5, Will +7; CP 6; Rep +0; Str 26, Dex 12, Con 19, Int 10, Wis 16, Cha 7.

Skills: Listen +12, Knowledge (ninja lore) +11, Ninjutsu +17, Spot +12, Swim +8.

Feats: Force of Nature, Improved Natural Attack (tail whip), Improved Ninja Training, Ninja Training, Spitfire.

Kessho (Level 4 Salamander Protector Elite): Small magical beast (aquatic); HD 8d8+16; hp 64; Init +1; Spd 30 ft., burrow 20 ft.; Defense 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +3 natural); BAB +8; Grap +7; Atk +12 melee (1d3+3, slam); Full Atk +12 melee (1d3+3, 2 slams) and +7 melee (1d4+1, tail whip); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ salamander regeneration, tremorsense 100 ft.; AL summoner; SV Fort +6, Ref +3, Will +1; CP 26; Rep +0; Str 16, Dex 12, Con 14, Int 6, Wis 14, Cha 6.

Skills: Listen +13, Spot +13, Swim +11.

Feats: Earthdweller, Powerhouse.

Slugs

The two slugs Matsuri and Shio, guardian elite and champion paragon respectively, are useful summons for more than their fighting ability. Matsuri does not spit acid, but rather a goo that can trap its foes. Shio, on the other hand, possesses powerful water-natured ninjutsu that should make its enemies think twice before making a direct assault.

Matsuri (Level 4 Slug Guardian Elite): Medium magical beast; HD 8d6+24; hp 57; Init –4; Spd 10 ft.; Defense 16, touch 6, flat-footed 16 (–4 Dex, +10 natural); BAB +4; Grap +4; Atk +4 melee (1d4, slam); Full Atk +4 melee (1d4, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ acid spit (4d8 water DC 17, can entangle), darkvision 60 ft., escape artist, immune to poison and disease, resistance to massive damage, slow, vermin immunities; AL summoner; SV Fort +9, Ref –2, Will +10; CP 42; Rep +0; Str 10, Dex 2, Con 16, Int 10, Wis 18, Cha 12.

Skills: Diplomacy +7, Knowledge (earth and life science) +10, Listen +9, Spot +9, Treat Injury +7.

Feats: Erudite, Goo, Improved Natural Attack (slam), Schism.

Shio (Level 5 Slug Champion Paragon): Huge magical beast; HD 10d6+60; hp 104; Init -3; Spd 20 ft.; Defense 25, touch 5, flat-footed 24 (-2 size, -3 Dex, +20 natural); BAB +5; Grap +22; Atk +20 melee (1d8+13, slam); Full Atk +20 melee (1d8+13, slam); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ acid spit (5d8 DC 23), darkvision 60 ft., escape artist, immune to poison and disease, resistance to massive damage, slow, vermin immunities, water affinity; AL summoner; SV Fort +13, Ref +0, Will +12; CP 82; Rep +0; Str 29, Dex 4, Con 22, Int 14, Wis 20, Cha 16.

Skills: Diplomacy +12, Knowledge (earth and life science) +11, Ninjutsu +15, Listen +13, Spot +13, Treat Injury +11.

Feats: Erudite, Improved Natural Attack (slam), Improved Ninja Training, Ninja Training, Schism.

Techniques Known: Shio only knows the following techniques:

Ninjutsu- gekirou, mizudan, mizuteppo, mizurappa, suibouheki, teppoudama

Snakes

The two snake summons are Jahou, a noble paragon, and the Ragefang Enforcer, a non-unique guardian elite. Jahou is a creature of finesse despite its size, extremely adept at genjutsu and ninjutsu, capable of feats of chakra control like gliding on water. The Ragefang Enforcer, on the other hand, is a non-unique summon generally brought into play when cheap muscle is required.

Jahou (Level 7 Snake Noble Paragon): Large magical beast; HD 14d8+56; hp 123; Init +2; Spd 30 ft., climb 30 ft., swim 30 ft.; Defense 19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural); BAB +14; Grap +26; Atk +21 melee (2d6+12, bite); Full Atk +21 melee (2d6+12); FS 10 ft. by 10 ft. (coiled); Reach 10 ft.; SQ constrict 2d6+12, darkvision 60 ft., improved grab, scent, low-light vision, poison, swallow whole, water affinity; AL summoner; SV Fort +8, Ref +11, Will +5; CP 101; Rep +0; Str 26, Dex 14, Con 19, Int 14, Wis 12, Cha 12.

Skills: Balance +12, Chakra Control +5, Climb +16, Genjutsu +18, Hide +4, Listen +8, Ninjutsu +18, Spot +8, Swim +14.

Feats: Advanced Ninja Training, Improved Natural Attack (bite), Improved Ninja Training, Master Illusionist, Ninja Training, Ninjutsu Adept, Track, Weapon Focus (bite).

Techniques Known: Jahou only knows the following techniques:

Control- tadayou

Genjutsu- jougenzou, kangenzou, shougenzou, magen: goukyou genmu, gousenjin

Ninjutsu- issui suberi, mizudan, mizurappa, mizuteppo, suiryuuga sougakari, suiseidan

Ragefang Enforcer (Level 4 Snake Guardian Elite): Large magical beast; HD 8d8+32; hp 70; Init +2; Spd 40 ft., climb 40 ft., swim 40 ft.; Defense 19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural); BAB +8; Grap +22; Atk +17 melee (1d8+15, bite); Full Atk +17 melee (1d8+15, bite); FS 10 ft. by 10 ft. (coiled); Reach 10 ft.; SQ darkvision 60

ft., improved grab, scent, low-light vision, poison, spit; AL summoner; SV Fort +6, Ref +8, Will +2; CP 50; Rep +0; Str 30, Dex 14, Con 18, Int 12, Wis 10, Cha 10.

Skills: Balance +15, Climb +22, Hide +10, Listen +7, Spot +7, Swim +20.

Feats: Giant Size, Spitting Serpent, Swiftiness, Track, Weapon Focus (bite).

Spiders

The two spider summons featured in this book are the Crawling Menace, a non-unique soldier elite who, while comparatively small, capitalizes on the fact that a spider the size of a small dog is still a terrifying foe. His counterpart, a guardian paragon named Leaping Butcher, earned its name from its ability to tackle a warhorse and tear it, as well as its rider, to pieces in less than a minute.

Crawling Menace (Level 4 Spider Soldier Elite): Small vermin; HD 8d6+8; hp 37; Init +2; Spd 30 ft., climb 10 ft.; Defense 16, touch 15, flat-footed 14 (+1 size, +2 Dex, +2 feat, +1 natural); BAB +6; Grap -2; Atk +8 melee (1d3 plus poison, bite); Full Atk +8 melee (1d3 plus poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage, speech; AL summoner; SV Fort +7 (+12 vs. massive damage), Ref +4, Will +1; CP 6; Rep +0; Str 10, Dex 14, Con 12, Int —, Wis 8, Cha 1.

Skills: Climb +12, Hide +10, Jump +2, Move Silently +10, Spot +10.

Feats: Giant Size, Quick Summon, Weapon Finesse.

Leaping Butcher (Level 7 Spider Guardian Paragon): Large vermin; HD 14d6+56; hp 117; Init +1; Spd 50 ft., climb 20 ft.; Defense 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural); BAB +10; Grap +23; Atk +18 melee (2d6+13 plus poison, bite); Full Atk +18 melee (2d6+13 plus poison, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ darkvision 60 ft., immune to mind-affecting attacks, poison, resistance to massive damage, speech; AL summoner; SV Fort +13 (+18 vs. massive damage), Ref +4, Will +4; CP 6; Rep +0; Str 28, Dex 12, Con 18, Int —, Wis 10, Cha 2.

Skills: Climb +30, Hide +7, Jump +30, Move Silently +7, Spot +14.

Feats: Fierce Hunter, Giant Size, Improved Natural Attack (bite), Powerhouse, Swiftiness, Weapon Finesse.

Tigers

The tiger summons, a champion elite called Daisuke and a non-unique noble elite called the Pit Fighter. Daisuke is a dangerous killer with sharp senses and a shocking ability to conceal its presence despite its enormous size. The Pit Fighter is summoned when a quick and deadly enforcer is needed.

Daisuke (Level 7 Tiger Champion Elite): Huge magical beast; HD 14d8+126; hp 180; Init +5; Spd 40 ft.; Defense 26, touch 13, flat-footed 21 (-2 size, +5 Dex, +13 natural); BAB +14; Grap +36; Atk +28 melee (1d8+14, claw); Full Atk +6 melee (1d8+14, 2 claws) and +26 melee (2d6+8, bite); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ pounce, improved grab, rake 1d8+14, darkvision 60 ft., fire resistance 19, shadow assassin, sneak

attack +1d6; AL summoner; SV Fort +18, Ref +14, Will +8; CP 156; Rep +0; Str 38, Dex 20, Con 28, Int 14, Wis 18, Cha 12.

Skills: Balance +14, Hide +17 (+21 in tall grass or undergrowth), Listen +20, Move Silently +21, Spot +20, Swim +17

Feats: Erudite, Intimidating Summon, Multiattack, Resilient Summoning, Share Chakra, Shadow Assassin, Stealthy.

Pit Fighter (Level 3 Tiger Noble Elite): Large magical beast; HD 6d8+42; hp 71; Init +4; Spd 50 ft.; Defense 23, touch 13, flat-footed 19 (–1 size, +4 Dex, +10 natural); BAB +6; Grap +20; Atk +15 melee (1d6+10, claw); Full Atk +15 melee (1d6+10, 2 claws) and +13 melee (1d8+5, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ pounce, improved grab, rake 1d6+10, darkvision 60 ft.; AL summoner; SV Fort +12, Ref +9, Will +6; CP 12; Rep +0; Str 30, Dex 18, Con 24, Int 10, Wis 18, Cha 10.

Skills: Balance +10, Hide +11 (+15 in tall grass or undergrowth), Listen +7, Move Silently +13, Spot +7, Swim +13

Feats: Multiattack, Run, Swiftiness.

Toads

Gamahiko, a noble elite, is a large, fire-spitting toad who fights using a pair of swords. His counterpart, a champion paragon named Gamakyo, is an immense toad summon with a shocking ability to hide despite his enormous size.

Gamahiko (Level 6 Toad Noble Elite): Large magical beast; HD 12d8+60; hp 101; Init +3; Spd 30 ft., swim 30 ft.; Defense 19, touch 12, flat-footed 16 (–1 size, +3 Dex, +7 natural); BAB +12; Grap +23; Atk +16 melee (2d6+7, ninja-to); Full Atk +18 melee (1d4+10, slam) or +16/+11/+6 melee (2d6+7, ninja-to) and +16 melee (2d6+3, ninja-to); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ amphibious, breath weapon (12d4 DC 21), constrict (1d4+10), darkvision 60 ft., tongue; AL summoner; SV Fort +9, Ref +11, Will +12; CP 86; Rep +0; Str 24, Dex 16, Con 20, Int 12, Wis 18, Cha 10.

Skills: Hide +21, Jump +20, Listen +10, Spot +10.

Feats: Monkey Grip, Signature Item (two ninja-to), Spitfire, Two-Weapon Fighting.

Equipment: Ninja-to (x2)

Gamakyo (Level 7 Toad Champion Paragon): Gargantuan magical beast (aquatic); HD 14d8+126; hp 179; Init +3; Spd 30 ft., swim 30 ft.; Defense 27, touch 8, flat-footed 25 (–4 size, +2 Dex, +5 armor, +14 natural); BAB +14; Grap +42; Atk +26 melee (2d6+24); Full Atk +26 melee (2d6+24, slam); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ aquatic subtype, amphibious, constrict (2d6+24), darkvision 60 ft., harm's way, salt water vulnerability, spit oil, stalwart defender, tongue; AL summoner; SV Fort +13, Ref +12, Will +13; CP 156; Rep +0; Str 42, Dex 16, Con 28, Int 12, Wis 19, Cha 10.

Skills: Hide +13, Jump +81, Listen +10, Spot +10.

Feats: Giant Size, Power Attack, Signature Item (battle armor), Stalwart Defender, Toad Charge.

Equipment: Battle armor.

Turtles

The two turtle summons featured in this book are Gamera, a guardian paragon, and Urigome, a noble elite. Gamera is a small but mighty turtle with strange knowledge of the current events and the ability to wield a greatmace in combat. Urigome is an ancient, massive sea turtle among the toughest, most enduring of all summon creatures.

Gamera (Level 3 Turtle Guardian Paragon): Small magical beast (aquatic); HD 6d8+30; hp 64; Init -3; Spd 10 ft., 30 ft. swim; Defense 24, touch 8, flat-footed 23 (+1 size, -3 Dex, +16 natural); BAB +4; Grap +5; Atk +10 melee (1d4+7, bite); Full Atk +10 melee (1d4+7, bite) and +10 melee (1d10+7, spiked greatmace); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., shell, slow; AL summoner; SV Fort +9, Ref -1, Will +3; CP 38; Rep +0; Str 20, Dex 4, Con 18, Int 10, Wis 12, Cha 11.

Skills: Concentration +16, Knowledge (current events) +8, Knowledge (ninja lore) +8, Knowledge (popular culture) +8, Listen +9, Spot +9, Swim +16

Feats: Erudite, Improved Natural Attack (bite), Signature Item (spiked greatmace), Summon Toughness, Toughness (2).

Equipment: Spiked greatmace.

Urigome (Level 10 Turtle Noble Elite): Large magical beast (aquatic); HD 20d8+289; hp 382; Init -2; Spd 30 ft., 50 ft. swim; Defense 32, touch 7, flat-footed 32 (-1 size, -2 Dex, +25 natural); BAB +15; Grap 31; Atk +26 melee (2d6+12, bite); Full Atk +26 melee (2d6+12, bite) and +21 melee (1d6+6, 2 claws); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ darkvision 60 ft., shell, slow; AL summoner; SV Fort +24, Ref +4, Will +8; CP 282; Rep +0; Str 34, Dex 6, Con 34, Int 11, Wis 14, Cha 13.

Skills: Concentration +25, Listen +15, Spot +15, Swim +43

Feats: Giant Size, Improved Natural Attack (bite), Share Chakra, Summon Toughness (2), Swiftess, Powerhouse, Toughness (3).