



Pathfinder summon neutral monster

Einige Word-Funktionen können in Google Docs nicht angezeigt werden und werden bei Änderungen entferntDetails anzeigenLetzte Änderungen anzeigen Summon Monster 1st LevelSubtype Dire rat*— Dog*— Dolphin*— Eagle*— Fire beetle*— Poisonous frog*— Pony (horse)*— Viper (snake)*— 2nd LevelSubtype Ant, giant (worker)*— Elemental (Small)Elemental Giant centipede*— Giant frog*— Giant spider*— Goblin dog*— Horse*— Hyena*— Lemure (devil)Evil, Lawful Octopus*— Squid*— Wolf*— 3rd LevelSubtype Ant, giant (soldier)*— Ape*— Aurochs (herd animal)*— Boar*— Cheetah*— Constrictor snake*— Crocodile*— Dire bat*— Dretch (demon)Chaotic, Evil Electric eel*— Lantern archonGood, Lawful Leopard (cat)*— Monitor lizard*— Shark*— Wolverine*— 4th LevelSubtype Ant, giant (drone)*— Dire bar*— Dire bar*

Grizzly bear*— Hell houndEvil, Lawful Hound archonGood, Lawful Lion*— Mephit (any)Elemental Pteranodon (dinosaur)*— Rhino*—5th levelSubtype Ankylosaurus (dinosaur)*— Rhino*—5th levelSubtype Ankylosaurus (dinosaur)*— Rhino*—5th levelSubtype Ankylosaurus (dinosaur)*— Babau (demon)Chaotic, evil bearded devil, Lawful Bralani azatachaotic, Good Terrible Lion*—Elemental Giant Brunette Eel*—KytonEvil, Lawful Orca (Dolphin)*—SalamanderEvil Woolly Rhino*—XillEvil, 6th Level Lawful Bear Dire*—Terrible Tiger*—Elasmosaurus (Dinosaur)*—Elemental Elephant*—Erinyes (Devil)Evil, Giant Octopus Law*—Invisible stalkair Lillend azatachaotic, Evil Succubus (demon)Chaotic, Evil Triceratops (dinosaur)*—7th LevelSubtype BebelithChaotic, Evil Bone devilEvil, Lawful Brachiosaurus (dinosaur)*— Dire crocodile*— Dire shark*— Elemental (major)Elemental Giant squid*— Mastodon (elephant)*—*— Tyrannosaurus (dinosaur)*— Dire crocodile*— Dire shark*— Elemental Hezrou (Demon)Chaotic, Evil 9th LevelSubtype Astral Deva (angel)Good Ghaele azataChaotic, Good Glabrezu (demon)Chaotic, Evil Ice devilEvil, Lawful * This creature is summoned with the celestial template if you are good, or the devilish template if you are evil; you can choose whether it's neutral. School conjuring (call) [see text]; Bard Level 1, Cleric 1, Sorcerer/Wizard 1 Casting Time 1 Round Components V, S, F/DF (a Tiny Bag and a Small Candle) Close Range (25 ft. + 5 ft./2 levels) Effect a creature summoned Duration 1 round/level (D) Release saving none; Spell Resistance does not This spell summons an extraflat creature (usually an external, elemental, or magical beast native to another plane). It appears where you designate and act immediately, on your turn. Attack particular enemies, or perform other actions. The spell conjures one of the creatures in the 1st Level list in Table 10-1. You choose which type of creature to summon, and you can choose a different creature, nor can it use any teleportation or flat-travel abilities. Creatures cannot be summoned in an environment that cannot support them. Creatures summoned with this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as desire). When you use an summon spell to summon a creature with an elemental alignment or subtype, it's such a spell. The creatures in Table 10-1 marked with an * are summoned with the heavenly template, if you are good, and the devilish template, if you are evil. If you're neutral, you can choose which template to apply to the creatures marked with a * always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures causes the summon spell type to match your alignment. Invoke the conjuring of the Monster II School (call); Bard Level 2, Cleric 2, Sorcerer/Wizard 2 This spell works as summoning Monster I, except that you can summon a creature from the 2nd level list or 1d3 creatures of the same type from the 1st level list. Invoke the conjuring of Monster III School (summoning); Bard Level 3, Cleric 3, Sorcerer/Wizard 3 This spell works as summoning Monster I, except that you can summon a creatures of the same type from the 2nd level list. Invoke the conjuring of Monster School IV (summoning); Bard Level 4, Cleric 4, Sorcerer/Wizard 4 This spell works as Summon Monster I, except that you can summon a creature from the 4th level list, or 1d4+1 creatures of the same type from a lower level list. Invoke the conjuring of Monster School V (called); Bard Level 5, Cleric 5, Sorcerer/Wizard 5 This spell works as Summon Monster I, except that you can summon a creature from the 5th level list, 1d3 creatures of the same type from a lower level list. Invoke the conjuring of the Monster VI School (call); Bard Level 6, Sorcerer/Wizard 6 This spell works as Summon Monster I, except that you can summon a creature from the 6th level list, 1d3 creatures of the same type from the type from a lower-level list. Invoke the conjuring of monster school VII (call); Level 7 Cleric, Sorcerer/Wizard 7 This spell functions as summoning monster except that you can summon a creature from the 7th level list, 1d3 creatures of the same type from the 6th level list, or 1d4+1 creatures of the same type from a lower-level list. Invoke the conjuring of the Monster VIII School (summoning); Level 8 Cleric, Sorcerer/Wizard 8 This spell works as summoning Monster I, except that you can summon a creature from the 8-level list, 1d3 creatures of the same type from the 7th level list, or 1d4+1 creatures of the same type from a lower-level list, 1d3 creatures of the same type from the 9th level list, 1d3 creatures of the same type from the 8th list 1d4+1 creatures of the same type from a lower-level list. This spell summons an Extraplanar Creatures of the same type from the list of 2nd level below, or 1d4+1 creatures of the same type from the 1st level list. It appears where you designate and act immediately, on your turn. Attack your opponents to the fullest of their ability. If you can communicate with the Creature, you can direct it not to attack, attack particular enemies, or perform other actions. You choose which type of creature to summon, and you can choose a different creature each time you cast the spell. 1st level Dire Rat Subtype* — Dog* — Dolphin* — Fire Beetle* — Poison Frog* — Pony (horse)* — Viper (snake)* — An summoned monster cannot summon or conjure another creature, nor can it use any teleportation or flat-travel abilities. Creatures cannot be summoned in an environment that cannot support them. Creatures summoned with this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as desire). When you use an summon spell to Summon a creature with an Alignment or Elemental subtype, it's such a spell. Creatures from the previous table marked with a * are summoned with the heavenly template, if you are good, and the diabolical template, if you are evil. If you're neutral, you can choose which template to apply to the Creatures marked with a * always have an Alignment that matches yours, regardless of their usual Alignment. Summoning these creatures causes the summoner spell type to match your Alignment. Components V, S, F/DF (a small bag and a small candle) Duration effect Level Bard 3, Cleric 3, Sorcerer/Magician 3 Near Range (25 feet + 5 feet/2 levels) School of \$-begingroup-\$ I am playing in a game of 3.5 recently, and a question has come that none of us could really Is the alignment of an summoned monster (according to the Summon I-IX Monster spells) anything? For example, if a good elf wizard neutral Summon Monster V, and pull out a Diabolical Deinonychus, the monster then disobeys, being The Lawful Evil? Or does the creature follow the whim of its summoner, regardless of alignment? •\$-endgroup-\$ Last updated: April 19, 2019 I support a limited subset of pathfinder rule content. If you would like help with pathfinder player options not covered here, please email me and I am happy to provide additional assistance. RPGBOT uses the color coding scheme that has become common among Pathfinder construction manuals. Also note that many color elements are also links to Paizo's SrD. Red: Bad and useless options or extremely situational options. Orange: OK useful options or options. Blue: Fantastic options, often essential for your character's function. Introduction Summon Monster allows you to summon a wide variety of extra-flat creatures capable of filling a variety of functions. While Summon Monster is able to do much more than that. Because Summon Monster gets an alignment tag by summoning a creature with non-neutral alignment, divine spell casters such as Cleric and Oracles may not be able to summon all available creatures. Creatures summoned by Summon Monster are usually outsiders, and the easiest way to sort them is to share a language with them. Outsiders like celestials and demons often speak common, but if you want to command things like elementals, you may want to invest some skill ranges in Linguistics. Each level of Summon Monster is addressed below. Tables serve as a reference for available invocation options, a compilation of links to creature statistics blocks, and a quick reference for the creature's type and subtypes. Summon Minor Monster Easily Overlooked because it is the same level as Summon Monster I, Summon Minor Monster is a decent spell with a lot of potential. The ability to summon any tiny animal means that Pathfinder's large collection of animals offers an impressively long list of possible invocations. However, 1d3 creatures means you will occasionally summon 1 creature of too weak a type to summon with Summon Monster I. If you're looking for combat threats, you'll find some here. Tiny creatures must move in their target's space to attack, causing an opportunity attack, and if they survive that unavailable attack it deals more than one damage per attack. Because they have a threatened area, they can't flank, and they can't make attacks of opportunity. You're also limited to summoning animals that won't be able to understand complex instructions, so the best thing to expect is to throw a bunch of weak animals at your enemies or use Animal Handling controls to reble them into traps or something. Archaeopteryx Hawk is faster, receives more attacks, and more damage. Compsognathus (Dinosaur) Decent Speed and Poison that deals strength damage. Bat Flight and blindsense make this a surprisingly good option for locating invisible enemies. Summon 1d3 bats, throw them loose to attack your enemies, and watch wherever they stop to bite things. Cat is a long-standing joke that domestic cats can kill an adult human in the 3rd edition/Pathfinder, and all three cat attacks are the root of that math. Even with 1 damage each, three attacks make it likely that the cat will hit at least once. Chicken trash. Flying Fox Basically a bat, but worse. Flying squirrel Basically an Archaeopteryx, but can't fly up. Fox One of the few options that can do more than 1 damage, but in +1 to hit you will never hit. Frog, Poison +3 to hit with Constitution damage poison. Falcon flight with excellent flight speed, two attacks to +5 each, and can do a huge 2 damage each. Lizard Has a climbing speed, but also the Monkey, and the Monkey is faster. Monkey-opposing thumbs are a great temptation, but because the monkey isn't smart enough to understand speech and won't know any Animal Handling tricks, you'll have difficulty getting monkeys to do anything other than attack. Otter One of the few options with a swimming speed. Owl almost identical to the Falcon, but exchanges a significant perception bonus for a stealth bonus. Platypus Poison, but deals only 1 non-lethal damage. Porcupine's attack bonus is poor, but deals full 1d3 damage, which is impressive compared to other options. But the real appeal is that you can force enemies to take damage when they attack or fight the porcupine. Raccoon Despite a relatively high CR, the raccoon's stats are not impressive. Rat swimming and climbing speeds allow rats to move easily, but they can't really do anything meaningful in combat. They can be useful in social situations, such as summoning rats in a restaurant, but they are clearly not a combat option. Raven Hawk and Owl are better options. Red Panda I has no idea why this is CR 1/2 compared to the Hawk CR 1/3. Musk's Skunk 2 shots can nauseate/sick enemies in a fight long enough to make a difference. Targets remain sick if they pass salvation, so salvation remains a useful option at high levels when enemies will almost always pass the saved one. Quickly summon a minor ally/monster to summon 1d3 skunks, have the skunks use musk to sicken a target, and then hit them with a spell to save suck as your saves are reduced. Sloth Absolute trash. -1 to attacks. Tuatara A weasel with a slightly worse attack bonus. Turtle, Fast and weak. Viper Poison that deals damage to the Constitution. Viper's DC is lower than that of the Poison Frog, but its attack bonus is higher. You're probably waiting for the target to roll a 1 anyway, so I'd go for the snake snake. The frog. Weasel Attach is clean. The weasel can be hung by dealing 1 damage per round, forcing concentration controls on spell casters, but otherwise not attracting enough attention for enemies to waste their turn by detaching the weasel. Summon Monster I Because it shares a level with Summon Minor Monster, it's easy to draw comparisons between the two. There is some overlap between the option lists, and in those cases it is better to use Summon Minor to get 1d3 creatures instead of just 1. With the exception of eagle and dolphin, Summon Minor is a better option. Dire Rat Small, fast, with decent air conditioning for your CR and swimming and climbing speeds. Terrible rats can easily move to explore and recover things, but with only +1 to hit you're never doing to hit anything. Dog Largely the same as the terrible rat, but gives up the movement types for Aroma. Dolphin Excellent swimming speed and spectacular blind view. The only aquatic option at this level. Eagle Basically a bigger hawk. It has worse attack bonuses than the Falcon, but does more damage, and without small size limitations, the eagle will probably be more effective because it won't die immediately when it gets close enough to an enemy to attack it. He shoots Terrible Beetle in combat and is not subject to Animal Driving. Fire beetles are only interesting because they shine. Torches cost a piece of copper. Go buy one. Poison Frog Use Summon Minor to get 1d3 instead. Pony launch mount instead. Use the Summon Minor viper to get 1d3 instead. Summon Monster II Summon II brings creatures up to CR 1, but that's a small increase. The options here are not significantly better than Those of Summon Nature Allied I, so your best bet will often be to summon 1d3 creatures from Nature's Ally I list. Ant, Giant (Worker) Impressive 50 feet of speed, grip and poison that deals force damage. This is a good option to physically block physically weak enemies like wizards, but remember that Summon Monster's range is short, so don't accidentally send your ant carrying out of range. Elementals (small) Elementals tend to be weak to your CR unless they are in a situation that very specifically serves them. Air elementals are better in the air, for example. At this level, earth's elementals are a surprisingly good choice. Its attack and damage bonus are respectable, as long as its target is also on the ground, so if you need a pet hunt without frills, the small earth elemental is an option Don't forget they have a power attack. Its stat block does not apply Power Attack by default, so you must instruct them to use it. Because small elementals have only one natural weapon, receiving 50% additional damage from Power Attack. Giant centipede bite with a poison that deals dexterity damage. You'll have better results using Summon Minor to summon snakes. Giant Frog The Giant tongue is his great appeal. Starting a remote hook is great for a creature that will be summoned to compete with much higher CR creatures. Even at high levels this can be a great way to counter problematic little enemies like pixies and vargouilles. Poor giant spider attack bonus, bad damage, weak poison. Summon snakes instead. Goblin Dog Basically the same Dog in Summon Monster I, but with Allergic Reaction. Mount horse-throwing instead. Hyena bite with a passable attack bonus and ride. Lemure (Diablo) Terrible stats, and all animal options will have similar DR and resistances with Celestial/Diendido/Any templates. Octopus The best of the two aquatic options. Grab and the disappointing poison. Squid A bigger and worse stats. Summon Monster III Summon III increases creature CR to CR 2. At this stage the options become more diverse and interesting, and become more useful as real combat threats. The first time you get Summon III, the Crocodile and Leopard are decent combat options. However, as your attack bonuses fall behind the Lantern Arch it is still a fantastic and reliable option in a variety of situations. Ant, Giant (Soldier) Adding Poison does not do enough to make the giant ant a significant combat threat. Worker ants, so they'll face additional challenges that try to hit enemies that are now stronger and stronger. Ape Despite their size and strength, apes are weak. Its attack bonus is only +3, and its CMB is worse than that of the Giant Frog. They have the advantage of human-like hands, but if you need something with your hands you will be better served by 1d4+1 mites. Aurochs (Herd Animal) Aurochs are good because of Trample. That's all you need from them. Wild boars are dangerous because of their ferocity trait, but combining their negative hit points with their normal strike point group makes them only a little more durable than the options on the Summon Monster I list. His attacks and journey. It's not a terrible choice, but summoning 1d3 hyenas may be more likely to stumble upon enemies simply because they can make more CMB attempts. Constrictor snakes are good hooks, and their damage it's threatening. However, if you don't need the upload speed a crocodile has better numbers for similar tricks. Crocodiles are great for grabbing an enemy and locking them up. Their attack bonus is good and their damage is decent, and with Grab and prevent enemies from escaping. Dire Bat Bat it will allow the terrible bat to locate invisible enemies, which might be useful, but otherwise it is not noticeable. Dretch Low speed and mediocre attacks. Energy resistors and dr look tempting, but summoned animals will get similar protections from the spell-granted alignment template. Dretches are smart and speak languages, allowing you to give them verbal commands if you speak the right languages, but they can't do much more than move, attack, and carry things. Electric eel Even in the water this is terrible. Giant crab Comparable to the crocodile's best damage production is the best of the two options. Giant Crab is especially exclusive to Summon the Ally of Nature, so everyone else who uses Summon Monster cannot summon giant crabs. You should feel special. Archon Lantern archers have several amazing things for them. First, the flashlight arches are maneuverable. With a flight speed of 60 feet, perfect maneuverable with a small size, they can easily move in tight areas. With just 1 force and no hands it's not always useful, but you can easily squeeze a bunch of flashlight bows into crowded dungeons and other small spaces. Second, from a purely martial point of view, flashlight arches are a reliable source of damage. They take two touch attack rays that deal 1d6 un typographic damage. In +3 to hit can hit the average AC touch on any CR around 50% of the time at the absolute worst, so you can reasonably expect that a flashlight arc can deal 1d6 damage each turn. This means that Flashlight Arcs are a reliable combat option in almost any encounter, making them an excellent choice when you can summon 1d3 or 1d4+1 of them with top-level summon spells. These attacks are performed from a distance, allowing your summons to attack enemies far beyond the range of spells without putting the arc directly in danger and therefore at risk of being unmuted. Third, lantern archers have Truespeech, so they can speak and understand any language. That makes flashlight arcs a perfect translator, replacing the need for spells like Languages of Understanding and Languages for the short duration of Summon Monster. You can also issue commands to the flashlight archer in any language. Fourth, Aura of threat. Sure, DC is only 12, but if you summon a lot of them, your enemies need to save against each aura separately. Even after the spell duration expires, the effect lasts 24 hours. Finally, Lantern Bow spell abilities, all of which can be used at will. Detecting Evil is situational, and Summon Monster specifically prohibits both teleportation and spell-shaped abilities with expensive material components (such as Continuous Flame) but that leaves help. You can use Help to upgrade your group and make a flashlight arc run in combat by continuously updating everyone's temporary hit every time they take damage. Look at all that text. The Lantern Arch is so good that my assessment of why its large took more text than any other call option at this level. Leopard If you just want to kill something, the leopard is your best bet at this level. Three attacks, jump and rake will produce an impressive damage output. Lizard Monitor The poison is not significant due to the long appearance, and crocodiles will do better in the fight. Shark damage decent, but that's it. 1d3 squid will do comparable damage and can easily grab enemies to prevent them from counterattacking. Wolverine's decent damage once anger begins, but the leopard does comparable damage first. Summon I, there is some variation in the CR of your summoning options. In this level, Summon the Monster Ally and Summon the Nature Ally by starting to deviate more significantly in their summoning options, with Summon Monster by introducing more outsiders and Summoning the Nature Ally by gaining some more unique animal options in addition to Magic Beasts and Fey. Summon IV brings several highly viable combat options. Giant scorpion and grizzly bear are ideal for blocking individual targets, but if you only need one pet fighter, your best bet is the Hound Archon. Giant Ant, Drone Add Flight means you can lift enemies in the air and drop them, or fly over other enemies to reach vulnerable enemies fighting from a distance. Bison (Herd Animal) Like the Auroras, bison are good for their Trample ability. DC is 3 higher than the Aurochs, and enemies are unlikely to have increased their salvation bonuses by 3 in the levels that led you to move from Summon Nature Allied III to IV. Deinonychus (Dinosaur) With four attacks and jump, the deinonychus is a decent combat option. However, the Griffon has a similar damage output, better attack bonuses and can fly, making the deinonychus redundant. Terrible Ape Three decent attacks, large, rend, and a speed of ascent. A good option to throw between you something scary, although your air conditioning is poor, so your hit points will drop quickly. Terrible boar A large pile of impact points, especially when complemented with ferocity. In large size with a big attack, the Boar Dire is a good tank and its opportunity attacks are decent. However, their air conditioning is poor and all they can do offensively is damage so they are not versatile in the most Terrible wolf really expected the wolf to say would be a decent way to stumble upon things, but with only +8 CMB they are not especially reliable. You also need to hit with the terrible wolf's mediocre attack to activate Trip. In general, you are taking very little damage with an unreliable chance of tripping over things. Elemental (Medium) At this level elemental elemental' have a decent DC that some creatures might actually fail. Air elements can use their Whirlwind to lift enemies into the air and release them, while Fire Elementals can deal continuous damage with Burn. Giant giant scorpions are creepy combat monsters. Two claw attacks with a good CMB being Grab, and its DC poison is high enough to actually matter. Force damage will reduce enemies in a challenge as their strength gradually defeat enemies in a challenge as their strength gradually defeat enemies in a challenge as their strength gradually defeat enemies in a challenge as their strength gradually fails. grabbing, the grizzly bear competes primarily with the Giant Scorpion in terms of its combat function. Its stat lines are so similar that I can't understand why Grizzly Bear is CR 4 but the Giant Scorpion is only CR 3. For your purposes, the question is whether you want the bear's base numerical advantage (+1 CMB compared to the scorpion) and 5 more impact points) of you want poisonous damage to the scorpion bite. Hell Hound Basically a dog with a terrible breath gun and a little extra fire damage. Hound Archon A solid off-road option. Threat Aura is a good harm, Protection Circle is a great defensive benefit for you and your allies, hound chest attacks are decent with good damage and better attack bonuses than anything else at this level, and you can communicate with the hound bow using truespeech. If you want spell-like skills it's easier to use 1d3 Lantern Archers because they can fly around to deliver the effects, but the Hound Arch is probably a better choice if you need a summoned fighter. Lion Basically just a worse version of the tiger. The mephit (anyone) are mostly terrible. Their breath weapons are weak, and their rapid healing won't matter because the duration of Summon nature's ally is so short. Mephits' great appeal is his spell-shaped abilities, which can access some useful spells that you may not have prepared or that are not on your spell list. Unfortunately, these spells tend to be at most in the 2nd level, so buying some scrolls is probably a better option. Pteranodon (Dinosaur) I have no idea how these are CR 3. They're terrible. Rhinoceros You'll get better damage from a charge from a tiger or griffon, and after loading your tiger or griffon will remain terrifying. Summon Monster V Summon V adds an unusually large number of evil outsiders. On land, Ankylosaurus is an unbeatable tank. If you want to block a single physically weak target like a sorcerer, the Salamaber is an excellent fighter. Ankylosaurus A single attack with a good attack bonus and decent damage, but the true appeal of the it's like crowd control. Their stun ability (which stuns enemies instead of stunning them) is devastating. It is as effective as Power Word Stun and has a surprising high DC of 23. And they can do it in every attack, including opportunity attacks. With a huge size with a range of 15 feet, they can block huge sections of a battlefield and hold at least one stunned enemy perpetually until you kill them. In addition to all that, the ankylosaurus has decent air conditioning and a lot of hit points so you can keep fighting for a long time. Babau (demon) Babau's greatest attraction is its ability to dispel magic at will. Instead of wasting a bunch of spell slots to dispel an annoying magic obstacle, summon a Babau and have it dissipate repeatedly until it succeeds. Bearded Devil A passable combat option, but Ankylosaurus is considerably better. The effect of the wound is tempting, but it is too small compared to Ankylosaurus' ability to stun enemies, Bralani Azata La Bralania is a strange mix of abilities. He has some spell-like abilities, and both ranged and melee weapons, Spell-like abilities, and both ranged and melee weapons, Spell-like ability to cast Heal Serious Wounds, so be sure to use it before the Duration of Summon Monster expires, Unfortunately, bralani's diverse skill set means it's not good at anything either. When you can always summon a creature specialized in the situation, a generalist is a bad choice. Terrible lion doesn't add much extra damage, but adds a lot of bonus bonus and hit points. Dolphin (Orca) 120 feet of blind view is ideal for finding hidden enemies, but the orcas are aquatic, their attacks are mediocre, and they do not talk, so at best they can find a hidden enemy and chomp on them impotently until you decide what else to do with them. Elemental (Large) Large Elementals get a second hit attack, making Fire Elementals a considerably more useful option because they now have twice the chance to trigger Burn to take continuous damage against difficult enemies. Air Elementals remain the most relevant option for your ability to use Whirlwind to lift enemies into the air and drop them. An eel Moray giant Excellent in the water, the giant brown eel is a fantastic hook. Grab and gnaw provide excellent damage output while fighting, and Gnaw allows the eel to do a little extra secondary for a little more damage. Kyton's attacks. Unfortunately, damage is the only thing the Kyton can do, and its attacks cause surprisingly little damage. Salamander The Salamander is the best single-target removal option at this level. Your tail attack has grip and constriction, allowing you to guickly grab a target and burn their impact points guickly. Lanudo rhino that combines Rhinoceros and auroras, the snout rhino does a damage file on a charge, then follows it in successive rounds by using Trample to hit prone enemies and retreat. Xill Four attacks with grip, and can lay eggs on your enemies if you're crazy like that. Unfortunately, damage production is poor, so salamander is probably a more effective grappler. Summon Monster VI Terrible Bear Tiger has all the same attacks, but has better attack and damage bonuses, and adds jump and rake. Terrible Tiger Your killing machine. All the attractiveness of the tiger, but bigger and with more damage. However, you need to compete with the Shadow Demon's ability to attack with touch attacks. Elasmosaurus (dinosaur) A huge bag of hitpoints, but disappointing damage. Summoning 1d3 Giant Moray Eels will almost certainly work better. Elemental (Huge) Another linear improvement of the elementals. The whirlwind of the air elementals. The whirlwind of the air elementals are behind other comparable options. Elephant Another vehicle for Trample. The damage is no better than the lanudo Rhinoceros, but DC is better. Erinyes (Diablo) Erinyes can cast Fear at Will as a spell-like ability, so their best function is to spam Fear every turn. The DC of 19 is not spectacular, but even if the targets succeed in savings, they are still agitated, making them more susceptible the next time your Erinyes use Fear. Just wait until you can summon 1d3/1d4+1 of them and all of them can produce overlapping fear effects. Keep doing it until it works. Giant Octopus will lead the target to gradually lose its ability to fight the octopus hook. Invisible Stalker It is really clean that the Invisible Stalker is invisible, but its damage is garbage and can do nothing but damage. Lillend Azata Summon a 7th level bard! He has a handful of decent spells and spell-like abilities, and he can use Bardica Music to upgrade your group. If you have time, have the Lillend use its spells to heal you and your allies before the duration of your Summon Monster expires. Shadow Demon The Shadow Demon The Shadow Demon is disembodied, so it can pass through walls and takes no damage from non-magical attacks. Your attacks are made like touch attacks, and with three attacks you can do a decent amount of damage, and you have both Pounce and Sprint so you can easily charge thing within your Range of Summon Monsters. That alone makes it one of the best combat options in this level, but you can also cast Shadow Conjuring/Shadow Evocation three times a day, giving you access to lots of useful spells. Shadow Mastiff If you want to terrorize enemies, enemies, enemies, Erinyes can do a better job because your domain controller is taller, you can try again, and it doesn't affect you. Succubus will not be very useful in a social situation, but Mastering the person is really good if you face humanoids, and Unholy Gift is a great way to improve the members of the group. Triceratops (Dinosaur) A larger, scalier version of the lanudo rhinoceros, triceratops add more damage, but use all the same tricks. Summon Monster VII This level adds nothing conceptually new, but the options continue to improve. The giant octopus outperforms the giant brown eel in the water. The stegosaur possibly gives ankylosaurus a run for its money, but 1d3 stuns of ankylosaurus will probably be more effective than simply hitting prone enemies. For direct damage, the terrible tiger is nice and murderous. The Bone Devil provides excellent utility with Ice Wall at will. Bebelith Rot is 2 bonus damage with a DC of 23 to resist, and since it's not poison, it still works on things immune to poison. It is especially useful against enemies with armor manufactured because it literally rips off their armor. Bone devil's ice wall at will. Spam Wall of Ice until it solves your problems. Brachiosaurus (dinosaur) Another trampoline vehicle, with a DC of 32 almost nothing will prevent the trampling of brachiosaurus. Terrible Crocodile Although its direct damage is not great for this level, the terrible crocodile count and the impressive +30 CMB while the fight makes it a fantastic grappler. Terrible shark Grab and swallow whole make a great combination. Nothing you can summon can compete with the terrible shark in the water. Elemental (Major) The air elemental remains useful due to Whirlwind. Fire Giant the sterible crocodile's ability to fight will likely make it a more significant addition to combat. The Giant FrostFire giant is strictly better unless immunity to cold or fire matters. Giant Squid Although not a bad choice on its own, the terrible shark is a better hook and will do more damage than giant squid. Mastodon (Elephant) Another trampoline vehicle, but the DC of the brachiosaurus and damage are greater. Roc Flight and Grab, combined with gigantic size, means that the roc can pick up enemies, take them into the air, and drop them. You usually want to use an air elemental to do this because they can do it to a group, but roc can work better against small enemies with good throws Saved. Tyrannosaurus (Dinosaur) The terrible crocodile largely occupies the same role, and the addition of Death Roll makes it a better choice. Vrock A good mix of abilities, but the Vrock's special abilities. Spores Auto damage, empower an ally with heroism, stun enemies with Awesome Scream, or if you can summon multiple vrocks you can have them all do Ruin Dance together to create a gigantic AOE. Summon Monster VIII At this level, Summon Monster VIII At this level, Summon Monster and Summon the nature ally completely. With only three options, Summon VIII is not particularly interesting. The barbed devil is great if you want a scorching ray cannon, but otherwise it will be more effective to summon several creatures from lower-level spells. The Devil Fallow The Devil Lightning repeatedly to eliminate reliable damage every round. Elemental Elder In this level you are invoking the most powerful elementals available. None of them have really changed over the course of the progression of Summon Executed Monster for their numbers. Hezrou If you are facing a legal stranger either lined up, the Hezrou is great because it can spam Hammer chaos and badness insodora every round. Otherwise, the Hezrou is disappointing. Surprisingly Summon An Astral Deva. If you want to deactivate a single creature, use a Nalfeshnee. If you want a pet clergyman, summon a Trumpet Arch. If your GM is crazy, use a Glabrezu to get Wish for free. Astral Deva has to do with her stunned ability. Of course, it has abilities similar to those of a spell, but they are strictly worse than other options at this level. Instead, you send your pet angel to hit enemies and block them during the spell. Ghaele Azata Neat, but there are better options that occupy the same roles. Trumpet arches are better clerics, and you can get more light ray damage from lots of flashlight bows. Glabrezu (Demon) Depending on your GM, you may be able to use glabrezu to get Free Wish. I would never allow it as GM because I'm not crazy, but maybe your GM is more fun than me. Cold Ice Cone every turn is a decent source of damage, but if you want a lot of ice walls you should summon VII list instead. Nalfeshnee (Demon) Feeblemind and Unholy Aura can easily deactivate a wide variety of enemies, or you can summon the

Nalfeshnee to cast Greater Dispel Magic at will. Trumpet Archman Summons a 14th-level pet clergyman. You can do healing twice, plus a handful of other basic spells from the cleric's spell list. The Trumpet casts spells instead of using spell-like abilities, meaning you can cast spells like Raise Dead despite expensive material components, but you still need to provide those components. Others Summon Spells Summon Swarm As a 2nd Level Spell, Summon Swarm is accessible at first Game. In particular it requires Concentration, so instead of summoning a monster and doing your business you need to spend your standard action every turn keeping the spell going. This is a difficult compromise to make, especially when you have enough spell slots that a single 2nd level slot is not a big resource expense. However, swarms can be a serious threat on the battlefield, which can make Summon Swarm a great way to spend a spell slot. If you're concerned about the action economy, consider throwing Burning Sphere before casting Summon Swarm so you can spend your turn doing something more exciting than thinking about your swarm to keep it. Summon Swarm can summon CR 2 creatures compared to CR 1 creatures in Summon Monster II. Aside from concentration problems, Summon Swarm is a solid spell. Placing a Swarm of Bats in an encounter can be hugely effective, even in high-level adventures where damage will force concentration controls. Bat Swarm: The Bat Swarm can fly and its speed is twice as good as the other swarms, doing much better than the other options already, but it also deals a bleeding damage point so you can stack the swarm on top of your enemies and flee as they slowly bleed out. Rat Swarm: The disease is rarely a useful option for players. Spider swarm: Poison, but DC is terrible. Feat Fire Music: 5 fire resistance points and +1 fire damage isn't really worth a feat. Sacred Summons: If you're a clergyman, summoning a creature as standard action can be very useful. You cannot terminate a Summon Monster spell during a surprise round without Holy Summons. However, being limited by your own alignment makes Summon Monster much worse for divine spell casters. Spell Focus: Required for more interesting spells, Increase Summon: At low levels, +4 strength and the resulting +2 to attacks and damage are a significant boost for summoned creatures. The number won't matter as much at later levels where you normally rely less on teeth and claws, but Increased Summon remains the basis for improving Summon spells at any level. Evolved Summoned Monster: The fact that you can choose this evolution every time you cast the spell means you can always find an extra attack, add gills so you can summon things underwater, or use Enhanced Damage to an existing type of attack. Fierce Summons: Essentially 10 more hit points for your monsters. Nice, but not essential. Top Summon: In most levels, summoning multiple creatures from lower-level lists is a good idea, especially with Augmentation Summon improving their stats. Adding a more summoned creature makes this even better Magic Object Summon Ring Eons (Aeon) are rare, mainly due to their inability to communicate verbally. The only good shape of the ring is the Akhana, and honestly the Akhana seems useless in combat, and Commune is off limits due to the expensive material component. Theletos: The Spell Skills of The Telotos are not particularly useful, and attacks are weaker than those available for other options at the same level. Akhana: In combat, the Akhana has four Grab attacks on each of them, and if he can somehow deal with his horrible +16 attack bonuses, he can use his tail to inflict 1d4 negative levels each turn. Beyond that, the Akhana can launch Cure Serious Wounds at will, and can launch Raise Dead once a day without the expensive material component. Summon 8, which adds access to some powerful healing options before the Trumpet Archon in Summon 9. Silvanshee: Useful only for its ability to launch Commune without the expensive material component. Vulpinal: Spell-like abilities are mostly terrible. However, the Vulpinal: Spell-like abilities are mostly terrible. However, the Vulpinal: Spell-like abilities are mostly terrible. this level you rely more on the Magic of Greater Dissipation. Leonal: Finally a worthwhile option! Fireball at will is nice, although with a DC so low most creatures will be taking half the damage. The real appeal is healing spells, including Heal once a day. Summon Affinity Ring (Angel) The Movanic and Monadic devas offer some interesting abilities similar to spells. Cassian: Help and Commune every once a day. Otherwise, it's worthless. Movanic Deva: Passable combat stats, including Help and Dispel Magic at Will, Heal Serious Wounds 7 times a day, and Anti-Magic Field, and Sacred Aura once a day. Awaken is off limits due to its expensive material component. Sacred Aura is a powerful benefit that is unique to the list of clerics/oracles, and as an 8th spell level. Monadic Deva: Basically a movanico Deva with slightly different abilities and attacks. In particular it includes Heal once a day. Invocation Affinity Ring (Archon) Almost all options are redundant with base options. Harbinger: Heals light wounds three times a day will heal more than serious injuries, and can cast Commune once a week. Legion Arch: Decent, but the default invocation options are just as good and can do all the same things. Shield Arch: Constant magic circle against evil. but at this level that's not very exciting. Decent statistics for a tank, but almost no damage. Spell-shaped abilities spells very exciting, but with Shield Other you can use your Shield Arch to absorb the damage of an ally. Invocation Affinity Ring (Asura) The Agashura is a useful addition to Summon 8's dismally list of options, but it's probably not enough to justify buying the ring. Tripurasura: Some situational abilities similar to those of a spell. Adhukait: Spell abilities are situational at best, and combat stats are no better than the default options, but nothing special in terms of spell-like abilities. Summon Affinity Ring is easily affordable and the ring is worth its price. The Summon 6 and above options are almost all fantastic. Cacodaemonto: Commune without the expensive material component, and eat dead people to put their souls in gems. You may be able to use those gems to negotiate with evil outsiders if your GM is willing to let you do that. Ceustodaemont: Strictly a combat option, and the default list has better combat options. Hydrodaemon: An interesting mix of abilities, the Hydrodaemon is a threat in any way, the Hydrodaemon attacks are decent, although they will not be compared to those of the Erinyes. When you progress to higher levels, Hydrodaemon may remain a viable option because acid arrows are a tactile attack. 1d3 or 1d4+1 of them can become a terrifying artillery matrix, handing out tons of d4s over long range and guickly wearing out powerful enemies. Leukodaonmon: Despite being at the lower end of the CR scale for Invocation 7, the Leucodaemon to deal a lot of damage in a burst or accumulate problematic state effects on enemies. Dispel magic at will also offers some useful utility, although at this level you will be much more dependent on Greater Dispel Magic. Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon: By easily overc swimming speed and the ability to launch Fly three times a day, the Piscodaemon works in almost any situation, and against a variety of enemies. On top of all that, the Piscodaemon's tentacles deal poison that deals damage to the Constitution with an alarmingly high DC of 22. Derghodaemon: El El it has a CR of 12, placing it above the CR of the creatures in the default list of options. However, many of his abilities are eliminated by the text of Summon Monster. Because Summon Monster, Because Summon Monste in Summon 8 the Derghodaemon has little competition, and the Derghodaemon easily outperforms other combat options. With 5 attacks with a better attack bonus than other options, Decent Damage, and Rend, which deals Constitution damage, the Derghodaemon can easily become a problem for your enemies simply because it has many opportunities to roll well and overcome high air conditioners. On the side of all that, Aura of Weakly allows the Derghodaemon to neutralize arcane spell casters. Meladaemon: Non-lethal damage is easily eliminated or ignored by a wide variety of creatures, but even if non-lethal damage works the Derghodaemon works better. Thanadaemon: Energy Drain is a great way to kill things, but dc to resist is only 21 and your Thanadaemon needs to hit with an attack first, so you have two failure points. Instead, trust Fear Gaze. Dc is still only 21, but instead of slightly harming the target, Fear Look causes the target to cower, allowing you or your allies to attack the target in their free time while the target cowers. Divs Can See in the Magic Darkness, including The Deepest Darkness, making them a useful choice for spell levels, making the ring worthwhile, but not so good that you'd regret not buying one. Doru: Casting commune without the expensive material component. Aghash: Cursed Look can stun a single target to of only 16, but their effects are extremely potent. Summon one or a bunch of these and make them focus on a single target until you're so discouraged that it's not a threat. Curses are permanent, making this a great option to take down enemies you need to capture or imprison. Hit them with all the curse options available and they will be mostly helpless, making them easy to drag or throw into a cell. Pairaka: Bad combat stats and few spell-like abilities, none of which are interesting. Ghawwas: The Ghawwas can make a number of really cool, First, you can cast The Deepest Darkness at will, and as a Div you can see in the magical darkness. Second, their spear attacks are on par with other summoning options at this level, dealing decent damage along with a force-damaging poison with an impressive DC of 22 and unusually 1d6 damage. Third, the Ghawwas can launch Curse Water at will without the expensive material component, providing a way create unlimited amounts of unholy water. Shira: Almost purely a combat option, but its combat stats are terrible. Shira's only attraction is his constant Trye Seeing ability. Sepid: The Sepid's best skill is Debris Rain, which deals decent AOE damage with reasonably high-level. Animate Dead is sadly off limits due to the expensive material component. Summon Affinity Ring (inevitable) Not worth it to a very high level, but in Summon 8 and above this is a bargain. Arbitrator: I communicated howl without the material component, and do everything three times a day. The referee may be a useful utility option, but it is worthless in combat. Zelekhut: Three Hold Monster attempts might be good, but DC is low, and Zelekhut attacks are weaker than other options in the default list of invocation options. Kolyarut: Enervation at will. Marut: Marut's CR of 15 is above the CR of all default invocation options, and is good enough to justify its high CR. True constant view, Circle of Death once a day without the material component, and Greater Dispel Magic at will. In addition, the Marut's attacks are accurate with impressive damage and the ability to blind or defend targets. Kytons tend to fall at the bottom of the CR scale for each version of Summon level. In addition, the creatures' abilities are weak compared to similar options that are already on the Summon Monster list. Augur: Flashlight Arc is considerably more effective in combat, and the Augur's spell abilities are horrible. Sacristan's great appeal is his Shout of Shadows ability. Unfortunately, the Sacristan cannot see in magical darkness, so he is as blind and deaf as everyone else. Partner: The Partner is smaller in CR than any of the default CR 9 call options. As a result, your combat skills are behind those of other options. The Interlocutor in particular can launch both Restoration and Breath of Life without paying for expensive material components. However, at such a high level you have a variety of other options that can get those spells or similar effects. Summon Affinity Ring (Proteane) Don't rush to this until you can cast Summon 3, and the Ring options do not go online until Summon 6 and 9. Voidworm: Casting commune without the expensive material component. Naunet: Passable in combat, the Naunet receives several attacks and has the ability to apply rounds of confusion. I don't like confusion. I don't like confusion, personally, so if you're like me, you might want to use the Naunet as an acid arrow cannon. The Naunet can cast Acid Arrow at will. Will. a CL of 7, you'll get three rounds of Acid Arrow, with a total of 6d4 damage per arrow with a range of more than 700 feet. Imentesh: In a CR of only 10, the Imentesh is completely 3 CR steps below the weakest creature in the default Summon 9 list. As a result, their attacks are significantly behind those of other options. However, it has some notable advantages. +4d6 Stealth Attack damage makes him a powerful flanking companion, possibly allowing him to match the damage output of other Summon 9 options. The Imentesh has a number of interesting spell-like abilities, including The Most Creation at will. Finally, Inflict Warp Wave gives the Imentesh has a number of admage, save-or-sucking skills, and a handful of healings. You can order your Imentesh to use it as a standard action and as a quick action, and since you don't care if the Imentesh is damaged by its own Warp Wave when the saving fails. Invocation Affinity Ring (Psicopomp) The few passable options here are situational or redundant. Nosoi: Haunting Melody is the only good thing in The Nosoi Statistics Block, and you can get a better DC from a spell you cast. Catrina can be a condition of winning. If the Catrina can be a condition of winning. If the Catrina can be a condition of winning. them to death before the duration of Summon Monster expires. This is a very strange monster. Vanth: The Vanth is terrifying because of its Fear Aura ability, but by the time you can summon it, the 10 HD cap means that almost nothing you fight will be affected. Morrigna: Passable as a combatant, but his spells and spell-shaped abilities aren't very interesting at such a high level. Invocation Affinity Ring (Qlippoth) Few really cool options, but everything in the list is useful. Cythnigot: Commune without the material component, and soften the Earth and Stone and Deformed Wood that are usually unique to Druids. Shoggti: Braincloud is Shoggti's only interesting skill, but it's pretty good. 1d4 The damage of Wisdom does not seem like much, but it is enough to be a real problem for divine spell casters and if you summon several Shoggtis? Shoggtis acid resistant, they're extremely dangerous to enemies of almost any CR. Acid Fog is a 6th level spell, and pulling it out of Summon 7 is impressive on its own. Combine that with Arrow Acid at Will, and the Nyogoth Run in the fog by firing acid arrows wherever you find enemies and gradually squandering them while hanging out safely outside the area of acid fog. Chernobue: 5 attacks, three of which deal damage poison, and Hammer of Chaos at will. If you're fighting well-aligned outsiders this is a Option. Augnagar: A decent combat option, but not significantly better than the default options. Summon Shackle A Minor Metamagic Rod (Extend) costs less, works on other spells and does not add the ridiculous 30-foot distance limitation, Summon Slave Crystal Possible combinations here are massive. Tragically, this only works once a day, but there's nothing to stop you from buying more than one, except your limited funds. However, remember that you lose many of the abilities of the target creature, including Extraordinary, Supernatural, and Magical abilities, so the best options are usually great silly beasts like animals. Animals.

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