

The Field Guide To Summoned Monsters

Do you like the idea of playing a summoner in D&D 3.5, but get sick of summoning celestial or fiendish farm animals? There's good news for you; besides the list of legal summons in spell descriptions in the *Player's Handbook*, there are a variety of other monsters that can be summoned by the various *Summon Monster* spells. This guide covers the additions specifically noted as legal in WotC published books, not including Dragon Magazine, third party products, or arbitrary substitutions.

In the *Monster Manual I* and *Monster Manual II* there are no additional creatures listed as being summonable using *Summon Monster*. However, in *Monster Manual III-V*, *Fiend Folio*, the *Fiendish Codexes*, and some other scattered sources there are a number of monsters noted specifically as being summonable with *Summon Monster*.

This guide starts out by talking in depth about the best summons for each level, but then it goes on to list every single summonable monster and point out notable aspects of them.

Special Notes

Many summonable creatures on this list - especially those from the *Monster Manual V*, *Fiendish Codex II*, and the Arrow Demon - specify that "an evil spellcaster" must summon them. A logical house rule is that a Malconvoker (*Complete Scoundrel* p.49) would count as well using their Deceptive Summons ability, as its point is to emulate being evil for summoning purposes. It seems a redundant requirement since summoning evil creatures will turn you evil anyway by the rules as written.

I know that many characters will have their summon choice constrained by their alignment since summon spells count as being aligned spells according to their target. I am not going to get into that, so if you are a CG cleric summoner you'll need to weigh my advice versus your DM's view on this restriction. Being a Malconvoker gets around that restriction and is recommended if you really want to go full bore as a summoner.

Also, some of these specify replacing an existing choice on the summon lists, but many just note "you can summon them." You just add them to your list unless the rules state you must replace something.

A side note - make sure you understand exactly how *summon monster* and the fiendish and celestial templates work. They mess with the creature types a lot. Vermin and animals become "magical beast (extraplanar)" - which means vermin lose their mindlessness trait and many animal buff spells won't work on the animals.

In these lists, blue means the creature is one of my favorites.

Red means it's summonable by an Evil caster only.

Maroon means it's summonable by a Lawful Evil caster only.

Green means it has another alignment restriction.

Purple means a creature has a non-alignment restriction on its summoning.

The Best of Summon Monster I

You may have restrictions on what you may summon at any given level - alignment being the most common. And some choices are better for particular niche situations. But here are the best ones overall.

At *Summon Monster I* a lot of the critters are weak combat-wise. Nowadays even most starting adventurers are facing opponents where the damage lots of these summons do is not a credible threat. And the celestial/fiendish templates don't give much benefit at this level. Also, many of these summons have Weapon Finesse, which means the STR bonus gained if you have the Augment Summoning feat doesn't enhance their attack bonus.

Summary - Summon Monster I

Melee Brute - Fiendish sea snake OR Celestial Dog with Augment Summoning if you don't want to rely on poison

Grapple/Crowd Control - Fiendish spider (web spinner) OR crab

Scout - Fiendish hawk OR Celestial owl

Aquatic - Celestial porpoise

Trapspringing - Celestial monkeys (those poor, poor Celestial monkeys!) OR your favorite

Summon Monster I Creatures of Note

Celestial dog (LG) - Decent combatant, and if you can't summon evil creatures it'll be your go-to for melee.

Celestial porpoise (NG) - If you're in the water, it's your best bet. It has good attacks for this level.

Fiendish monstrous crab, Small (NE, *Stormwrack*) - The monstrous crab gets two attacks, improved grab and 2d4 constrict. If you want to grapple, use the crab.

Fiendish hawk (CE) - Comparable to the owl, and can arguably fight a little if you've got Augment Summoning. Use if you're desperate for something flying.

Fiendish monstrous spider, Small [Web Spinner] (CE) - Yay, poison and webs! They shoot a pretty effective mini *web* spell! They have Weapon Finesse and so your Augment Summoning won't boost their to-hit, but it does up their poison DC to 12 for 1d3 STR damage. And it has tremorsense. I used this at first level to spot and pin down a troublesome quasit.

Fiendish sea snake, Small (CE, *Stormwrack*) - The sea snake can be summoned on land and has a +2 to its poison save DC. It's slower on land than the viper but the viper isn't gonna win any races either, and you can summon them adjacent to their target anyway. Their venom is Fort DC 12 (14 if you have Augment Summoning) and does 1d6 Con damage! Way the best poison choice. Another Weapon Finesse victim.

The Best of Summon Monster II

Similar to the *summon monster I* list, choose the **crab** over the **scorpion**, the **monstrous spider (web spinner)** over **diving spider**, and **sea snake** over **viper**, unless you have special needs. (Short bus style special needs!) The **Ur'Epona** versus the **riding dog** bears some thought. Well, if you're Medium and plan to use this as a steed, you might pick the Ur'Epona - but that's what *phantom steed* is for, and the riding dog is one of the better combatants in *summon monster II*. You probably want to go riding dog.

For raw damage dealing, the **crab** is a great choice - also a very good grappler (right behind the Ur'Epona in grapple and HP). The **sea snake** (DC 15/1d6 Dex with Augment Summoning) is your best kill-by-poison. The **Howler Wasp** is a good poison/melee hybrid and gets better when you summon multiples.

SLAs: The **Nerra**, **Varoot** and **Kaorti** have spiffy spell-likes and you'll get lots of use out of them. Use the Kaorti if you want to debuff opponents with *ray of enfeeblement* and *color spray*.

Use the **Varoot (Fiend Folio 127-130)** because with reflective SR and CL12 *mirror image*, so many opponents won't be able to hurt it for the duration, and it has a +2 wounding weapon! (It doesn't use Finesse so your Augment helps its accuracy.)

The **lemure**, though not a great combatant, is the only creature at this level with DR. If combined with fast healing from Paragnostic Apostle or more HP from Master Specialist it can probably "go the distance" as a tank more than many of the others. Now, technically it's mindless, so a wiseacre DM may say you can't control it. In my opinion that's a bit against the intent of having it as a Summon Monster II option, but ask your DM.

Grapple/Crowd Control: There's the **spider's** web and the **centipede's** much improved at this level grapple (+7) and poison combo, depending on whether you think your opponent has a weak grapple or a weak escape artist/strength check.

For some bizarre reason the Ur'Epona has the best grapple at this level and the most HP. It hurts my brain's cheese gland to think about summoning a horse to grapple someone though. So yeah.

Scouting: The scouts at this level aren't really much better than the hawk from *summon monster I*. Use them instead. If you must, the **eagle** has a good spot but the **clockwork mender** has a great Hide and construct immunities, if you need something to go scout through some poison gas or whatnot.

Is the **riding dog** you summon "trained for war?" If it is, it's better in all respects than the fiendish wolf. If not, it's got better stats but no trip, which is a bummer.

Never summon the **bee**, it dies after one sting. The **beetle** is weak, too.

Fiendish/Celestial get minor boosts at this level, ones you probably won't need.

The Best of Summon Monster III

The choices begin to ramp up here. There are 27 summonables and only two are a choice. The good news is you won't be summoning most of them - there's a real split between the better and the worse summons emerging at this level, especially because 3 of them (bison, centipede, ape) cross the magical 4 HD line to get DR from their template.

The first choice is **viper** vs **sea snake**, which again leans in favor of the sea snake. Not that it matters kuz of the low venom DC.

The second choice is **ape** vs **kalabon**. If you are (or can fake being) a LE caster, you might go with the kalabon because it can sicken opponents, but the ape is the best Medium combatant (3 attacks, DR), so if you think you'll be in places you can't plop down the Large/Huge options (constrained dungeons, for example) you might want it. This comes up more than you'd think.

Your real workhorses at this level are the **celestial bison** and the **Huge fiendish monstrous centipede**. Both get DR 5/magic, good attacks, and loads of HP. Since they have high HD their SR and Summon Monster Is don't totally suck at this level. And the centipede's grapple is the best of the *summon monster III* list.

The **Nashrou demon** is also awesome. It gets 4 attacks, has DR and the most HP. It's vulnerable to crits, but so what? Of more concern is the lack of SR. Use this for melee-fests before casters become common.

For flyers, you can use the **hippogriff** (if it counts as "trained" you can ride it) or the **dire bat** for emergency mountage. The bat is way more butch, but the hippogriff is super fast, great for getaways and maximal party-ferrying on a short timeframe.

As a scout the **Coure Eladrin** is without peer. +24 Hide and +16 Move Silently, with tongues, flying and an incorporeal form. You may need some of her spell-likes at times too. And AC 23!

Sadly enough (alignment or language restrictions notwithstanding) you're not gonna use the others much. The **dire weasel's** CON drain may come in handy but pretty much every single other Celestial/Fiendish is worse than the bison or centipede in all respects. The poison DCs of the snakes aren't competitive at this level.

You might summon an **earth elemental** to pass through stone to scout. The feat Rashemi Elemental Summoning (*Unapproachable East* 45) makes **air elementals** worthwhile because of *cone of cold*, but fire and water elementals are mostly bleh at this level.

The **musteval guardinal** with their *see invisibility* and the **dretch** with its *scare* and *stinking cloud* have some spell-likes but nothing worth a L3 spell unless you're desperate. (Note: I was desperate once, with a lich hiding invisible and flying inside a *wall of force*. The guardinal burrowed under, invisible, and *magic missile*d the lich to designate him as a target for the party's fireballs as soon as the wall dropped.)

The Best of Summon Monster IV

First, you have to choose among the **fiendish dire wolf**, the **lesser nightmare**, or **fiendish dire eel**. The eel is the best aquatic combatant, better than the shark. The wolf is one of the best land combatants and has one great attack plus SR/DR, and the nightmare is also one of the best land combatants with three great attacks and choking/concealing smoke (but no SR/DR). This is a really hard choice.

Another choice is the **nightmare vs. the howler**, but the howler's good too. Keep the eel for aquatic campaigns; otherwise, take the howler.

Next, you have to pick between the **fiendish giant wasp**, **spined devil**, or **white abishai**, the devil and abishai only if you are or can fake being Evil. The spined devil is a good scout/ranged combatant and is super fast (120!). The wasp has pretty decent poison. The abishai gets 4 attacks and has some spell-likes (*command*, *charm person*, *scare*), although it doesn't get the Wrack ability tougher abishai do. I'd probably pick the abishai, but I think it's a wash.

As usual you should pick the **Huge fiendish sea snake** over the Huge fiendish viper and the **Large fiendish spider** over the Large fiendish monstrous diving spider.

If you're LN or LG, you must have the **arcadian avenger**! It flies and kicks butt with dual swords. Buff its blades! It doesn't have DR/SR though, but otherwise it's the best flying combatant. The **celestial eagle** is also good for flying combat, its Evasion and Flyby Attack edging out the owl with otherwise equal stats.

The **yugoloths** are interesting. Don't take the **skeroloth** (its main ability is to cringe and say "not in the face!") but the **Voor** is a heck of a combatant with 6 heavy attacks, rend, blindsense, great resistances/immunities, and SR 15! I think it's the best damage-dealing summon at this level. Augment Summoning and a Malconvoker's Fury and Legion on the Voor and, well, "blender" might be cliché, but...

The **cervidal guardial** is a real beauty. Can heal poison, disease, dismiss stuff, and dispel illusions as a 20th level caster (requires touch, though)! With *1/day hold person* and *suggestion*; it's your own summonable Cleric.

For antimagic action, the **Aoa droplet** has reflective SR 22 and a CL 15 dispelling touch, making it nice to have around when fighting mages. The **Kalareem Nerra** has reflective SR 15 and is otherwise like the Summon Monster II varoot with a couple more HD - I'd be hard pressed not to just summon a wad of varoots though. Really they're just useful for the mirror image + reflective SR as screeners anyway.

Demon-wise, consider the 'tanky' eyeball-stealing **gadacro** which is hard to hurt but doesn't do much damage, mainly relying on its high crit chance or sneak attack to activate its blinding ability. As you can engineer a sneak attack pretty easily, it will reliably blind opponents. The **skulvyn** has DR 10, a mess of attacks, and a *slow* aura, making it a solid choice.

The **yeth hound** flies and has DR 10. It can't hurt much, but its bay panicks opponents, but its DC is a pathetic Will 11.

The **wrackspawn** has a very good chance (Fort DC 18) to sicken and do lots of damage to living opponents with its bone spear. It has no SR, though, so its target victim of low-ish AC and low Fort save tends to be dangerous for it.

Lantern archons have their niche against foes with low touch AC. Each does low yet reliable damage; 2d6 on a full attack with 30' range. This light ray ignores DR.

If you have *Expedition to the Demonweb Pits*, summoning a **mirror mephit** for its illusions (including *mirror image*) may be worth it.

The Best of Summon Monster V

In many cases you may consider multiple creatures from the *summon monster IV* list instead of single creatures from *summon monster V*.

On the choices – you totally want the **energons** over the **elementals**; incorporeal + 4 touch attacks + your choice of energy damage wins.

The **bearded devil** vs. the **black abishai** somewhat depends on whether you're picking abishais at *summon monster IV* and/or *VI*. You probably want some abishais in there somewhere and this is a good one. Assuming you can be a LE caster. The bearded devil's still good though.

The **crab** vs the **scorpion** – always choose the crab.

The **black abishai** can Wrack an opponent - DC 16 Fort save or be totally helpless. Just one of 'em. You have to be LE or fake it to conjure them though. Good SR and DR both and their attacks are OK after their one shot of Wrack (4 attacks, too, good against *mirror imaged* opponents). The DC is Cha-based (I believe, it's not explicit so it took some figurin' on my part) so boost it before it Wracks for best effect.

The **achaierai** similarly can spew a cloud of insanity mist, Fort DC 15. It's got no DR but very good SR. Gots a big bite too, dealing 4d6+2.

All seven of the the **energons** are really nice because they are incorporeal and have 4 incorporeal touch attacks that do lovely damage - 1d6 + 2d6 energy. There's all different sorts so you can pick sonic, fire, positive, negative, etc. for the event. No SR but they can dish out the hurt with unprecedented speed. The xag-ya/xeg-yi are a little differently written up; instead of the +2d6 on every attack they do 2d8+5 damage only 5 times a day, or healing for the xag-ya. Here's to 5/day healing 2d8+5 HP!

All the rest are meat-lumps of one variety or another. Of the celestial/fiendish junk - the **fiendish giant croc**'s very good, a good attack and high grapple. Good on land and in water.

If you happen to be a cleric of Moradin, the **Dwarf Ancestor** has DR 10/adamantine and more hit points than any other critter at this level, but no SR.

The **Hound Archon** has DR 10 and good SR, and good attacks - with a sword you can buff, and some minorly helpful spell-likes (*magic circle vs evil*, *aid*).

The **bearded devil** wounds with its attacks and has good SR and decent DR.

The **shadow mastiff** has a bay attack to panic opponent but it's only Will save DC 13. No DR or SR. If you need to take out a big crowd of orcs, there's other ways to do it with a L5 spell.

The **elementals** are weak unless you sprung for elemental boosting feats. You can still get utility from them, like having an **air elemental** fly you up or down a cliff.

The Best of Summon Monster VI

You're going to need to keep an eye on all the energy resistances and SR here. At these levels (11+), most opponents will have a variety of specials and spell-likes and/or be revved for combat.

Cloud giants (AC 25, +22/+17/+12/4d6+18), stone golems (AC 26, +18/+18/2d10+9), and hezrou (SR 21, *chaos hammer* and *confusion* DC 19, *reverse gravity* DC 22) are common CR 11 combatants. So don't match melee against melee or magic against magic.

The **equinal guardinal** has some nice spell-likes. Slow, wall of stone, dispel magic. Its whinny can deafen folks but the save DC is low (16, but 18 if Augmented). Backed up by 10 DR and 18 SR, it's a solid choice.

The **inferno spider** is also really good. Now, it requires a ritual - 100G opal dust and 2 days' research - to learn to summon it. This *seems* is a one time requirement. It's got the most HP of any Summon Monster VI (119 HP) and a +14 to hit with poison that's DC 21. And fire shield, and a ranged touch web that entangles and flames. Chews through stuff not fire resistant.

The **chaos beast** is a one trick pony but it's a nice trick. Its attack requires a DC 15 Fort save (DC 17 if Augmented) or else you melt into goo - you're confused, can't use equipment, and lose 1 Wis/rnd till you become a chaos beast. A DC 15 Cha check lets you retain your shape for a minute, so many opponents may not succumb to it in the short term - but if you can afflict one or two baddies and extract, it'll keep the bad guys unhappy for a while. Although you may end up having to fight a bunch of chaos beasts, so make sure you're using it on something tougher.

Need a blocker? The **Gargantuan fiendish monstrous centipede** is the only celestial/fiendish critter at this level with DR 10, and it has a +27 grapple and poison that's DC 17 for 1d8 Dex, DC 19 if Augmented. And it's 20' square with 15' reach! I call it "Wall of Chitin."

The **elementite swarms** are nice - 2d6 a round plus nauseate saves - and the water swarm has a killer trick of "drown". Anyone in the swarm can't hold their breath and must immediately start to make drowning Con checks - so DC 10 + 1/round and if they fail they die. The nauseate save DCs are Con-based so Augment Summoning gives +2 DC. Choose these and leave the normal **elementals** behind.

The **amnizu** is a great alternate pick. Though the **xill** has the highest SR in the field- 21 SR- it can't do much. The amnizu has 3 quickened fireballs, is immune to fire, DR 10/SR 18, and has a stupefying touch that is a Will DC 19 or 2d4 Int damage. That's instant death for most dumb critters and a problem for spellcasters.

Summon one "behind the lines" and let it touch enemy casters while dropping a fireball per round at ground zero. Truly, as a summoner you want to be LE or Lawful and take Malconvoker to fake the Evil part. The various *Fiendish Codex II* options are just too nice to pass up.

The **artaaglith** can *deseccrate*, *animate dead*, and also casts as a full L5 cleric with the evil and undeath domains. That's 20 HD of zombies, and as much pre-thought as you can put into the spell selection will pay off.

You then have a hard choice of the **chain devil**, **pain devil**, or **green abishai**. The abishai has its one save-or-lose Wrack at DC 17 (more if you can buff its Cha), and lots of attacks and other spell-likes. The pain devil is better on pretty much all counts (HP, accuracy, damage, DR, spell-likes) than the chain devil *unless* you're able to cart around and distribute 4 chains for the chain devil to animate, in which case it gets 4 attacks.

The **Yugoloth, Corruptor of Fate** has a unique trick: Attackers must roll twice for attacks and damage and take the worst result. It also has a curse on touch and a corrupting gaze attack. It's perfect to lay about with the debuffs during a boss fight.

The **bralani eladrin** is spiffy. It flies, has good arrow attacks, and can *blur*, *mirror image*, and *wind wall*. It's a nice option when you can pin down non-flying opponents and whip damage into them, and it's hard to hurt.

The **sillit nerra** has the big advantage of the earlier ones- reflective SR 18. Pop it into the midst of the party and reflect all those fireballs, lightning bolts, etc. at the caster. It can mislead and change self to help with that. Add *mirror image*, *mirror jump*, and *shard spray* for 5d6 for niceness. (My adventuring party each carries a silver mirror on their belt for this reason. Nerra, nerra, who's got the nerra?)

A **dire lion** has the highest accuracy of this list (+13 accuracy) with +17 grapple, pounce, rake, and improved grab.

The Best of Summon Monster VII

This is an interesting level. There appears to be some quality overlap with Summon Monster VI, so if you don't need the absolute highest attack bonuses you can go with d3 level 6s.

DR makes a lot of difference. Summonlings have 0 to 10 - and you need to watch out for opponents with the means to bypass it, in which case you'd be better served by summoning something with loads of hit points. But remember, in 3.5 creatures generally do NOT get special attack properties just because they have DR as they did in 3.0.

SR is probably the other area where the summons actually surpass your fellow party members in something. Your summonlings are probably behind your party in accuracy, damage, HP, AC, and casting ability, but your summonlings can withstand some SR-checking spells. Find ways to leverage that - illusions and whatnot can draw bad magic to something with a high SR that you don't care if it dies anyway. An Inspire Courage-focused Bard can buff your summons. Thank him if so.

The **movanic deva** deserves a huge mention here because it can *raise dead!* As well it can *remove poison*, curses, disease, etc. It's a disposable Cleric!

Remember that all SLAs are cast as standard actions and lack the expensive/XP costs that spells would have. *Atonement*, *commune*, and *divination* spells are available and long-cast SLAs come quickly.

The **bone devil** is also a good one. It's good in combat, sure, with a fear aura and high DC poison, but it can do *dimensional anchor* (very helpful at these levels - I hate it when the bad guy teleports away), *major image*, and *wall of ice* as well. Very solid DR and SR as well. It's better than the **blue abishai**, even though the abishai gets 3 Wracks now.

And the **elementals** are finally good for something. They have the highest accuracy bonus at this level. In fact, the **Huge Earth Elemental**, when Augmented, has two slams at +21 to hit for 2d10+11 each! (Careful! **Air** and **Fire** use Weapon Finesse and don't benefit from Augmentation on the to hit.) If you just need something to go toe to toe it's a good summon; even an adult dragon isn't gonna just ignore one.

DR 5/- and hit points in the 170s when Augmented yell "Beatstick!" They have no SR, however, so may go 'poof' when confronted by casters. If you have Augment Elemental and Rashemi Elemental Summoning, your elementals (especially **Huge Air Elementals**) become worthy targets.

Another interesting melee combatant is the **ferumach rilmani**. It's like a normal fighter (size Medium, uses gear), which means you have a lot of buffing options. It can come in, cast *phantom steed*, and then use its Powerful Charge and Ride-By Attack. And a fear aura. And a 30 AC. And 20 SR.

The **piscoloth yugoloth** has some carrion crawler action going on; 8 paralyzing tentacle attacks. Each is only Fort DC 16 and, sloppily, they didn't mention what the DC is based on - it's logically Con and so Augmentation could get it to 18 but RAW you're stuck at 16. But just like with the crawler, if you have to make enough saves eventually you fail.

Haste this baby and watch your enemies fall into helpless positions!

You have a good option for mass distance damage - the straightforward **arrow demon**, which if it uses rapid shot and its symmetric archery tricks at the same time gets 6 arrow attacks (+12/+12/+12/+12/+7/+7) for 2d6+6 each - that's quite some hurt on non-super ACs. They're not slouches in melee either, with 4 claws at +15.

You have to choose between it and the **babau demon**, which is an unremarkable combatant but has *dispel magic* at will and can see through magical darkness. An **avoral** gets at-will *dispel* but no magical darkvision.

And speaking of the **avoral guardinal**, it has at-will Empowered *magic missiles* - 4 missiles, (d4+1)*1.5 damage apiece. That's an average of 21 points with very few ways of avoiding it. It has some *lightning bolts* and *hold persons* to toss in too.

It has 10/evil or silver DR and 25 SR. There's almost no reason to ever use the **justice archon** instead except when its "justice strike" would be perfect. This ability means that when the archon hits it does damage like the opponent's, including specials like level drain or whatnot. That's a real special case though, use the guardinal mostly.

Now you have one big four-way choice - the **huge fiendish monstrous scorpion**, the **pack fiend**, the **souleater**, and the **huge fiendish monstrous crab**. Unless your foes are grapple-proof, go with the crab. No, seriously. The souleater, besides a negative level aura that's likely to get your allies, is poor.

A **djinni** can make permanent vegetable matter via *major creation*. That's it.

A **steel devil**, while better than a **fiendish megaraptor**, has *haste* and its attacks count as cold iron. It's niche.

Generally, don't bother with these:

- **red slaad**, it's indifferent melee plus one weak stunning croak special.
- **fiendish/celestial anything** besides the crab, unless you need to sucker in a ship of Japanese whalers with a tasty looking baleen whale.
- unless you need a permanent 20 cubic feet of vegetable matter and the powers of a 13th level fricking wizard can't get it for you some other way.
- **invisible stalker**, summon something non-sucky instead and just put invisibility on it.
- **armadon formian** - it's OK but just not competitive.
- **storm elemental** - Even with Augment Elemental/Rashemi Elemental Summoning, you're probably better with a standard air elemental.

The Best of Summon Monster VIII

This is a weird level, the Hit Dice of the summons range from 6 to 24!

The **celestial cachalot whale** or the **elsewhale**. The elsewhere is a better whale in all regards, except it lacks DR and SR. You have better Celestial options.

The **celestial triceratops** or the **celestial archelon** or the **gaspar**. The archelon is an aquatic creature, meant for aquatic campaigns.

The gaspar gets 7 attacks with low accuracy. Since foes will probably be uber buffed at this point, pass on it. Gaspars can *plane shift*, but not as summonings. Go bind one (or a Celestial or Fiendish one) if you so want *plane shift*.

The **gaspar** or the **colossal fiendish monstrous centipede**. The centipede is another wall of meat, but what a wall it is! Its Colossal size and 24 HD means that it's one bad ass brick, 29 SR, DC 23 on the poison. It has a +42 grapple check if you can sneak it in past the AoO. With Augment Summoning and a Malconvoker's Fury ability and a Ring of Mighty Summons and a Varisian idol, that means 360 HP!

The **greater elemental** or **caller from the deeps**. Elementals now get DR 10/- and their Whirlwind/Vortex abilities are worthy.

Caller from the Deeps is better in an aquatic campaign where you can buff the caller's low accuracy.

The **blue slaad**, **limbo stalker**, or **echinoloth**. Uh, none of the above? Keep the blue slaad for unlimited passwalls, to annoy your DM in a dungeon environment.

It's really about the spell-likes, which the slaad has but the others don't.

The **hellcat** or **orthon**. The orthon is great as a *dimensional anchor* substitute – no save! There's many a time you don't want that bad guy to teleport/plane shift away. I'd go orthon.

Of the Fiendish/Celestial critters, the centipede is awesome as described above. The **Gargantuan spider** is solid as usual, as tremorsense + web never go out of style.

Even the dinosaurs are decent, with both the **tyrannosaurus** and the **triceratops** having their uses. The **tiger** is attractive with its grabs/rakes. I'd summon my preferred minion. Aquatically, the **squid** or the **elsewhale** is a tradeoff of alignment and number of attacks vs to hit/damage of one attack.

The **vrocks** are a little complicated with all their specials. They're the only evil flier though. The elemental's got more raw melee power but the vrocks have abilities, and if you're a Malconvoker the "2 for the price of 1" factor makes them a must have.

The **malelephant** has great DR, a forget-cloud breath weapon that neutralizes casters, and can do 3 *baleful polymorphs* and *blade barriers* per day. I like it!

Summon, defensive stance, *blade barrier*, *polymorph*, *polymorph*, *polymorph*, breathe as necessary.

For ranged attacks vs high ACs, the **solamith demon** is interesting. It tears off 5-hp chunks of itself and tosses 'em doing basically 4d6 20'r fireballs (half of the damage is untyped, however). It has fast healing 5 so that's sustainable; it can tear off more HP at a time for larger bursts or max damage. The save is Reflex 23.

The **storm elemental** *finally* comes into its own at this level. Its specials weren't enough to mess with before, but now its free action shock does 8d4 electricity and its one shot thunder/lightning is a total of 24d6 damage! The Large one, one level down at Summon Monster VII, is only half of this. I'd go with this over the air elemental most of the time, and especially in boss fights where you need to put maximum damage on target in round 1. BAM!

If you are good (sucker!) you have three options from the *Book of Exalted Deeds*. The **warden archon** is OK, it's certainly hard to hurt – AC 30, DR 10, SR 25 and its *shield of the archons* spell will block spells too. At least it'll flank.

The **hollyphant** is weak; you'd only use it for its couple good spell-likes – *raise dead*, *heal*, *banishment*, *flame strike*. Though the movanic deva a level down can *raise dead*, this is for if you need a 30 HD, DC19 *banishment*

It has some psionics, which always annoys me, and a host of other specials that you probably wouldn't want to waste a round on. A cute little flying elephant that poos glitter. The mind boggles. If you match up the malelephant with the hollyphant, both Summon Monster VII summons, you get a hollyphant squealing with its horrible, horrible violation every time.

Anyway, the **lupinal guardinal** – it's actually in *Monster Manual II* 43 under "Celestial" but it's the *Book of Exalted Deeds* that says it's summonable. It has the distinction of being the only Medium summon at this level. I've certainly run into a situation in confined spaces where I can't summon Large creatures, let alone Huge/Gargantuan/Colossal ones. It's not all that good but does have both grab and trip. And with its *change self* (*disguise self* in 3.5), is your best summon to pass as a human/demihuman if you need to be discrete.

The Best of Summon Monster IX

Ah, the pinnacle of monster summoning. There are 30 total options at this level (choices pare it down to a list of 25) – and six of them are from the *Book of Exalted Deeds*, so if you haven't invested in that, it's time. (You bought *Fiendish Codex II* many levels ago, if you're a Malconvoker. Right?)

Celestial roc or **celestial plesiosaur** – an easy decision based on whether you do lots of underwater adventuring or not.

Bebilith or **fiendish mosasaur** – Demon with spell-likes vs more aquatic melee trash.

Brachina or **fiendish dire shark**. Same deal. Brachina.

Gargantuan fiendish monstrous crab or **scorpion** – nothing changes at this level to make the crab not always the better choice.

Green slaad or **Unraveller** – The unraveller works very much like a chaos beast, which is unexceptional at Summon Monster VI.

All Additional *Summon Monster* Targets Categorized by Source

Monster Manual III

Demon, Arrow (Summon Monster VII, CE, summonable by Evil casters only, replaces babau)

Storm Elementals - Small (Summon Monster IV, TN), Med (Summon Monster VI, TN), Large (Summon Monster VII, TN), Huge (Summon Monster VIII, TN), Greater (Summon Monster IX, TN)

Monster Manual IV

Clockwork Mender (Summon Monster II, LN)

Demon, Nashrou (Summon Monster III, CE) - not listed in the table of contents as a summonable creature, but it is designated so in its text!

Dwarf Ancestor (Summon Monster V, LG, summonable by clerics of Moradin only)

Howler Wasp (Summon Monster II, CE)

Inferno Spider (Summon Monster VI, TN)

Justice Archon (Summon Monster VII, LG)

Windrazor (Summon Monster III, CE)

Windscythe (Summon Monster VI, CE)

Wrackspawn (Summon Monster IV, CE)

Yugoloth, Corruptor of Fate (Summon Monster VI, NE)

Yugoloth, Voor (Summon Monster IV, NE)

Monster Manual V

Arcadian Avenger (Summon Monster IV, LG, LG/LN caster)

Demon, Adaru (Summon Monster IX, CE, summonable by Evil casters only)

Demon, Carnage (Summon Monster IV, CE, summonable by Evil casters only)

Demon, Gadacro (Summon Monster IV, CE, summonable by Evil casters only)

Demon, Solamith (Summon Monster VII, CE, summonable by Evil casters only)

Devil, Gulthir (Summon Monster VI, LE, summonable by Evil casters only)

Fetid Fungus (Summon Monster II, summonable by clerics of Zugtmoy only)

Book of Exalted Deeds

Bauriaur (Summon Monster III, CG)

Coure Eladrin (Summon Monster III, CG)

Musteval Guardinal (Summon Monster III, NG)

Cervidal Guardinal (Summon Monster IV, NG)

Rhek (Summon Monster IV, NG)

Leskylor (Summon Monster V, NG)

Equinal (Summon Monster VI, NG)

Asura (Summon Monster VII, CG)

Leskylor, three-headed (Summon Monster VII, NG)

Hollyphant (Summon Monster VIII, NG)

Lupinal Guardinal (Summon Monster VIII, NG) - From the *Monster Manual II*, but not noted as summonable there

Warden Archon (Summon Monster VIII, CG)

Firre Eladrin (Summon Monster IX, CG)

Moon Dog (Summon Monster IX, NG)

Owl Archon (Summon Monster IX, LG)
Quesar (Summon Monster IX, TN)
Sword Archon (Summon Monster IX, LG)
Ursinal Guardinal (Summon Monster IX, NG)

Complete Arcane

Elemental Grue (Summon Monster IV, NE) - Air, Fire, Earth, or Water.

Fiend Folio

Aoa Droplet (Summon Monster IV, TN)
Bacchae (Summon Monster III, CN)
Demodand, Farastu (Summon Monster IX, NE)
Demon, Skulvyn (Summon Monster IV, CE)
Demon, Wastrilith (Summon Monster IX, CE)
Deva, Monadic (Summon Monster IX, G)
Deva, Movanic (Summon Monster VII, G)
Formian, Armadon (Summon Monster VII, LN)
Formian, Observer (Summon Monster IX, LN)
Formian, Winged Warrior (Summon Monster VI, LN)
Imp, Bloodbag (Summon Monster IV, LE)
Imp, Euphoric (Summon Monster IV, LE)
Imp, Filth (Summon Monster IV, LE)
Kaorti (Summon Monster II, NE)
Maelephant (Summon Monster VIII, LE)
Nerra, Kalareem (Summon Monster IV, TN)
Nerra, Sillit (Summon Monster VI, TN)
Nerra, Varoot (Summon Monster II, TN)
Rilmani, Cuprilach (Summon Monster IX, TN)
Rilmani, Ferumach (Summon Monster VII, TN)
Slaad, Mud (Summon Monster VI, CN)
Yugoloth, Piscoloth (Summon Monster VII, NE)
Yugoloth, Skeroloth (Summon Monster IV, NE)

Fiendish Codex II

Abishai, White (Summon Monster IV, LE, LE caster, replace fiendish giant wasp)
Abishai, Black (Summon Monster V, LE, LE caster, replace bearded devil)
Abishai, Green (Summon Monster VI, LE, LE caster, replace chain devil)
Abishai, Blue (Summon Monster VII, LE, LE caster, replace bone devil)
Amnizu (Summon Monster VI, LE, LE caster, replace xill)
Kalabon (Summon Monster III, LE, LE caster, replace fiendish ape)
Orthon (Summon Monster VIII, LE, LE caster, replace hellcat)
Pain Devil (Summon Monster VI, LE, LE caster, replace chain devil)
Brachina (Summon Monster IX, LE, LE caster, replace fiendish dire shark)
Spined Devil (Summon Monster IV, LE, LE caster, replace fiendish giant wasp)
Steel Devil (Summon Monster VII, LE, LE caster, replace fiendish megaraptor)

Ghostwalk

Demon, Artaaglith (Summon Monster VI, CE)

Magic of Incarnum

Souleater (Summon Monster VII, NE, evil caster, replaces Huge fiendish monstrous scorpion)

Planar Handbook

Elementite Swarm (any) (Summon Monster VI, TN, replaces Elemental, Large) - 4 kinds.

Elsewhale (Summon Monster VIII, NG, replaces celestial cachalot whale)

Elysian Thrush (Summon Monster I, NG, replaces celestial owl or celestial monkey)

Energion (any) (Summon Monster V, TN, replaces Elemental, Medium) - and technically this allows the xeg-ya and xeg-yi from *Manual of the Planes* as well for a total of 7.

Gaspar (Summon Monster VIII, TN, replaces celestial triceratops or Colossal fiendish monstrous centipede)

Limbo Stalker (Summon Monster VIII, CN, replaces blue slaad)

Nightmare, Lesser (Summon Monster IV, NE, replaces fiendish dire wolf or howler)

Pack Fiend (Summon Monster VII, NE, replaces Huge fiendish monstrous scorpion)

Unraveler (Summon Monster IX, LN, replaces green slaad)

Ur' Epona (Summon Monster II, TN, replaces celestial riding dog)

Planar Handbook's New Templates

A Celestial or Fiendish creature may instead become Anarchic (Chaotic) or Axiomatic (Lawful) at no spell level adjustment.

A Celestial creature may instead become a Vivacious creature (filled with positive energy for healing over time) for +1 spell level. A Fiendish creature may instead become an Entropic creature (filled with negative energy for damage over time) for +1 spell level.

Races of Stone

Hammer Archon (LG, Races of Stone, summonable by a Dwarf, Gnome, or Goliath caster only)

Sandstorm

Glass mephit (Summon Monster IV, TN)

Sulfur mephit (Summon Monster IV, TN)

Stormwrack

Fiendish dire barracuda (Summon Monster V, NE, replaces fiendish dire boar)

Fiendish dire eel (Summon Monster IV, CE, replaces fiendish dire wolf)

Fiendish monstrous diving spider (various, CE, replaces other fiendish monstrous spiders)

Fiendish sea snake (various, CE, replaces other fiendish vipers)

Caller from the Deeps (Summon Monster VIII, NE, replaces Elemental, greater)

Yugoloth, Echinoloth (Summon Monster VIII, NE, replaces blue slaad)

Fiendish monstrous crab, Small (Summon Monster I, NE, replaces fiendish monstrous scorpion, small)

Fiendish monstrous crab, Medium (Summon Monster II, NE, replaces fiendish monstrous scorpion, medium)

Fiendish monstrous crab, Large (Summon Monster V, NE, replaces fiendish

monstrous scorpion, large)

Fiendish monstrous crab, Huge (Summon Monster VII, NE, replaces fiendish monstrous scorpion, huge)

Fiendish monstrous crab, Gargantuan (Summon Monster IX, NE, replaces fiendish monstrous scorpion, gargantuan)

Celestial archelon (Summon Monster VIII, NG, replaces celestial triceratops)

Fiendish ichthyosaur (Summon Monster VI, NE, replaces fiendish rhinoceros)

Fiendish mosasour (Summon Monster IX, CE, replaces bebilith)

Celestial plesiosaur (Summon Monster IX, NG, replaces celestial roc)

There are no additional summonable creatures in BoD, Draconomicon, the Complete series up through Scoundrel/Mage/Champion, the Races series, DMGII, Exp. Psionic Handbook, Heroes of Battle/Horror, Libris Mortis, Lords of Madness, Manual of the Planes, or Unearthed Arcana.

Creature Commentary

Monster Manual III

Demon, Babau vs Demon, Arrow (*Summon Monster VII*)

Trading the Babau for the Arrow Demon is interesting. The Arrow Demon has double the hit points and is a great choice to pour on the arrow damage. However, it doesn't have the babau's spell-likes (*dispel magic* most notably). The Arrow Demon's CR is one higher as well.

On the downside, only Evil casters can summon Arrow Demons. It's your call.

Storm Elementals (*Various Levels*)

The Storm Elementals have a 1 CR edge on air elementals but come 1 spell level later. You get some zappies but they don't have the air elementals' Flyby Attack. Seems like a similar "do I want melee or ranged" trade to the arrow/babau demon swap, but Storm Elementals are just additions to your *summon monster* lists.

If you have the feats to greatly buff summoned elementals (like *Magic of Eberron's* Augment Elemental feat and *Unapproachable East's* Rashemi Elemental Summoning feat) you're probably better with more elementals of a lower level.

Monster Manual IV

Clockwork Mender. Generally sucks, but has construct immunities if you need a Tiny flying scout to go somewhere that would normally kill the living.

Nashrou Demons get 4 attacks and have DR, and more hit points/better saves than the Celestial Bison. Thumbs up, especially as a Malconvoker!

Dwarf Ancestors are only summonable by clerics of Moradin, but they're nice - quite the tank for Summon Monster V, with AC 26 and DR 10/adamantine. They won't do as much damage as some of the standard options.

Howler Wasps are kinda like a Celestial Bee, but they get 3 attacks or two plus poison, and don't frickin' die if they sting someone. And nothing else is evil and flies for Summon Monster II. Their poison is better (d6 DEX) and to hit is better than the fiendish scorpions. If you summon multiples, when they die they even splodge their target with wasp-buffing. Totally take 'em. They lack the fiendish/celestial traits though so they're fragile to energy.

Inferno Spiders lack the SR and resistances of the huge fiendish monstrous spider, and have half the DR. Also, you have to do some 2-day 100 gp ritual before summoning them (each time or the first time is unclear). On the plus side, they have twice the hit points, elemental traits, and can flame up the place.

Justice Archons suck compared to avorals from what I can tell. They're like Hound Archons (Summon Monster V) with 2 more HD as a Summon Monster VII.

Windblades (Windrazors, Windscythes) - the Windrazors blow (1 HD), but as a scout may be good since they're intelligent, rare in a Summon Monster III. Otherwise they're like the bat but with lots less HD. Windscythes - boy I'm confused. They're CR4 and in the same Summon Monster VI band as the chain devil (CR 9). I give them a big "bah".

Wrackspawn are pretty comparable to the fiendish dire wolf, but their spear that does an additional 2d6 plus sicken to living creatures is nice. Use 'em on the living!

Then we have the two **yugoloths**. The corruptors of fate are nice! Well, naughty technically. But their special Confusion-like ability (50% chance of the subject taking no action) and its unluck (roll twice to hit it and take the worst roll) makes it a very strong candidate for chain devil replacement.

And the **Voors** get six attacks! Two goo-encrusted thumbs up.

Monster Manual V

The **Arcadian Avenger**. A CR 6 for a Summon Monster IV. 8 HD double swording rending flying beast! You have to be lawful and non-evil to summon one but woo! They don't have DR but they have double the HP of the other choices.

Fetid Fungus is summonable by clerics of Zuggtmoy only, which restricts its utility substantially. Sickens and envelops, but has 12 hit points. Pass.

Demons! You must be of Evil alignment to summon these!

Adarus (Summon Monster IX) - Are they worth it? Well, they're pretty good. 3 *charm monsters* (for their duration at least) and SR 18. I'd say better than the bebilith but not as good as the barbed devil. I'd put them even with the Hezrou, depending on whether you need more raw hurt or those *charm monsters*.

Demon, Carnage (Summon Monster IV) - A sexxy name of course, but they're **CR 4s**. They have a chance to rampage and just kill things (it's unclear whether the control that Summon Monster provides supersedes this).

A Fiendish Dire Wolf (Summon Monster IV) would eat one, but it can bypass "metal" DR (cold iron, adamantine, etc) and they get bonuses the more of them there are, so maybe a crowd of them to crunch up a construct would be worthwhile.

Gadacro (Summon Monster IV) - As CR3s they aren't great except for their specials. They can earthbind a flying creature, poof away after getting hit (so practically immune to full attacks), and can blind people if they can sneak attack them, which with multiple ones should be easy. Very good for specific combats.

Solamith - like fat ol' vlocks except when they hit themselves (or are hit) they can do "soulfire" damage (half fire half untyped) in various blasts. Not awfully impressive but it has fast healing. If it's in a protected position it can dole out 24 points a shot in 20' bursts up to 100' away for a good while.

Don't use on anything resistant to fire.

Devils! You must be of Evil alignment to summon these!

Devil, Gulthir (Summon Monster VI). As a CR6, it eats evil outsiders and gets stronger! Also eats Medium or smaller creatures and pukes them out Dominated (no save!) Use against small-ish things with low grapple checks, especially evil outsiders!

It has 5 *ray of enfeeblement* uses to soften up potential chimichangas of Satan.

Summonable Monsters By Level

Summon Monster I

Celestial dog (LG)
Celestial owl (LG) or **Elysian Thrush** (NG, *Planar Handbook*)
Celestial giant fire beetle (NG)
Celestial porpoise (NG)
Celestial badger (CG)
Celestial monkey (CG) or **Elysian Thrush** (NG, *Planar Handbook*)
Fiendish dire rat (LE)
Fiendish raven (LE)
Fiendish monstrous centipede, Medium (NE)
Fiendish monstrous scorpion, Small (CE) or **Fiendish monstrous crab, Small** (NE, *Stormwrack*)
Fiendish hawk (CE)
Fiendish monstrous spider, Small (CE) or **Fiendish monstrous diving spider, Small** (CE, *Stormwrack*)
Fiendish octopus (CE)
Fiendish snake, Small viper (CE) or **Fiendish sea snake, Small** (CE, *Stormwrack*)

Summon Monster II

Celestial giant bee (LG)
Celestial giant bombardier beetle (NG)
Celestial riding dog (NG) or **Ur'Epona** (TN, *Planar Handbook*)
Celestial eagle (CG)
Clockwork Mender (LN, *Monster Manual IV*)
Fetid Fungus (TN, Summonable by Clerics of Zuggtmoy only, *Monster Manual V*)
Nerra, Varoot (TN, *Fiend Folio*)
Devil, Lemure (LE)
Fiendish squid (LE)
Fiendish wolf (LE)
Fiendish monstrous centipede, Large (NE)
Fiendish monstrous scorpion, Medium (NE) or **Fiendish monstrous crab, Medium** (NE, *Stormwrack*)
Fiendish shark, Medium (NE)
Kaorti (NE, *Fiend Folio*)
Fiendish monstrous spider, Medium (CE) or **Fiendish monstrous diving spider, Medium** (CE, *Stormwrack*)
Fiendish snake, Medium viper (CE) or **Fiendish sea snake, Medium** (CE, *Stormwrack*)
Howler Wasp (CE, *Monster Manual IV*)

Summon Monster III

Celestial black bear (LG)

Celestial bison (NG)

Guardinal, Musteval (NG, *Book of Exalted Deeds*)

Bauriaur (CG, *Book of Exalted Deeds*)

Celestial dire badger (CG)

Celestial hippogriff (CG)

Eladrin, Coure (CG, *Book of Exalted Deeds*)

Elemental, Small (TN)

Bacchae (CN, *Fiend Folio*)

Fiendish ape (LE) or **Kalabon** (LE, *Fiendish Codex II*, Summonable by Lawful Evil casters only)

Fiendish dire weasel (LE)

Hell Hound (LE)

Fiendish snake, constrictor (LE)

Fiendish boar (NE)

Fiendish dire bat (NE)

Fiendish monstrous centipede, Huge (NE)

Demon, Dretch (CE)

Demon, Nashrou (CE, *Monster Manual IV*)

Fiendish crocodile (CE)

Fiendish snake, Large viper (CE) or **Fiendish sea snake, Large** (CE, *Stormwrack*)

Fiendish wolverine (CE)

Windrazor (CE, *Monster Manual IV*)

Summon Monster IV

Arcadian Avenger (LG, *Monster Manual V*, Summonable by Lawful Good or Lawful Neutral casters only)
Archon, Lantern (LG)
Celestial giant owl (LG)
Guardinal, Cervidal (NG, *Book of Exalted Deeds*)
Rhek (NG, *Book of Exalted Deeds*)
Celestial giant eagle (CG)
Celestial lion (CG)
Aoa Droplet (TN, *Fiend Folio*)
Storm elemental, Small (TN, *Monster Manual III*)
Mephit (TN)
Mephit, glass (TN, *Sandstorm*)
Mephit, sulfur (TN, *Sandstorm*)
Nerra, Kalareem (TN, *Fiend Folio*)
Fiendish dire wolf (LE) or **Fiendish dire eel** (CE, *Stormwrack*) or **Nightmare, Lesser** (NE, *Planar Handbook*)
Fiendish giant wasp (LE) or **Spined devil** (LE, *Fiendish Codex II*, Summonable by Lawful Evil casters only) or **Abishai, White** (LE, *Fiendish Codex II*, Summonable by Lawful Evil casters only)
Imp, Bloodbag (LE, *Fiend Folio*)
Imp, Euphoric (LE, *Fiend Folio*)
Imp, Filth (LE, *Fiend Folio*)
Elemental Grue (NE, *Complete Arcane*)
Fiendish giant praying mantis (NE)
Fiendish shark, Large (NE)
Yeth hound (NE)
Yugoloth, Skeroloth (NE, *Fiend Folio*)
Yugoloth, Voor (NE, *Monster Manual IV*)
Demon, Carnage (CE, *Monster Manual V*, Summonable by Evil casters only)
Demon, Gadacro (CE, *Monster Manual V*, Summonable by Evil casters only)
Demon, Skulvyn (CE, *Fiend Folio*)
Fiendish monstrous spider, Large (CE) or **Fiendish monstrous diving spider, Large** (CE, *Stormwrack*)
Fiendish snake, Huge viper (CE) or **Fiendish sea snake, Huge** (CE, *Stormwrack*)
Howler (CE) or **Nightmare, Lesser** (NE, *Planar Handbook*)
Wrackspawn (CE, *Monster Manual IV*)

Summon Monster V

Archon, Hound (LG)
Celestial brown bear (LG)
Dwarf Ancestor (LG, *Monster Manual IV*, Clerics of Moradin only!)
Celestial giant stag beetle (NG)
Celestial sea cat (NG)
Leskylor (NG, *Book of Exalted Deeds*)
Celestial griffon (CG)
Elemental, Medium (TN) or **Energion** (any) (TN, Energions are in the *Planar Handbook* and *Manual of the Planes*)
Achaierai (LE)
Devil, Bearded (LE) or **Abishai, black** (LE, *Fiendish Codex II*, Summonable by Lawful Evil casters only)
Fiendish deionychus (LE)
Fiendish dire ape (LE)
Fiendish dire boar (NE) or **Fiendish dire barracuda** (NE, *Stormwrack*)
Fiendish shark, Huge (NE)
Fiendish monstrous scorpion, Large (NE) or **Fiendish monstrous crab, Large** (NE, *Stormwrack*)
Shadow mastiff (NE)
Fiendish dire wolverine (CE)
Fiendish giant crocodile (CE)
Fiendish tiger (CE)

Summon Monster VI

Celestial polar bear (LG)
Celestial orca whale (NG)
Equinal (NG, *Book of Exalted Deeds*)
Eladrin, Bralani (CG)
Celestial dire lion (CG)
Formian, Winged Warrior (LN, *Fiend Folio*)
Elemental, Large (TN) or **Elementite Swarm** (TN, *Planar Handbook*)
Genie, Janni (TN)
Inferno Spider (TN, *Monster Manual IV*, ritual required)
Nerra, Sillit (TN, *Fiend Folio*)
Storm elemental, Medium (TN, *Monster Manual III*)
Chaos beast (CN)
Slaad, Mud (CN, *Fiend Folio*)
Devil, Chain (LE) or **Abishai, green** (LE, *Fiendish Codex II*, Lawful Evil casters only) or **Devil, Pain** (LE, *Fiendish Codex II*, Lawful Evil casters only)
Devil, Gulthir (LE, *Monster Manual V*, Summonable by Evil casters only)
Xill (LE) or **Amnizu** (LE, *Fiendish Codex II*, Summonable by Lawful Evil casters only)
Fiendish monstrous centipede, Gargantuan (NE)
Fiendish rhinoceros (NE) or Fiendish ichthyosaur (NE, *Stormwrack*)
Yugoloth, Corruptor of Fate (NE, *Monster Manual IV*)
Demon, Artaaglith (CE, *Ghostwalk*)
Fiendish elasmosaurus (CE)
Fiendish monstrous spider, Huge (CE) or **Fiendish monstrous diving spider, Huge** (CE, *Stormwrack*)
Fiendish snake, giant constrictor (CE)
Windscythe (CE, *Monster Manual IV*)

Summon Monster VII

Deva, Movanic (G, *Fiend Folio*)

Archon, Justice (LG, *Monster Manual IV*)

Celestial elephant (LG)

Guardinal, Avoral (NG)

Celestial baleen whale (NG)

Leskylor, three-headed (NG, *Book of Exalted Deeds*)

Asura (CG, *Book of Exalted Deeds*)

Genie, Djinni (CG)

Formian, Armadon (LN, *Fiend Folio*)

Elemental, Huge (TN)

Invisible stalker (TN)

Rilmani, Ferumach (TN, *Fiend Folio*)

Storm Elemental, Large (TN, *Monster Manual III*)

Slaad, red (CN)

Devil, Bone (LE) or **Abishai, blue** (LE, *Fiendish Codex II*, Summonable by Lawful Evil casters only)

Fiendish megaraptor (LE) or **Steel Devil** (LE, *Fiendish Codex II*, Summonable by Lawful Evil casters only)

Fiendish monstrous scorpion, Huge (NE) or **Souleater** (NE, *Magic of Incarnum*, Summonable by Evil casters only) or **Pack Fiend** (NE, *Planar Handbook*) or **Fiendish monstrous crab, Huge** (NE, *Stormwrack*)

Yugoloth, Piscoloth (NE, *Fiend Folio*)

Demon, Babau (CE) or **Demon, Arrow** (CE, *Monster Manual III*, Summonable by Evil casters only)

Fiendish giant octopus (CE)

Fiendish girallon (CE)

Summon Monster VIII

Celestial dire bear (LG)

Hammer Archon (LG, Races of Stone, Summonable by a Dwarf, Gnome, or Goliath caster only)

Celestial cachalot whale (NG) or **Elsewhale** (NG, *Planar Handbook*)

Celestial triceratops (NG) or **Celestial archelon** (NG, *Stormwrack*) or Gaspar (TN, *Planar Handbook*)

Hollyphant (NG, *Book of Exalted Deeds*)

Guardinal, Lupinal (NG, *Book of Exalted Deeds*) – Also in *Monster Manual II* 43

Lillend (CG)

Archon, Warden (CG, *Book of Exalted Deeds*)

Elemental, greater (TN) or **Caller from the Deeps** (NE, *Stormwrack*)

Storm Elemental, Huge (TN, *Monster Manual III*)

Slaad, blue (CN) or **Limbo Stalker** (CN, *Planar Handbook*) or **Yugoloth, Echinoloth** (NE, *Stormwrack*)

Fiendish giant squid (LE)

Hellcat (LE) or **Orthon** (LE, *Fiendish Codex II*, Summonable by Lawful Evil casters only)

Malelephant (LE, *Fiend Folio*)

Fiendish monstrous centipede, Colossal (NE) or **Gaspar** (TN, *Planar Handbook*)

Demon, Solamith (CE, *Monster Manual V*, Summonable by Evil casters only)

Demon, Vrock (CE)

Fiendish dire tiger (CE)

Fiendish monstrous spider, Gargantuan (CE)

Fiendish tyrannosaurus (CE)

Summon Monster IX

Deva, Monadic (G, *Fiend Folio*)

Archon, Owl (LG, *Book of Exalted Deeds*)

Archon, Sword (LG, *Book of Exalted Deeds*)

Couatl (LG)

Guardinal, Leonal (NG)

Guardinal, Ursinal (NG, *Book of Exalted Deeds*)

Moon Dog (NG, *Book of Exalted Deeds*)

Quesar (NG, *Book of Exalted Deeds*)

Celestial roc (CG) or **Celestial plesiosaur** (NG, *Stormwrack*)

Eladrin, Firre (CG, *Book of Exalted Deeds*)

Formian, Observer (LN, *Fiend Folio*)

Elemental, Elder (TN)

Rilmani, Cuprilach (TN, *Fiend Folio*)

Storm Elemental, Greater (TN, *Monster Manual III*)

Slaad, green (CN) or **Unraveler** (LN, *Planar Handbook*)

Devil, Barbed (LE)

Demodand, Farastu (NE, *Fiend Folio*)

Fiendish dire shark (NE) or **Brachina** (LE, *Fiendish Codex II*, Summonable by Lawful Evil casters only)

Fiendish monstrous scorpion, Gargantuan (NE) or **Fiendish monstrous crab, Gargantuan** (NE, *Stormwrack*)

Night hag (NE)

Demon, Bebilith (CE) or **Fiendish mosasaur** (CE, *Stormwrack*)

Fiendish monstrous spider, Colossal (CE)

Demon, Adaru (CE, *Monster Manual V*, Summonable by Evil casters only)

Demon, Hezrou (CE)

Demon, Wastrilith (CE, *Fiend Folio*)

Planar Handbook's New Templates

A Celestial or Fiendish creature may instead become Anarchic (Chaotic) or Axiomatic (Lawful) at no spell level adjustment.

A Celestial creature may instead become a Vivacious creature (filled with positive energy for healing over time) for +1 spell level. A Fiendish creature may instead become an Entropic creature (filled with negative energy for damage over time) for +1 spell level.

Handy Links

d20SRD.org - AKA "The Rules Legally Online for Free": <http://www.d20srd.org/>

Brilliant Gameologists Min/Max Board:

<http://brilliantgameologists.com/boards/index.php?board=9.0>

COMMENT: These people know the rules even better than we do. They're an excellent, knowledgeable, friendly community who welcomes outsiders. Just be nice.

Brilliant Gameologists Handbooks Board:

<http://brilliantgameologists.com/boards/index.php?board=22.0>

COMMENT: This area has thoroughly researched guides also known as handbooks.

IMarvinTPA's Dungeons and Dragons Database

<http://imarvintpa.com/dndlive/>

COMMENT: Find obscure spells, feats, and items. Need a level 3 or higher Cleric spell with the [Electricity] descriptor? Now you can find it!

This database doesn't have everything, but it's 'complete enough' for most purposes.

Level 3.5 Summonable Monster List:

http://community.wizards.com/go/thread/view/75882/19872206/Legal_3.5_Summonable_Monster_List

COMMENT: All creatures here are specifically summonable. Just get the stat blocks.

Mastering the Malconvoker:

<http://brilliantgameologists.com/boards/index.php?topic=289.0>

COMMENT: As a frequent *summon monster* user, you may as well be a Malconvoker and learn all you can!

RealmsHelper - Feats

<http://realmshelpers.dandello.net/datafind/feats.shtml>

COMMENT: Has full descriptions of most feats. Other sections of the site include spells, skills, and psionic powers.

This database doesn't have everything, but it's 'complete enough' for most purposes.

Practical Demonkeeping (A Summoner's Guide to the Lower Planes)

<http://brilliantgameologists.com/boards/index.php?topic=5573.0>

COMMENT: Seemingly every evil outsider ever printed is commented upon in this thread.

Summoner's Guide AKA Summoner's Handbook:

http://community.wizards.com/go/thread/view/75882/19864066/Summoning_Handbook

COMMENT: Has advice on the main types of summoners - Cleric, Druid, and Wizard. Their trick of Wizard/Master Conjuror/Thaumaturgist is no longer legal because of errata.

Treantmonk's Guide to Wizards: Being a God:

http://community.wizards.com/go/thread/view/75882/19873034/Treantmonks_guide_to_Wizards:_Being_a_God

COMMENT: Treantmonk agrees that summons are spells that keep on giving. Besides, he's funny!

Wizards of the Coast's Character Optimization Board:

http://community.wizards.com/go/forum/view/75882/136042/d20_Character_Optimization

COMMENT: The original 3.x optimization board. It's grown quiet from disuse as of late, though many people from Brilliant Gameologists still hang around.

If you want a question answered, visit Brilliant Gameologists instead.

Credits

mxyzplk: The guide's original author. Also authored the Summon Monster Cheat Sheets and the Malconvoker Report.

EMAIL: geek.related@gmail.com

SITE: <http://mxyzplk.wordpress.com/session-summaries/rise-of-the-runelords/valgrim-the-summoner/>

Endarire: The guide's proofreader and updater. He made this the pretty document it is today.

EMAIL: theelward@yahoo.com

SITE: <http://CampbellGregE.wordpress.com>