



SUMMON CREATURE (cast as a level 3 spell)

School conjuration (summoning)

Casting Time 1 round

Range medium (100 ft. + 10 ft./level)

Effect one or more summoned creatures

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an elemental, magical beast native to another plane, or outsider, but also occasionally even extraplanar constructs). The summoned creature appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it to not attack, to attack particular enemies, or to perform other actions.

When you gain this spell as a spell known, select four creatures from the appropriate list in Table 8: Summon Creature for each level at which you can cast this spell. For example, for the 1st-level *summon creature* spell, you could choose Tiny air, earth, fire, and water elementals. Note that a particular alignment or class is sometimes required to choose certain creatures, as listed in Table 8. In place of a single selection, you can choose a creature from a lower-level summoning list; doing so allows you the option of summoning multiple such creatures at a time. Each time you gain a character level, you can change these selections.

You can gain *summon creature* a second time at the highest spell level you know, selecting four additional appropriate creatures at each level you can cast this spell. You choose which of the selected creatures you summon each time you cast the spell.

3rd: When you cast *summon creature* as a 3rd-level spell, you summon **one** creature from your selection of creatures from the 3rd-level summoning list. If the chosen creature is from a lower-level summoning list, you summon **three** [3] such creatures instead.

Aeon CR 3 XP 800

N Medium outsider (aeon, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities cold, crits, poison; resist electricity 3, fire 3

OFFENSE

Speed 20 ft., Fly 30' Perfect

Melee slam +12 (1d6+7 B); double slam +8/+8 (1d6+7 B)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0

Skills Acrobatics +8, Athletics +8, Culture +8, Engineering +8, Life Science +8, Mysticism+8, Physical Science +8

Languages: Telepathy 100'

Elemental, Air CR 3 XP 800

N Medium outsider (elemental, extraplanar, air)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking)

OFFENSE

Speed 20 ft., Fly 100 Perfect

Melee slam +12 (1d6+7 B); double slam +8/+8 (1d6+7 B)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0

Skills Acrobatics +8, Athletics +8

Languages: Auran

Other abilities:

Air Mastery (Ex): Airborne creatures take a -1 penalty to attack and damage rolls against an air elemental.

Whirlwind (Ex): Fort,Ref DC 12: The creature can transform into a whirlwind. Unless otherwise specified, the creature can remain in whirlwind form for a number of rounds equal to half its CR. It retains its fly speed in its whirlwind form. A creature in whirlwind form can move freely into and through other creatures' spaces, and it does not provoke attacks of opportunity as a result of its movement. *Whirlwind continues (see below).

Offensive Abilities whirlwind (1d6+7 B, DC 12, 1/day).

Feats: Flyby Attack

Elemental, Fire CR 3 XP 800

N Medium outsider (elemental, extraplanar, fire)

Init +6; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking), fire

Vulnerability Cold

OFFENSE

Speed 50 ft.

Melee slam +12 (1d6+7 [1/2Fi/1/2B]);

double slam +8/+8 (1d6+7 [1/2Fi/1/2B])

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0

Skills Acrobatics +8, Athletics +8

Languages: Ignan

Other abilities: Burning Strikes

Feats: Mobility

Burning Strikes (Ex): A fire elemental's slams deal half fire damage and half bludgeoning damage. In addition, on a critical hit, the fire elemental's strikes deal an additional 1d4 of burn damage.

Agathion CR 3 XP 800

NG Medium outsider (agathion, extraplanar, good)

Init +2; **Senses** low-light, darkvision 60 ft.;

Perception +8

DEFENSE HP 20

EAC 12; **KAC** 13

Fort +7; **Ref** +5; **Will** +2

Immunities electricity, petrification; +4 saves vs. poison; resist cold 3, sonic 3

OFFENSE

Speed 30 ft., climb 30', swim 30'

Melee claw +12 (1d6+7 S); double claw +8/+8 (1d6+7 S)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0

Skills Acrobatics +5, Athletics +5, Survival +5

Languages: Common, speak with animals (CRB 89)

Elemental, Earth CR 3 XP 800

N Medium outsider (elemental, extraplanar, earth)

Init +2; **Senses** darkvision 60', blindsense (vibration) 60'; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking)

OFFENSE

Speed 20 ft., Burrow 20 ft.

Melee slam +12 (1d6+7 B); double slam +8/+8 (1d6+7 B)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0

Skills Acrobatics +8, Athletics +8

Languages: Terran

Other abilities: **Earth Mastery (Ex):** An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or an asteroid. If an opponent is airborne or waterborne, the elemental takes a -2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.

Earth Glide (Ex): When the creature burrows, it can pass through dirt, stone, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Elemental, Water CR 3 XP 800

N Medium outsider (elemental, extraplanar, water)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking)

OFFENSE

Speed 20 ft., Swim 90 ft.

Melee slam +12 (1d6+7 B); double slam +8/+8 (1d6+7 B)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0

Skills Acrobatics +8, Athletics +8

Languages: Aquan

Other abilities:

Drench (Ex): A water elemental's touch douses Large or smaller nonmagical flames. It can dispel magical fire it touches as per *dispel magic* (CL 1). **Water Mastery (Ex):** Waterborne creatures take a -1 penalty to attack and damage rolls against a water elemental. **Vortex [Ex]: Fort,Ref DC 12:** The vortex ability works identically to the whirlwind ability (see below), except the creature gains a swim speed instead of a fly speed, it can form only in a liquid (such as in water), it cannot leave a liquid medium, and it always blocks all vision within it and line of sight past it. In addition, carried creatures must have a swim speed in order to attempt a Reflex save to escape.

Angel CR 3 XP 800

NG Small outsider (angel, extraplanar, good)

Init +2; **Senses** low-light, darkvision 60 ft.;

Perception +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities petrification; +4 saves vs. poison; resist acid 3, cold 3, electricity 3, fire 3

OFFENSE

Speed 30 ft., fly 30' perfect

Melee sword of light +12 (1d6+7 S); double sword of light +8/+8 (1d6+7 S)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0

Skills Acrobatics +8, Athletics +8, Diplomacy +8, Mysticism +8

Languages: Common, Celestial

Archon CR 3 XP 800
LG Small outsider (archon, extraplanar, good, lawful)
Init +2; **Senses** low-light, darkvision 60 ft.; **Perception** +8
DEFENSE HP 40
EAC 14; **KAC** 16
Fort +7; **Ref** +5; **Will** +2
Immunities electricity, petrification; +4 saves vs. poison
OFFENSE
Speed 20 ft., fly 30' perfect
Melee slam +12 (1d6+7 B); double slam +8/+8 (1d6+7 B)
Ranged light ray (60') +9 (1d4+3 F); +5/+5 (1d4+3 F)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +8, Athletics +8, Diplomacy +8, Intimidate +8
Languages: Common, Celestial

Daemon CR 3 XP 800
NE Small outsider (daemon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +8
DEFENSE HP 40
EAC 14; **KAC** 16
Fort +7; **Ref** +5; **Will** +2
Immunities acid, death effects, disease, poison; resist cold 3, electricity 3, fire 3
OFFENSE
Speed 30 ft.
Melee slam +12 (1d6+7 B); double slam +8/+8 (1d6+7 B)
Ranged spike (30') +9 (1d6+3 P)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +8, Athletics +8, Intimidate +8, Mysticism +8
Languages: Abyssal, Common, infernal

First World Beast CR 3 XP 800
N Small magical beast (extraplanar)
Init +2; **Senses** low-light, darkvision 60 ft.; blindsense 30'; **Perception** +8
DEFENSE HP 40
EAC 14; **KAC** 16
Fort +7; **Ref** +5; **Will** +2
OFFENSE
Speed 30 ft., climb 30'
Melee bite* +12 (1d6+7 P); double bite* +8/+8 (1d6+7 P)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +8, Athletics +8, Perception +8, Stealth +8, Survival +8
Languages: Common, Gnome
Other abilities:
Grab [Ex] If the first world beast hits with its bite, it deals the normal damage. If the beast's attack roll successfully hits the target's KAC + 4, the beast also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.) The beast does not need to have a spare limb free to perform this grapple, as long as it can make the listed attack, and it can potentially grapple more than one target if it has more than one attack with the grab ability. The beast can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.

Azata CR 3 XP 800
CG Small outsider (azata, chaotic, extraplanar, good)
Init +2; **Senses** low-light, darkvision 60 ft.; **Perception** +8
DEFENSE HP 40
EAC 14; **KAC** 16
Fort +7; **Ref** +5; **Will** +2
Immunities electricity, petrification; resist cold 3, fire 3
OFFENSE
Speed 30 ft.
Melee slam +9 (1d6+7 B); double slam +5/+5 (1d6+7 B)
Ranged celestial bow (120') +12 (1d6+3 P); double celestial bow +8/+8 (1d6+3 P)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +8, Athletics +8, Culture +8
Languages: Common, Celestial

Demon CR 3 XP 800
CE Small outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +8
DEFENSE HP 40
EAC 14; **KAC** 16
Fort +7; **Ref** +5; **Will** +2
Immunities electricity, poison; resist acid 3, cold 3, fire 3
OFFENSE
Speed 30 ft., Fly 30'
Melee bite +12 (1d6+7 P); double bite +8/+8 (1d6+7 P)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +8, Athletics +8, Intimidate +8
Languages: Abyssal, Common

Celestial/Astral HAAN CR 3 XP 800
CG/CN Large monstrous humanoid (Extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +13
DEFENSE HP 36
EAC 14; **KAC** 15
Fort +2; **Ref** +4; **Will** +8
OFFENSE
Speed 30 ft., fly 30 ft. (Ex, average)
Melee balloon +10 (see below) or claw +10 (1d4+5 S)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities firespray
STATISTICS
Str +2; **Dex** +4; **Con** +0; **Int** -1; **Wis** +1; **Cha** +0
Skills Acrobatics +13, Engineering +8, Piloting +13, Stealth +8
Languages Brethedan, Common
SPECIAL ABILITIES
Balloon (Ex) A haan can create and inflate a web balloon and attach it to an adjacent enemy with a successful melee attack against KAC. If the attack hits, the target immediately rises 30 feet off the ground in a straight line, and it continues to rise at a speed of 30 feet each round on the haan's turn. Every round after the balloon is attached, the target can attempt a DC 14 Reflex save to cut or break free of the web balloon. If freeing itself from the balloon causes the creature to fall, it takes falling damage as normal. This ability does not function in a vacuum or zero gravity.
Firespray (Ex) As a standard action, a haan can spray its flammable lifting gases and light them with sparks, creating a 30-foot cone of flame. All creatures within the cone take 3d6 fire damage (Reflex DC 14 half).

Celestial/Astra/ CREST-EATER CR 4 XP 1200
NG//Large magical beast (Extraplanar)
Init +1; **Senses** bone tracker, darkvision 60 ft., low-light vision; **Perception** +10
DEFENSE HP 54
EAC 16; **KAC** 19
Fort +8; **Ref** +8; **Will** +3
Immunities DR 1/evil; DR 1/-
OFFENSE
Speed 60 ft.
Melee bite +13 (1d6+7 P plus 1 Con)
Ranged venom spit +10 (1 Con)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities bone eater
STATISTICS
Str +3; **Dex** +1; **Con** +3; **Int** -2; **Wis** +1; **Cha** -1
Skills Stealth +15, Survival +10
Languages Kasatha (can't speak any language)
SPECIAL ABILITIES
Bone Eater (Su) A crest-eater's bite delivers a magical venom that dissolves certain minerals in its victim's body, liquefying that creature's bones. Each bite attack that deals damage also deals 1 Constitution damage. A target can negate this damage with a successful DC 13 Fortitude save.
Bone Tracker (Ex) A crest-eater's sense of smell is keenly attuned to the minerals it needs to survive. It can sniff out natural deposits of calcium, and it gains blindsense (scent) against creatures that have taken Constitution damage from its attacks in the past hour.
Venom Spit (Su) As a standard action, a crest-eater can make a ranged attack against the KAC of a single target within 30 feet, spitting its bone-liquefying venom. If struck, the target must succeed at a DC 13 Fortitude save or take 1 Constitution damage.

Devil CR 3 XP 800
LE Small outsider (devil, evil, extraplanar, lawful)
Init +2; **Senses** darkvision 60 ft.***; **Perception** +8***
DEFENSE HP 40
EAC 14; **KAC** 16
Fort +7; **Ref** +5; **Will** +2
Immunities fire, poison; resist acid 3, cold 3
OFFENSE
Speed 30 ft.
Melee claw +12 (1d6+7 S); double claw +8/+8 (1d6+7 S)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +8, Athletics +8, Bluff +8, Mysticism +8
Languages: Common, Infernal
Other abilities: ***See in darkness (natural or magical)

Inevitable CR 3 XP 800
LN Small outsider (extraplanar, inevitable, lawful)
Init +2; **Senses** darkvision 60 ft.; **Perception** +8
DEFENSE HP 40
EAC 14; **KAC** 16
Fort +7; **Ref** +5; **Will** +2
Immunities constructed (as android, +2 bonus to saves vs. disease, mind-affecting effects, poison, and sleep, unless those affects specifically target constructs); regeneration 3, suppressed by chaotic attacks
OFFENSE
Speed 20 ft.
Melee slam +12 (1d6+7 B); double slam +8/+8 (1d6+7 B)
Ranged arc gun (50') +9 (1d4+3 E); double arc gun +5/+5 (1d4+3 E)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +8, Athletics +8, Engineering +8, Perception +8
Languages: Common

Celestial/Astral KSARIK CR 4 XP 1,200

NG/N Large plant (Extraplanar)

Init +1; **Senses** blindsense (scent) 30 ft., low-light vision;

Perception +10

DEFENSE HP 52 **RP** 3

EAC 16; **KAC** 18

Fort +8; **Ref** +6; **Will** +3

Defensive Abilities fast healing 2; **Immunities** plant immunities

OFFENSE

Speed 40 ft., climb 40 ft.

Melee tentacle +12 (1d6+9 B plus ingested adaptation)

Ranged acid spit +9 (1d4+4 A) or thorn dart +9 (1d6+4 P plus carrion spores)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities ingested adaptation

STATISTICS

Str +5; **Dex** +1; **Con** +3; **Int** -3; **Wis** +1; **Cha** -1

Skills Acrobatics +10, Athletics +15 (+23 when climbing),

Survival +10

SPECIAL ABILITIES

Acid Spit (Ex) As a standard action once every 1d4 rounds, a ksarik can spit a glob of acid at a target within 60 feet.

Ingested Adaptation (Su) Whenever a ksarik deals damage to a living creature with its tentacles, it siphons off a portion of the target's genetic code and psychic resonance, temporarily reshaping its own physiology and psychology to match its victim's. This grants the ksarik one of the following abilities (provided the target has it) for 1 minute: blindsense (up to 60 feet), blindsight (up to 60 feet), darkvision (up to 60 feet), damage reduction (up to 5/—), resistance to one type of energy damage (up to 20 points), burrow (up to 40 feet), fly (up to 40 feet, with maximum average maneuverability), swim (up to 40 feet), or water breathing. Alternatively, the ksarik can gain the ability to understand (but not speak) up to three languages that the target knows, gain the target's weapon proficiencies (its tentacles can operate two-handed weapons in this state), or change the damage dealt by its acid spit ability to any one energy type dealt by one of the target's supernatural attacks. A ksarik can maintain only one adaptation at a time, and gaining a new adaptation ends the previous one. A ksarik can spend 1 Resolve Point to extend the duration of an ongoing benefit by 8 hours. It can also spend 1 Resolve Point to gain a second adaptation and sustain them both simultaneously.

Thorn Dart (Ex) A ksarik can fire one of its thorns as a ranged attack. The dart has a range of 100 feet, deals piercing damage, and exposes the target to carrion spores.

CARRION SPORES

Type disease (injury); **Save** Fortitude DC 13

Track physical; **Frequency** 1/day

Effect When an infected creature reaches the comatose state, 1d10+10 Diminutive ksarik seedlings burrow out of its flesh and wriggle away. This ends the disease and deals 1 piercing damage for each ksarik seedling.

Cure 2 consecutive saves

Protean CR 3 XP 800

CN Small outsider (chaotic, extraplanar, protean)

Init +2; **Senses** blindsense (hearing) 30', darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities acid, entangling, grappling, paralysis, pinning

OFFENSE

Speed 20 ft., Fly 60'

Melee bite* +12 (1d6+7 B); double bite* +8/+8 (1d6+7 B)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0

Skills Acrobatics +8, Athletics +8, Bluff +8

Languages: Common

Other abilities:

***Grab* [Ex]** - If the protean hits with its bite it deals the normal damage. If the protean's attack roll successfully hits the target's KAC + 4, the protean also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.) The protean does not need to have a spare limb free to perform this grapple, as long as it can make the listed attack, and it can potentially grapple more than one target if it has more than one attack with the grab ability. The protean can maintain **the grab either with another successful grab attack or by** performing the grapple combat maneuver normally.

Robot CR 3 XP 800

N Small construct (, extraplanar)

Init +2; **Senses** low-light, darkvision 60 ft.;

Perception +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities *Construct immunities* [Ex] bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning, ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage, any effect that requires a Fortitude save (unless the effect works on objects or is harmless);

Unliving [Ex] The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't heal damage naturally, but a construct can be repaired with the right tools. Spells such as *make whole* can heal constructs, and magic effects can heal undead. An unliving creature with fast healing (see page 154) still benefits from that ability. Unliving creatures don't breathe, eat, or sleep.

OFFENSE

Speed 30 ft.

Melee slam +9 (1d6+7 B); double slam +5/+5 (1d6+7 B)

Ranged sonic gun (40') +12 (1d4+3 So); double sonic gun +5/+5 (1d4+3 So)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0

Skills Acrobatics +8, Athletics +8, Computers +8

Languages: Common

Shadow creature CR 3 XP 800

N Small magical beast (extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities cold, electricity, poison; resist acid 3, fire 3; SR 8

OFFENSE

Speed 30 ft.

Melee touch +12 (1d6+7 Cold); double touch +8/+8 (1d6+7 Cold)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0

Skills Acrobatics +8, Athletics +8, Perception +8,

Stealth +8 (Summoned shadow creatures can always attempt Stealth checks to hide, even if observed or lacking cover, as long as they are not in areas of bright light. After the shadow creature attacks, it can't attempt to hide again until its next turn.)

Languages: Aklo, Common

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***Whirlwind (Ex):** The base of a creature in whirlwind form occupies a 5-foot square, and the whirlwind is twice as wide at its top as its base and has a height equal to four times the width of its base; this doesn't change the size category of the creature. If a creature is Large or larger, it can vary the size of its whirlwind form up to a maximum of a base equal to its normal space as a swift or move action. A creature in whirlwind form does not threaten any spaces around it, and it cannot make its normal attacks.

If a creature in whirlwind form enters the space of another creature, that creature must succeed at a Fortitude save with the listed DC or take the whirlwind's listed damage. If the whirlwind covers all of the creature's space, the creature must also succeed at a Reflex save or be picked up by the whirlwind and carried along with it. A carried creature is flatfooted, grappled, and off-target, and it automatically takes the whirlwind's damage at the beginning of its turn. If the carried creature can fly, it can attempt a Reflex save as a move action, escaping on a successful save. If a carried creature does not escape, it can attempt a Fortitude save; if it succeeds, it can take any remaining actions it has on its turn (other than movement). On a failed save, the carried creature is unable to act until its next turn or until the whirlwind releases it.

A creature in whirlwind form can carry up to two creatures of its size, with the total number it can carry doubling for every size category the affected creatures are smaller than the whirlwind. The creature in whirlwind form can eject a carried creature at any time during its turn, dropping the carried creature in a space of its choice adjacent to its position at the time of ejection. At the GM's discretion, if the whirlwind is in contact with dirt, gases, water, or other material that can be easily drawn into it, the whirlwind blocks all vision within it (including darkvision) and blocks line of sight through it.