

APPENDIX 1: MONSTER CREATION

Pathfinder RPG Bestiary 2 provides all the information you need to use and quickly modify the monsters presented in this book. For information on creating new monsters, see the *Pathfinder RPG Bestiary*. Table 1–1: Monster Statistics by CR on the following page is an expanded (up to CR 25) version of the table presented in the original *Bestiary*.

APPENDIX 2: MONSTER ADVANCEMENT

The following rules allow you to adjust monsters, increasing (or even decreasing) their statistics and abilities while still creating a balanced and fun encounter.

TEMPLATES

A template is a set of rules that you apply to a monster to transform it into a different monster. It gives precise directions on how to change the original monster's statistics to transform it into the new monster.

Acquired Templates: This kind of template is added to a creature well after its birth or creation.

Inherited Templates: This kind of template is part of a creature from the beginning of its existence. Creatures are born or created with these templates already in place, and have never known life without them.

CELESTIAL CREATURE DEFENSES

Hit Dice	Resist Acid, Cold, and Electricity	DR
1–4	5	—
5–10	10	5/evil
11+	15	10/evil

ENTROPIC CREATURE DEFENSES

Hit Dice	Resist Acid and Fire	DR
1–4	5	—
5–10	10	5/lawful
11+	15	10/lawful

FIENDISH CREATURE DEFENSES

Hit Dice	Resist Cold and Fire	DR
1–4	5	—
5–10	10	5/good
11+	15	10/good

RESOLUTE CREATURE DEFENSES

Hit Dice	Resist Acid, Cold, and Fire	DR
1–4	5	—
5–10	10	5/chaotic
11+	15	10/chaotic

SIMPLE TEMPLATES

Simple templates can be applied during the game with minimal effort. All simple templates have two categories of changes. The “quick rules” present a fast way to modify die rolls made in play to simulate the template's effects without actually rebuilding the stat block—this method works well for summoned creatures. The “rebuild rules” list the exact changes you make to the base stat block if you have the time to completely rebuild it—this method works best when you have time during game preparation to build full stat blocks. The two methods result in creatures of similar, if not identical, abilities.

Advanced Creature (CR +1)

Creatures with the advanced template are fiercer and more powerful than their ordinary cousins.

Quick Rules: +2 on all rolls (including damage rolls) and special ability DCs; +4 to AC and CMD; +2 hp/HD.

Rebuild Rules: AC increase natural armor by +2; **Ability Scores** +4 to all ability scores.

Celestial Creature (CR +0 or +1)

Celestial creatures dwell in the higher planes, but can be summoned using spells such as *summon monster* and *planar ally*. A celestial creature's CR increases by +1 only if the base creature has 5 or more HD. A celestial creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against evil foes; smite persists until the target is dead or the celestial creature rests).

Entropic Creature (CR +0 or +1)

Creatures with the entropic template live in planes where chaos is paramount. They can be summoned using spells such as *summon monster* and *planar ally*. An entropic creature's CR increases by +1 only if the base creature has 5 or more HD. An entropic creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite law 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against lawful foes; smite persists until the target is dead or the entropic creature rests).

Fiendish Creature (CR +0 or +1)

Creatures with the fiendish template live in the Lower Planes, such as the Abyss and Hell, but can be summoned using spells such as *summon monster* and *planar ally*.

TABLE I-1: MONSTER STATISTICS BY CR

CR	Hit Points	Armor Class	High Attack	Low Attack	Average Damage High	Low	Primary Ability DC	Secondary Ability DC	Good Save	Poor Save
1/2	10	11	1	0	4	3	11	8	3	0
1	15	12	2	1	7	5	12	9	4	1
2	20	14	4	3	10	7	13	9	5	1
3	30	15	6	4	13	9	14	10	6	2
4	40	17	8	6	16	12	15	10	7	3
5	55	18	10	7	20	15	15	11	8	4
6	70	19	12	8	25	18	16	11	9	5
7	85	20	13	10	30	22	17	12	10	6
8	100	21	15	11	35	26	18	12	11	7
9	115	23	17	12	40	30	18	13	12	8
10	130	24	18	13	45	33	19	13	13	9
11	145	25	19	14	50	37	20	14	14	10
12	160	27	21	15	55	41	21	15	15	11
13	180	28	22	16	60	45	21	15	16	12
14	200	29	23	17	65	48	22	16	17	12
15	220	30	24	18	70	52	23	16	18	13
16	240	31	26	19	80	60	24	17	19	14
17	270	32	27	20	90	67	24	18	20	15
18	300	33	28	21	100	75	25	18	20	16
19	330	34	29	22	110	82	26	19	21	16
20	370	36	30	23	120	90	27	20	22	17
21	400	37	31	24	130	98	27	20	23	18
22	440	39	32	25	140	105	28	21	23	18
23	480	40	33	26	150	113	29	22	24	19
24	520	42	35	27	165	124	30	23	25	20
25	560	43	36	28	180	135	30	24	26	21

A fiendish creature's CR increases by +1 only if the base creature has 5 or more HD. A fiendish creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite good 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against good foes; smite persists until target is dead or the fiendish creature rests).

Giant Creature (+1)

Creatures with the giant template are larger and stronger than their normal-sized kin. This template cannot be applied to creatures that are Colossal.

Quick Rules: +2 on all rolls based on Str or Con, +2 hp/HD, -1 penalty on all rolls based on Dex.

Rebuild Rules: **Size** increase by one category; **AC** increase natural armor by +3; **Attacks** increase dice rolled by 1 step; **Ability Scores** +4 size bonus to Str and Con, -2 Dex.

Resolute Creature (CR +0 or +1)

Creatures with the resolute template live in planes where law is paramount. They can be summoned using spells such

as *summon monster* and *planar ally*. A resolute creature's CR increases by +1 only if the base creature has 5 or more HD. A resolute creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite chaos 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against chaotic foes; smite persists until target is dead or the resolute creature rests).

Young Creature (CR -1)

Creatures with the young template are immature specimens of the base creature. You can also use this simple template to easily create a smaller variant of a monster. This template cannot be applied to creatures that increase in power through aging or feeding (such as dragons or barghests) or creatures that are Fine-sized.

Quick Rules: +2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD.

Rebuild Rules: **Size** decrease by one category; **AC** reduce natural armor by -2 (minimum +0); **Attacks** decrease damage dice by 1 step; **Ability Scores** -4 Strength, -4 Con, +4 size bonus to Dex.

APPENDIX 3: GLOSSARY

This appendix includes the Universal Monster Rules, Creature Types, and Creature Subtypes.

UNIVERSAL MONSTER RULES

The following rules are standard and are referenced (but not repeated) in monster stat blocks. Each rule includes a format guide for how it appears in a monster's listing and its location in the stat block.

Ability Damage and Drain (Ex or Su) Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. Ability damage can be healed naturally. Ability drain is permanent and can only be restored through magic. *Format:* 1d4 Str drain; *Location:* Special Attacks or individual attacks.

All-Around Vision (Ex) The creature sees in all directions at once. It cannot be flanked. *Format:* all-around vision; *Location:* Defensive Abilities.

Amorphous (Ex) The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits. *Format:* amorphous; *Location:* Defensive Abilities.

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land. *Format:* amphibious; *Location:* SQ.

Attach (Ex) The creature automatically latches onto its target when it successfully makes the listed attack. The creature is considered grappling, but the target is not. The target can attack or grapple the creature as normal, or break the attach with a successful grapple or Escape Artist check. Most creatures with this ability have a racial bonus to maintain a grapple (listed in its CMB entry). *Format:* attach; *Location:* individual attacks.

Bleed (Ex) A creature with this ability causes wounds that continue to bleed, dealing the listed damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry. *Format:* bleed (2d6); *Location:* Special Attacks and individual attacks.

Blindsight (Ex) Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. *Format:* blindsense 60 ft.; *Location:* Senses.

Blindsight (Ex) This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within this range. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. *Format:* blindsight 60 ft.; *Location:* Senses.

Blood Drain (Ex) The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage. *Format:* blood drain (1d2 Constitution); *Location:* Special Attacks.

Blood Rage (Ex) When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily. *Format:* blood rage; *Location:* Special Attacks.

Breath Weapon (Su) Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 the breathing creature's racial HD + the breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day. *Format:* breath weapon (60-ft. cone, 8d6 fire damage, Reflex DC 20 for half, usable every 1d4 rounds); *Location:* Special Attacks; if the breath is more complicated than damage, it also appears under Special Abilities with its own entry.

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. A creature affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage at the start of its turn for an additional 1d4 rounds (DC 10 + 1/2 the attacking creature's racial HD + the attacking creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Creatures that hit the monster with natural weapons or unarmed attacks take fire damage as though hit by the monster's burn attack and must make a Reflex save to avoid catching on fire (see page 444 of the *Pathfinder RPG Core Rulebook*). *Format*: burn (2d6, DC 15); *Location*: Special Attacks and individual attacks.

Change Shape (Su) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. The creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their descriptions. *Format*: change shape (wolf, *beast form I*); *Location*: SQ, and in Special Abilities for creatures with a unique listing.

Channel Resistance (Ex) A creature with this special quality (usually an undead) is less easily affected by channeled negative or positive energy. The creature adds the listed bonus to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat). *Format*: channel resistance +4; *Location*: Defensive Abilities.

Compression (Ex) The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing. *Format*: compression; *Location*: Special Qualities.

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack. *Format*: constrict (1d8+6); *Location*: Special Attacks.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage. *Format*: construct traits; *Location*: Immune.

Curse (Su) A creature with this ability bestows a curse upon its enemies. The effects of the curse, including its

save, frequency, and cure, are included in the creature's description. If a curse allows a saving throw, it is usually a Will save (DC 10 + 1/2 the cursing creature's racial HD + the creature's Cha modifier; the exact DC is given in the creature's descriptive text). Curses can be removed through *remove curse* and similar effects. *Format*: **Curse Name (Su)** Slam—contact; *save* Will DC 14, *frequency* 1 day, *effect* 1d4 Str drain; *Location*: Special Attacks and individual attacks.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope's size, this ability has no effect. *Format*: curse of lycanthropy; *Location*: individual attacks.

Damage Reduction (Ex or Su) A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantite, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotic-, or lawful-aligned weapons, such as from an *align weapon* spell or the *holy* magical weapon property. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon, such as “cold iron or magic.” A weapon that inflicts damage of either of these types overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction (such as “magic and silver”), and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Format: DR 5/silver; *Location:* Defensive Abilities.

Disease (Ex or Su) A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature’s description. The saving throw to negate the disease is usually a Fort save (DC 10 + 1/2 the infecting creature’s racial HD + the creature’s Con modifier; the exact DC is given in the creature’s descriptive text). Disease can be removed through *remove disease* and similar effects. *Format:* **Disease Name (Ex)** Bite—injury; *save* Fort DC 15, *onset* 1d3 days, *frequency* 1 day, *effect* 1 Con damage, *cure* 2 consecutive saves; *Location:* Special Attacks and individual attacks.

Distraction (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + the 1/2 creature’s HD + the creature’s Con modifier) negates the effect. *Format:* distraction (DC 14); *Location:* Special Attacks.

Earth Glide (Ex) When the creature burrows, it can pass through stone, dirt, 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. A *move earth* spell cast on an area containing the burrowing creature flings it back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save. *Format:* earth glide; *Location:* Speed.

Energy Drain (Su) This attack saps a living opponent’s vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature’s description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature’s description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as *restoration*. If a negative level is not removed before 24

hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature’s racial HD + the draining creature’s Cha modifier; the exact DC is given in the creature’s descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level. *Format:* energy drain (2 levels, DC 18); *Location:* Special Attacks and individual attacks.

Engulf (Ex) The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target’s choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature’s body until they are no longer pinned, and may be subject to other special attacks from the creature. The save DC is Strength-based. *Format:* engulf (DC 12, 1d6 acid and paralysis); *Location:* Special Attacks.

Entrap (Ex or Su) The creature has an ability that restricts another creature’s movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 greater than the saving throw DC. Destroying the entrapping material frees the creature. *Format:* entrap (DC 13, 1d10 minutes, hardness 5, hp 10); *Location:* special attacks and individual attacks.

Fast Healing (Ex) A creature with fast healing regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature’s entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow

lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately. *Format:* fast healing 5; *Location:* hp.

Fast Swallow (Ex) The creature can use its swallow whole ability as a free action at any time during its turn, not just at the start of its turn. *Format:* fast swallow; *Location:* Special Attacks.

Fear (Su or Sp) Fear attacks can have various effects.

Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone (Sp) and Ray (Su) These effects usually work like the *fear* spell. If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 the fearsome creature's racial HD + the creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Format: fear aura (30 ft., DC 17); *Location:* Aura.

Format: fear cone (50 ft., DC 19); *Location:* Special Attacks.

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. The creature still dies when its hit point total reaches a negative amount equal to its Constitution score. *Format:* ferocity; *Location:* Defensive Abilities.

Flight (Ex, Sp, or Su) A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an antimagic field; the creature loses its ability to fly for as long as the antimagic effect persists. *Format:* fly 30 ft. (average); *Location:* Speed.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object. *Format:* freeze; *Location:* Special Qualities.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice than the creature has. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the frightful creature's racial HD + the frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24

hours. Frightful presence is a mind-affecting fear effect. *Format:* frightful presence (60 ft., DC 21); *Location:* Aura.

Gaze (Su) A gaze attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect; petrification, death, and charm are common. The typical range is 30 feet. The type of saving throw for a gaze attack is usually a Will or Fortitude save (DC 10 + the 1/2 gazing creature's racial HD + the gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes) and does not have to make saving throws against the gaze. However, the creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to the gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected; these allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Format: gaze; *Location:* Special Attacks.

Grab (Ex) If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

Format: grab; *Location:* individual attacks.

Format: grab (Colossal); *Location:* Special Attacks.

Heat (Ex) The creature generates so much heat that its mere touch deals additional fire damage. The creature's metallic melee weapons also conduct this heat. *Format:* heat (1d6 fire); *Location:* Special Attacks.

Hold Breath (Ex) The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning. *Format:* hold breath; *Location:* Special Qualities.

Immunity (Ex or Su) A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect. *Format:* Immune acid, fire, paralysis; *Location:* Defensive Abilities.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water affects incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (minimum +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location,

but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; *Location:* Defensive Abilities.

Jet (Ex) The creature can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so. *Format:* jet (200 ft.); *Location:* Speed.

Keen Scent (Ex) The creature can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile. *Format:* keen scent; *Location:* Senses.

Lifesense (Su) The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. *Format:* lifesense; *Location:* Senses.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light. *Format:* light blindness; *Location:* Weaknesses.

Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell. *Format:* Weaknesses light sensitivity; *Location:* Weaknesses.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use

Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form. *Format:* lycanthropic empathy (bears and dire bears); *Location:* Special Qualities.

Multiweapon Mastery (Ex) The creature never takes penalties on its attack rolls when fighting with multiple weapons. *Format:* multiweapon mastery; *Location:* Special Attacks.

Natural Attacks Most creatures possess one or more natural attacks (attacks made without a weapon). These attacks fall into one of two categories, primary and secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus on damage rolls. Secondary attacks are made using the creature's base attack bonus –5 and add only 1/2 the creature's Strength bonus on damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds 1-1/2 times the creature's Strength bonus on damage rolls. This increase does not apply if the creature has multiple attacks but only takes one. If a creature has only one type of attack, but has multiple attacks per round, that attack is treated as a primary attack, regardless of its type. Table 3–1 lists some of the most common types of natural attacks and their classifications.

Some creatures treat one or more of their attacks differently, such as dragons, which always receive 1-1/2 times their Strength bonus on damage rolls with their bite attack. These exceptions are noted in the creature's description.

Creatures with natural attacks and attacks made with weapons can use both as part of a full attack action (although often a creature must forgo one natural attack for each weapon clutched in that limb, be it a claw, tentacle, or slam). Such creatures attack with their weapons normally but treat all of their available natural attacks as secondary attacks during that attack, regardless of the attack's original type.

Some creatures do not have natural attacks. These creatures can make unarmed strikes just like humans do. See Table 3–1 for typical damage values for natural attacks by creature size.

Format: bite +5 (1d6+1), 2 claws +5 (1d4+2), 4 tentacles +0 (1d4+1); *Location:* Melee and Ranged.

Natural Invisibility (Ex or Su) This ability is constant—the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. *Format:* natural invisibility; *Location:* Defensive Abilities.

Negative Energy Affinity (Ex) The creature is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature. *Format:* negative energy affinity; *Location:* Defensive Abilities.

No Breath (Ex) The monster does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing. *Format:* no breath; *Location:* Special Qualities.

Paralysis (Ex or Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 10 + 1/2 the paralyzing creature's racial HD + the paralyzing creature's Con modifier; the DC is given in the creature's description). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description. *Format:* paralysis (1d4 rounds, DC 18); *Location:* Special Attacks and individual attacks.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and

TABLE 3-1: NATURAL ATTACKS BY SIZE

Natural Attack	Base Damage by Size*								Damage Type	Attack Type	
	Fine	Dim.	Tiny	Small	Med.	Large	Huge	Garg.			Col.
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B,P, and S	Primary
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B and S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P	Primary
Hoof, Tentacle, Wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Pincers, Tail Slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B	Secondary
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Primary
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P	Primary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B, P, or S	Secondary

* Individual creatures vary from this value as appropriate.



phantasms), paralysis, poison, polymorph, sleep, and stun.
Format: plant traits; *Location:* Immune.

Poison (Ex or Su) A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usually a Fort save (DC 10 + 1/2 the poisoning creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Poisons can be removed through *neutralize poison* and similar effects.
Format: **Poison Name (Ex)** Sting—injury; *save* Fort DC 22, *frequency* 1/round for 6 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves; *Location:* Special Attacks and individual attacks.

Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability). *Format:* pounce; *Location:* Special Attacks.

Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description. *Format:* powerful charge (gore, 4d8+24); *Location:* Special Attacks.

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls an opponent closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature. *Format:* pull (tentacle, 5 feet); *Location:* Special Attacks and individual attacks.

Push (Ex) A creature with the push ability can choose to make a free combat maneuver check with a particular successful attack (often a slam attack). If successful, this check pushes an opponent directly away as with a bull rush, but the distance moved is set by this ability. The type of attack that causes the push and the distance pushed are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature. *Format:* push (slam, 10 feet); *Location:* Special Attacks and individual attacks.

Rake (Ex) A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in

the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn. *Format:* rake (2 claws +8, 1d4+2); *Location:* Special Attacks.

Regeneration (Ex) A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Format: regeneration 5 (fire, acid); *Location:* hp.

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 times the creature's Strength bonus. *Format:* rend (2 claws, 1d8+9); *Location:* Special Attacks.

Resistance (Ex) A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored. *Format:* **Resist** acid 10; *Location:* Defensive Abilities.

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt. *Format:* rock catching; *Location:* Defensive Abilities.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. The creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature’s base slam damage plus 1-1/2 times its Strength bonus. *Format:* rock throwing (120 ft.); *Location:* Special Attacks (damage is listed in Ranged attack).

Scent (Ex) This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source’s location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry’s odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Format: scent; *Location:* Senses.

See in Darkness (Su) The creature can see perfectly in darkness of any kind, including that created by *deeper darkness*. *Format:* see in darkness; *Location:* Senses.

Sound Mimicry (Ex) The creature perfectly imitates certain sounds or even specific voices. The creature makes a Bluff check opposed by the listener’s Sense Motive check to recognize the mimicry, although if the listener isn’t familiar with the person or type of creatures mimicked, it takes a –8 penalty on its Sense Motive check. The creature has a +8 racial bonus on its Bluff check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities

(such as bardic performance or a harpy’s captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn’t know. *Format:* sound mimicry (voices); *Location:* Special Qualities.

Spell-Like Abilities (Sp) Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an *antimagic field* and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit; unless otherwise stated, a creature can only use a constant spell-like ability on itself. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to make a concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature’s caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature’s Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature’s Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster’s spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Format: At will—*burning hands* (DC 13); *Location:* Spell-Like Abilities.

Spell Resistance (Ex) A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine whether a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature’s spell resistance, the spell works normally, although the creature is still allowed a saving throw if the spell would normally permit one. *Format:* SR 18; *Location:* Defensive Abilities.

Split (Ex) The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally. *Format:* split (piercing and slashing, 10 hp); *Location:* Defensive Abilities.

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with this ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 the stench creature's racial HD + the stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. *Format:* stench (DC 15, 10 rounds); *Location:* Aura.

Strangle (Ex) An opponent grappled by the creature cannot speak or cast spells with verbal components. *Format:* strangle; *Location:* Special Attacks.

Summon (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a *summon monster* spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return from whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters. *Format:* 1/day—summon (level 4, 1 hezrou 35%); *Location:* Spell-Like Abilities.

Sunlight Powerlessness (Ex) If the creature is in sunlight (but not in an area of *daylight* or similar spells), it cannot attack and is staggered. *Format:* sunlight powerlessness; *Location:* Weaknesses.

Swallow Whole (Ex) If a creature with this special attack begins its turn with an opponent grappled in its mouth (see *Grab*), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given

in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again. *Format:* swallow whole (5d6 acid damage, AC 15, 18 hp); *Location:* Special Attacks.

Telepathy (Su) The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. *Format:* telepathy 100 ft.; *Location:* Languages.

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 the creature's HD + the creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. *Format:* trample (2d6+9, DC 20); *Location:* Special Attacks.

Tremorsense (Ex) A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text. *Format:* tremorsense 60 ft.; *Location:* Senses. **Trip (Ex)** A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return. *Format:* trip; *Location:* individual attacks.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. *Format:* undead traits; *Location:* Immune.

Undersized Weapons (Ex) The creature uses manufactured weapons as if it were one size category smaller than the creature's actual size. *Format:* undersized weapons; *Location:* Special Qualities.

Unnatural Aura (Su) Animals do not willingly approach the creature unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check. *Format:* unnatural aura (30 ft.); *Location:* Aura.

Vulnerabilities (Ex or Su) A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions. *Format:* vulnerability to fire; *Location:* Weaknesses.

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 the creature's HD + the creature's Con modifier. Attempts to burst a web by those caught in it take a -4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—. A creature can move across its own web at its

climb speed and can pinpoint the location of any creature touching its web. *Format:* web (+8 ranged, DC 16, 5 hp); *Location:* Special Attacks.

Whirlwind (Su) Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form; otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

A creature that comes in contact with the whirlwind must succeed on a Reflex save (DC 10 + 1/2 the monster's HD + the monster's Strength modifier) or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round on its turn to escape the whirlwind. The creature still takes damage that round but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. As a free action, the whirlwind can eject any carried creatures whenever it wishes, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Format: whirlwind (3/day, 10–30 ft. high, 1d6+6 damage, DC 15); *Location:* Special Attacks.

CREATURE TYPES

Each creature has one type, which broadly defines its abilities. Some creatures also have one or more subtypes, as described on pages 305–310. A creature cannot violate the rules of its subtype without a special ability or quality to explain the difference—templates can often change a creature's type drastically. For full information on creature types and subtypes (such as for the purpose of advancing or creating new monsters), see the *Pathfinder RPG Bestiary*.



ABERRATION

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.



ANIMAL

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals usually have additional information on how they can serve as companions. An animal has an Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).



CONSTRUCT

A construct is an animated object or artificially created creature. A construct has the following traits.

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as *make whole*. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or fewer.
- A construct cannot be raised or resurrected.
- A construct is hard to destroy, and gains bonus hit points based on its size (included in its stat block).
- Constructs do not breathe, eat, or sleep.



DRAGON

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.



FEY

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.



HUMANOID

A humanoid usually has two arms, two legs, and one head, or a human-like torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They are usually Small or Medium (with the exception of giants). Every humanoid creature also has a specific subtype to match its race, such as human, dark folk, or goblinoid.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids with more than 1 Hit Die (such as giants) are the only humanoids who make use of the features of the humanoid type.



MAGICAL BEAST

Magical beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the creature knows at least one language, but can't necessarily speak). Magical beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in appearance or habits.



MONSTROUS HUMANOID

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.



OOZE

An ooze is an amorphous or mutable creature, usually mindless. An ooze has the following traits.

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Mindless creatures have no skills or feats. An ooze with an Intelligence score loses this trait.
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Oozes eat and breathe, but do not sleep.



OUTSIDER

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. An outsider has the following traits.

- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an

outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.

- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.



PLANT

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Intelligence, Wisdom, and Charisma scores; even though plants are alive, they are objects, not creatures. A plant creature has the following traits.

- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Plants breathe and eat, but do not sleep.



UNDEAD

Undead are once-living creatures animated by spiritual or supernatural forces. An undead creature has the following traits.

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before

becoming undead.

- Undead do not breathe, eat, or sleep.



VERMIN

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have the following traits.

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Mindless creatures have no feats or skills. A vermin-like creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.
- Vermin breathe, eat, and sleep.

CREATURE SUBTYPES

Some creatures have one or more subtypes. Subtypes add additional abilities and qualities to a creature.

Aeon Subtype: Aeons are a race of neutral outsiders who roam the planes maintaining the balance of reality. Aeons possess the following traits.

- Immunity to cold, poison, and critical hits.
- Resistance to electricity 10 and fire 10.

Envisaging (Su) Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon's envisaging functions as a non-verbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.

Extension of All (Ex) Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to half their racial Hit Dice on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

Void Form (Su) Though aeons aren't incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon's void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

Agathion Subtype: Agathions are beast-aspect outsiders native to Nirvana. They have the following traits.

- Low-light vision
- Immunity to electricity and petrification.
- Resistance to cold 10 and sonic 10.
- Lay on hands as a paladin whose level equals the agathion's Hit Dice.
- +4 racial bonus on saving throws against poison.
- Except where otherwise noted, agathions speak Celestial, Infernal, and Draconic.
- *Speak with Animals (Su)* This ability works like *Speak with Animals* (caster level equal to the agathion's Hit Dice) but is a free action and does not require sound.
- *Truespeech (Su)* All agathions can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Air Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability. Air creatures treat Fly as a class skill.

Angel Subtype: Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes. An angel possesses the following traits.

- Darkvision 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- *Protective Aura (Su)* Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). The defensive benefits from the circle are not included in an angel's stat block.
- *Truespeech (Su)* All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Aquatic Subtype: These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

Archon Subtype: Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes. An archon possesses the following traits.

- Darkvision 60 feet and low-light vision.

- *Aura of Menace (Su)* A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attack rolls, on saves, and to AC for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.
- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.
- *Teleport (Sp)* Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
- *Truespeech (Su)* All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Augmented Subtype: A creature receives this subtype when something (usually a template) changes its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type.

Azata Subtype: Azatas are a race of celestials, or good outsiders, native to chaotic good-aligned Outer Planes. An azata possesses the following traits.

- Darkvision 60 feet and low-light vision.
- Immunity to electricity and petrification.
- Resistance to cold 10 and fire 10.
- *Truespeech (Su)* All azatas can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Chaotic Subtype: This subtype is usually applied to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields are chaotically aligned.

Cold Subtype: A creature with the cold subtype has immunity to cold and vulnerability to fire.

Daemon Subtype: Daemons are neutral evil outsiders that eat souls and thrive on disaster and ruin. They have the following traits unless otherwise noted.

- Immunity to acid, death effects, disease, and poison.
- Resistance to cold 10, electricity 10, and fire 10.

- *Summon (Sp)* Daemons share the ability to summon others of their kind, typically another of their type or a small number of less powerful daemons.
- Telepathy.
- Except where otherwise noted, daemons speak Abyssal, Draconic, and Infernal.

Dark Folk Subtype: Dark folk are reclusive subterranean humanoids with an aversion to light.

Demon Subtype: Demons are chaotic evil outsiders from the Abyss. Demons have the following traits.

- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- *Summon (Sp)* Demons share the ability to summon others of their kind, typically another of their type or a small number of less powerful demons.
- Telepathy.
- Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

Devil Subtype: Devils are lawful evil outsiders that hail from the plane of Hell. Devils possess the following traits.

- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- See in darkness.
- *Summon (Sp)* Devils can summon others of their kind, typically another of their type or a small number of less powerful devils.
- Telepathy.
- Except when otherwise noted, devils speak Celestial, Draconic, and Infernal.

Earth Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed possess tremorsense.

Elemental Subtype: An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Elementals do not breathe, eat, or sleep.

Evil Subtype: This subtype is usually applied to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage

reduction as if its natural weapons and any weapons it wields are evil-aligned.

Extraplanar Subtype: This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have it when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, or the Plane of Shadow.

Fire Subtype: A creature with the fire subtype has immunity to fire and vulnerability to cold.

Giant Subtype: A giant is a humanoid creature of great strength, usually of at least Large size. Giants have racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision, and treat Intimidate and Perception as class skills.

Gnome Subtype: This subtype is applied to gnomes and creatures related to gnomes. Creatures with the gnome subtype have low-light vision.

Good Subtype: This subtype is usually applied to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields are good-aligned.

Grippli Subtype: Gripplis are frog-like humanoids. Creatures with the grippli subtype have darkvision.

Incorporeal Subtype: An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality (see page 298).

Inevitable Subtype: Inevitables are construct-like outsiders built by the axiomites to enforce law. They have the following traits.

- Low-light vision.
- *Constructed (Ex)* Although inevitables are living outsiders, their bodies are constructed of physical components,

and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

- **Saves:** An inevitable's good saving throws are Fortitude and Will.
- **Skills:** In addition to the class skills all outsiders have, inevitables have Acrobatics, Diplomacy, Intimidate, and Survival as class skills.
- **Regeneration (Ex)** Inevitables have regeneration/chaotic. The regeneration amount varies by the type of inevitable.
- **Truespeech (Su)** An inevitable can speak with any creature that has a language, as if using a *tongues* spell (caster level 14th). This ability is always active.

Lawful Subtype: This subtype is usually applied to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields are lawful-aligned.

Native Subtype: This subtype is applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.

Nightshade Subtype: Nightshades are monstrous undead composed of shadow and evil. They have the following traits.

- **Low-light vision.**
- **Desecrating Aura (Su)** All nightshades have a 30-foot-radius emanation equivalent to a *desecrate* spell centered on a shrine of evil power. Undead within this radius (including the nightshade) gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their

entries). This aura can be negated by *dispel evil*, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by *consecrate* or *hallow*; both effects are negated within any overlapping area of effect.

- **Channel Energy (Su)** A nightshade can channel negative energy as cleric of a level equal to its base CR. It can use this ability a number of times per day equal to 3 + its Charisma modifier.
- **Darksense (Ex)** Nightshades gain *true seeing* in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the latter effect but not the nightshade's *true seeing*.
- **Light Aversion (Ex)** A nightshade in bright light becomes sickened—the penalties from this condition are doubled when the nightshade is in natural sunlight.
- **Summon (Sp)** Nightshades can summon undead creatures. They can be summoned only within areas of darkness, and summoned undead cannot create spawn. The exact type and number of undead they can summon vary according to the nightshade in question, as detailed in each nightshade's entry.

Protean Subtype: Proteans are serpentine outsiders of pure chaos. They have the following traits.

- **Blindsense** (distance varies by protean type).
- Immunity to acid.
- Resistance to electricity 10 and sonic 10.
- Constrict and grab as special attacks.
- Supernatural flight.
- **Freedom of Movement (Su)** A protean has continuous *freedom of movement*, as per the spell.
- **Amorphous Anatomy (Ex)** A protean's vital organs shift and change shape and position constantly. This grants it a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and grants it immunity to polymorph effects (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.
- **Change Shape (Su)** A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a *heal* spell (CL equal to the protean's HD).

Qlippoth Subtype: Qlippoth are chaotic evil outsiders from the deepest reaches of the Abyss. They have the following traits.

- Immunity to cold, mind-affecting effects, and poison.

- Resistance to acid 10, electricity 10, and fire 10.
- **Horrific Appearance (Su)** All qliploth have such horrific and mind-rending shapes that those who gaze upon them suffer all manner of ill effects. A qliploth can present itself as a standard action to assault the senses of all living creatures within 30 feet. The exact effects caused by a qliploth's horrific appearance vary by the type of qliploth. A successful Will save (DC 10 + 1/2 the qliploth's Hit Dice + the qliploth's Charisma modifier) reduces or negates the effect. This ability is a mind-affecting gaze attack.
- Telepathy.
- Except where otherwise noted, qliploth speak Abyssal.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shapeshifting, and not every creature that can change shape has the shapechanger subtype.

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. A swarm can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures

takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's stat block has "swarm" in the Melee entries, with no attack bonus given.

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Water Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have

swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill.

APPENDIX 4: MONSTERS AS PCS

For simple rules on using monsters as player characters, see page 313 of the *Pathfinder RPG Bestiary*.

APPENDIX 5: MONSTER FEATS

Most of the following feats apply specifically to monsters, although some player characters might qualify for them (particularly Craft Construct).

Ability Focus

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC on all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Awesome Blow (Combat)

This creature can send opponents flying.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Craft Construct (Item Creation)

You can create construct creatures like golems.

Prerequisites: Caster level 5th, Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: You can create any construct whose prerequisites you meet. The act of animating a construct takes 1 day for each 1,000 gp in its market price. To create a construct, you must use up raw materials costing half of its base price, plus the full cost of the basic body created for the construct. Each

construct has a special section that summarizes its costs and other prerequisites. A newly created construct has average hit points for its Hit Dice.

Empower Spell-Like Ability

One of this creature's spell-like abilities is particularly potent and powerful.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat on page 311.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different spell-like ability.

Flyby Attack

This creature can make an attack before and after it moves while flying.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Hover

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At

25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Normal: Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

Improved Natural Armor

This creature's hide is tougher than most.

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by +1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack

Attacks made by one of this creature's natural attacks leave vicious wounds.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Multiattack (Combat)

This creature is particularly skilled at making attacks with its natural weapons.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

Multiweapon Fighting (Combat)

This multi-armed creature is skilled at making attacks with multiple weapons.

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by –2 with the primary hand and by –6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with all of its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting in the *Pathfinder RPG Core Rulebook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Quicken Spell-Like Ability

This creature can use one of its spell-like abilities with next to no effort.

Prerequisite: Spell-like ability at CL 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use the chosen spell-like ability as a quickened spell-like ability three times per day (or fewer, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 4. For a summary, see the table below.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: The use of a spell-like ability normally requires a standard action (at the very least) and provokes an attack of opportunity.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

EMPOWERED AND QUICKENED SPELL-LIKE ABILITIES

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

Snatch

This creature can grab other creatures with ease.

Prerequisite: Size Huge or larger.

Benefits: The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Wingover

This creature can make turns with ease while flying.

Prerequisite: Fly speed.

Benefits: Once per round, the creature can turn up to 180 degrees as a free action without making a Fly check. This turn does cost the creature any movement.

Normal: A flying creature can turn up to 90 degrees by making a DC 15 Fly check and expending 5 feet of movement. A flying creature can turn up to 180 degrees by making a DC 20 Fly check and expending 10 feet of movement.

APPENDIX 6: MONSTER COHORTS

The Leadership feat (see page 129 of the *Pathfinder RPG Core Rulebook*) allows a character to gain a loyal cohort. With the GM's approval, this cohort can be a similarly aligned monster. Monsters on the following list all work well as cohorts (be they assassins, bodyguards, mounts, etc.)—their effective cohort “level” corresponds to the level available to the PC as afforded by his Leadership score. Use these monsters as guidelines when determining cohort levels for other monsters.

For more information on monster cohorts, see page 316 of the *Pathfinder RPG Bestiary*.

MONSTER COHORTS

Monster	Level	Monster	Level
Aranea	8th	Dragon horse	16th
Avoral	15th	Howler	7th
Axiomite	14th	Leonal	17th
Azer	5th	Leucrotta	9th
Blink dog	4th	Redcap	10th

APPENDIX 7: ANIMAL COMPANIONS

The following list indexes all additional animal companions found in this book, along with the page numbers on which they can be located.

ANIMAL COMPANIONS

Animal	Page	Animal	Page
Allosaurus	90	Megaloceros	187
Arsinoitherium	186	Megatherium	187
Baboon	212	Parasaurolophus	91
Gar	128	Ram	154
Glyptodon	186	Snapping turtle	273
Hippopotamus	157	Stingray	232
Manta ray	232	Tylosaurus	91

APPENDIX 8: MONSTERS BY TYPE

Listed below are all of the monsters in this book, organized alphabetically by type.

Aberration: akata, charybdis, decapus, destrachan, dust digger, faceless stalker, fungal crawler, grick, grindylow, gug, neh-thalggu, reefclaw, scylla, seugathi, sinspawn, tentamort, vampiric mist, vemerak

(Air): belker, cloud dragon, dragon horse, ice elemental, jabberwock, lightning elemental, mihstu

Animal: allosaurus, arsinotherium, baboon, badger, behemoth hippopotamus, camel, compsoognathus, dire badger, emperor cobra, giant anaconda, giant gar, giant snapping turtle, giant toad, glyptodon, great white whale, hippopotamus, manta ray, megaloceros, megatherium, monkey swarm, monstrous gar, parasaurolophus, ram, snapping turtle, stingray, tylosaurus, whale

(Aquatic): bunyip, charda, charybdis, devilfish, draugr, freshwater merrow, giant dragonfly nymph, giant gar, grindylow, hippocampus, jellyfish swarm, kelpie, locathah, manta ray, monstrous jellyfish, nereid, nightwae nightshade, reefclaw, saltwater merrow, scylla, sea drake, stingray, water orm

(Cold): frost drake, frost worm, ice elemental, glacier toad, ice troll, wendigo, winterwight

Construct: adamantine golem, alchemical golem, carrion golem, clockwork golem, glass golem, mithral golem, necrophidius, scarecrow, soulbound doll

Dragon: brine dragon, cloud dragon, crystal dragon, flame drake, forest drake, frost drake, jabberwock, magma dragon, sea drake, umbral dragon

(Earth): crysmal, crystal dragon, magma elemental, mud elemental, pech, rock troll, sandman, thoqqua

Fey: brownie, forlarren, gremlins, grig, kelpie, korred, leprechaun, lurker in light, nereid, pech, quickling, redcap, twigjack

(Fire): azer, jabberwock, magma dragon, mamga elemental, magma ooze, rast, thoqqua, thrasfyr

(Giant): athach, freshwater merrow, ice troll, marsh giant, rock troll, rune giant, saltwater merrow, taiga giant, wood giant

Humanoid: athach, dark slayer, dhampir, freshwater merrow, gripli, ice troll, locathah, marsh giant, ogrekin, rock troll, rune giant, saltwater merrow, skulk, spriggan, taiga giant, werebear, wereboar, weretiger, wood giant

(Incorporeal): animate dream, banshee, poltergeist, witchfire

Magical Beast: amphisbaena, aranea, aurumvorax, blindheim, blink dog, bunyip, catoblepas, chupacabra, death worm, devilfish, dragon horse, frost worm, glacier toad, gray render, gryph, hippocampus, hippogriff, krenshar, leng spider, leucrota, mobat, peryton, shantak, siren, slurk, thrasfyr, thunderbird, water orm, yrthak

Monstrous Humanoid: charda, lamia matriarch, mongrelman, mothman, serpentfolk, witchwyr

Ooze: amoeba swarm, carnivorous blob, giant amoeba, magma ooze, slime mold, slithering tracker

Outsider: aeons, d'ziriak, gloomwing, jyoti, mercane, sceanduinar, soul eater, tenebrous worm

Outsider (air): belker, ice elemental, lightning elemental, mihstu

Outsider (chaotic): azata, chaos beast, demons, denizen of Leng, Elysian titan, howler, proteans, qlipthoth, Thanatotic titan, xacarba

Outsider (cold): ice elemental, wendigo

Outsider (earth): crysmal, magma elemental, mud elemental, sandman, thoqqua

Outsider (elemental): belker, ice elemental, lightning elemental, magma elemental, mihstu, mud elemental, sandman, thoqqua

Outsider (evil): achaierai, demons, denizen of Leng, devils, hellcat, hound of Tindalos, howler, qlipthoth, shining child, Thanatotic titan, xacarba

Outsider (extraplanar): aeons, agathions

Outsider (fire): azer, magma elemental, rast, thoqqua

Outsider (good): agathions, angels, archons, azatas, Elysian titan

Outsider (lawful): achaierai, archons, axiomite, devils, hellcat, inevitables

Outsider (native): fetchling, ifrit, oread, sylph, triton, undine, urdefhan, wendigo

Outsider (water): ice elemental, mud elemental, triton

Plant: hangman tree, mandragora, moonflower, mu spore, phycomid, quickwood, sard, tendriculos, viper vine, xtabay

(Shapechanger): aranea, faceless stalker, imentesh protean, kekatar protean, lamia matriarch, naunet protean, voidworm protean, werebear, wereboar, weretiger

(Swarm): amoeba swarm, flesh-eating cockroach swarm, jellyfish swarm, monkey swarm, mosquito swarm, tick swarm

Template: juju zombie, lycanthrope, ogrekin, petitioner, ravener, worm that walks

Undead: attic whisperer, banshee, bodak, crawling hand, crypt thing, draugr, dullahan, giant crawling hand, juju zombie, nightshades, poltergeist, ravener, revenant, skaveling, totenmaske, winterwight, witchfire

Vermin: cave scorpion, colossal black scorpion, flesh-eating cockroach swarm, giant bee, giant black widow spider, giant dragonfly, giant dragonfly nymph, giant fly, giant maggot, giant mosquito, giant queen bee, giant solifugid, giant tarantula, giant tick, giant whiptail centipede, goliath stag beetle, jellyfish swarm, monstrous jellyfish, monstrous roach, mosquito swarm, sicuel solifugid, slicer beetle, tick swarm, titan centipede, worm that walks

(Water): brine dragon, ice elemental, mud elemental, nereid, triton

APPENDIX 9: MONSTERS BY CR

The following section lists all monsters included in this book, alphabetically by CR. Variant monsters (such as the alternate versions of the magma ooze and the various giant vermin of alternate sizes) are not included

in this list—an index of these monsters appears instead in Appendix 11: Variant Monster Index. In the case of templates, like ogrekin and ravener, only the sample creature presented with a full stat block at the start of the template's entry in this book is included. Similarly, for dragons, only those that have full stat blocks presented in this book are listed on the following tables (young, adult, and ancient dragons)—dragons of other age categories are not included on these lists.

CR 1/2

baboon, badger, crawling hand, dhampir, fetchling, giant maggot, grindylow, gripli, ifrit, locathah, monstrous roach, oread, pugwampi, snapping turtle, stingray, sylph, undine, xtabay

CR 1

akata, amoeba swarm, brownie, camel, cave scorpion, compognathus, giant amoeba, giant bee, giant fly, giant gar, giant solifugid, giant tick, grig, gryph, hippocampus, ice elemental (Small), jinkin, krenshar, lightning elemental (Small), magma elemental (Small), manta ray, mongrelman, mud elemental (Small), ram, reefclaw, skulk, vexgit

CR 2

arbiter, azer, blindheim, blink dog, cacodaemon, cassisian, cythnigot, dire badger, draugr, flesh-eating cockroach swarm, forlarren, giant toad, hippogriff, juju zombie, leprechaun, lyrakien, monkey swarm, nuglub, ogrekin, paracletus, silvanshee, sinspawn, slime mold, slurk, soulbound doll, thoqqua, triton, voidworm, wereboar

CR 3

accuser devil, bunyip, chupacabra, crysmal, dark slayer, d'ziriak, freshwater merrow, fungal crawler, giant black widow spider, giant dragonfly nymph, giant whiptail centipede, grick, howler, ice elemental (Medium), lightning elemental (Medium), magma elemental (Medium), mobat, mosquito swarm, mud elemental (Medium), necrophidius, pech, quickling, sandman, spriggan, twigjack, urdefhan, vampiric mist

CR 4

amphisbaena, aranea, attic whisperer, carrion golem, decapus, devilfish, dust digger, faceless stalker, forest drake, giant dragonfly, gloomwing, ice troll, kelpie, korred, mandragora, megaloceros, parasaurolophus, peryton, phycomid, poltergeist, scarecrow, serpentfolk, sicuel solifugid, slicer beetle, slithering tracker, tentamort, werebear, weretiger

CR 5

achaierai, crypt thing, emperor cobra, flame drake, giant crawling hand, giant queen bee, hippopotamus, ice elemental (Large), leucrota, lightning elemental (Large), lurker in light,

magma elemental (Large), megatherium, mercane, mud elemental (Large), rast, siren, skaveling

CR 6

belker, ceustodaemon, death worm, giant mosquito, glacier toad, glyptodon, jellyfish swarm, monstrous gar, mothman, redcap, revenant, rock troll, saltwater merrow, sea drake, seugathi, tendriculos, vulpinal, witchwyrd, wood giant, young crystal dragon

CR 7

allosaurus, arsinoitherium, chaos beast, charda, dullahan, frost drake, hangman tree, hellcat, hound of Tindalos, ice elemental (Huge), lightning elemental (Huge), magma elemental (Huge), magma ooze, monstrous jellyfish, mud elemental (Huge), naunet, sceaduinar, shoggti, soul eater, theletos, totenmaske, young brine dragon

CR 8

animate dream, axiomite, bodak, denizen of Leng, destrachan, giant tarantula, glass golem, goliath stag beetle, gray render, hydrodaemon, lamia matriarch, marsh giant, mihstu, moonflower, neh-thalgu, quickwood, shantak, tenebrous worm, tylosaurus, young magma dragon

CR 9

alchemical golem, aurumvorax, avoral, dragon horse, giant snapping turtle, ice elemental (greater), jyoti, leukodaemon, lightning elemental (greater), magma elemental (greater), mud elemental (greater), tick swarm, titan centipede, witchfire, young cloud dragon, yrthak, zelekht

CR 10

adult crystal dragon, behemoth hippopotamus, giant anaconda, gug, imentesh, kalavakus, movanic deva, nereid, nyogoth, piscodaemon, shield archon, water orm, whale, young umbral dragon

CR 11

adult brine dragon, ice elemental (elder), lightning elemental (elder), magma elemental (elder), meladaemon, mud elemental (elder), thunderbird

CR 12

adult magma dragon, akhana, athach, catoblepas, chernobue, clockwork golem, derghodaemon, frost worm, kolyarut, leonal, monadic deva, omox, shining child, taiga giant

CR 13

adult cloud dragon, banshee, carnivorous blob, charybdis, thanadaemon, viper vine

CR 14

adult umbral dragon, augnagar, great white whale,

handmaiden devil, leng spider, nightwing, vemerek, worm that walks

CR 15

ancient crystal dragon, cetaceal, colossal black scorpion, marut, xacarba

CR 16

ancient brine dragon, astradaemon, belier devil, bythos, mithral golem, nightwalker, scylla, shemhazian

CR 17

ancient magma dragon, brijidine, keketar, rune giant, thrasfyr, wendigo, winterwight

CR 18

ancient cloud dragon, nightcrawler nightshade, purrodaemon, thulgant qliploth

CR 19

adamantine golem, ancient umbral dragon, immolation devil, sard, star archon, vrolikai

CR 20

draconal, iathavos, lhaksharut, nightwave, olethrodaemon, pleroma

CR 21

Elysian titan, mu spore

CR 22

Thanatotic titan, wyrm red dragon ravener

CR 23

jabberwock

APPENDIX 10: MONSTERS BY TERRAIN

The following lists group all of the monsters in this book into their respective terrains. Note that there can be a certain amount of crossover on these lists, especially between climate bands, similar terrains, or a planar terrain and the Material Plane. For example, although death worms are normally encountered in warm deserts, it's certainly possible to encounter one in a temperate desert (but much less likely to find one in a cold desert). Likewise, while aurumvoraxes usually limit their hunts to hilly terrain, it wouldn't be unusual to find one in the mountains or even on a plain. Creatures listed under planar terrains can usually be encountered anywhere on the Material Plane as well, but are only very rarely encountered on planes other than the one associated with them. In short, use these lists as a guide, not as shackles—if your adventure works better with a colossal black scorpion encountered in a cold forest, by

all means, go for it! Just keep in mind that you should also probably come up with an in-game reason to explain the monster's presence there.

ANY TERRAIN

adamantine golem, akata, alchemical golem, amoeba swarm, banshee, carnivorous blob, carrion golem, clockwork golem, crawling hand, denizen of Leng, dhampir, dragon horse, dullahan, flesh eating cockroach swarm, giant amoeba, glass golem, hound of Tindalos, ifrit, juju zombie, lamia matriarch, leng spider, lurker in light, mercane, mithral golem, monstrous roach, moonflower, mothman, necrophidius, neh-thalggu, ogrekin, oread, peryton, petitioner, poltergeist, ravener, revenant, scarecrow, shining child, skulk, soulbound doll, sylph, thrasfyr, totenmaske, umbral dragon, undine, winterwight, witchwyrd, worm that walks, xtabay

COASTLINE

denizen of Leng, draugr, giant snapping turtle, reefclaw, scylla, sea drake, snapping turtle, undine

DESERT (TEMPERATE)

yrthak

DESERT (WARM)

camel, colossal black scorpion, death worm, dust digger, giant solifugid, sicuel solifugid

FOREST (COLD)

forest drake, giant tarantula, jabberwock, mandragora, sard, taiga giant, werebear, wereboar, witchfire

FOREST (TEMPERATE)

aranea, aurumvorax, badger, blink dog, brownie, decapus, dire badger, forest drake, forlarren, giant tarantula, giant tick, giant toad, giant whiptail centipede, grig, gryph, hangman tree, jabberwock, korred, krenshar, leprechaun, leucrota, mandragora, megaloceros, megatherium, quickling, quickwood, redcap, sard, slicer beetle, slime mold, spriggan, tendriculos, titan centipede, twigjack, viper vine, werebear, wereboar, witchfire, wood giant, xtabay

FOREST (WARM)

allosaurus, baboon, compsoognathus, forest drake, giant mosquito, giant solifugid, giant tarantula, giant whiptail centipede, goliath stag beetle, gripli, hangman tree, jabberwock, leucrota, megaloceros, megatherium, monkey swarm, mosquito swarm, parasaurolophus, sard, sicuel solifugid, tendriculos, tick swarm, titan centipede, viper vine, werebear, wereboar, witchfire

HILLS (COLD)

glacier toad, thunderbird

HILLS (TEMPERATE)

amphisbaena, athach, aurumvorax, hippogriff, leucrota, redcap, siren, thunderbird

HILLS (WARM)

chupacabra, leucrota, pugwampi, siren, thunderbird

MOUNTAINS (COLD)

frost drake, frost worm, glacier toad, ice troll, magma dragon, rune giant, shantak, thunderbird

MOUNTAINS (TEMPERATE)

flame drake, magma dragon, ram, redcap, thunderbird, yrthak

MOUNTAINS (WARM)

magma ooze, magma dragon, thunderbird

OCEAN (COLD)

brine dragon, charda, charybdis, devilfish, draugr, great white whale, grindylow, kelpie, nereid, reefclaw, scylla, triton, whale

OCEAN (TEMPERATE)

brine dragon, bunyip, charybdis, devilfish, draugr, great white whale, grindylow, hippocampus, jellyfish swarm, kelpie, locathah, monstrous jellyfish, nereid, reefclaw, saltwater merrow, scylla, triton, whale

OCEAN (WARM)

brine dragon, bunyip, charybdis, devilfish, draugr, nereid, great white whale, grindylow, jellyfish swarm, kelpie, locathah, manta ray, monstrous jellyfish, reefclaw, scylla, stingray, triton, tylosaurus, whale

PLAINS (COLD)

frost worm, glacial toad, taiga giant, wereboar, weretiger

PLAINS (TEMPERATE)

arsinoitherium, aurumvorax, blink dog, brownie, forlarren, giant bee, giant queen bee, giant toad, glyptodon, krenshar, megaloceros, wereboar, weretiger

PLAINS (WARM)

allosaurus, chupacabra, compsoognathus, giant bee, giant queen bee, giant solifugid, giant toad, goliath stag beetle, parasaurolophus, sicuel solifugid, wereboar, weretiger

PLANAR (ABADDON—NEUTRAL EVIL)

astradaemon, ceustodaemon, cacodaemon, derghodaemon, hydrodaemon, leukodaemon, meladaemon, olethrodaemon, piscodaemon, purrodaemon, thanadaemon

PLANAR (ASTRAL)

astradaemon, dragon horse, pleroma aeon

PLANAR (ABYSS—CHAOTIC EVIL)

augnagar qliploth, bodak, chernobue qliploth, cythnigot qliploth, iathavos qliploth, kalavakus demon, nyogoth qliploth, omox demon, shemhazian demon, shoggti qliploth, Thanatotic titan, thulgant qliploth, vrolikai demon, xacarba

PLANAR (ELYSIUM—CHAOTIC GOOD)

brijidine azata, Elysian titan, lyrakien azata

PLANAR (ETHEREAL PLANE)

animate dream, belier devil, dragon horse, hound of Tindalos, monadic deva

PLANAR (HEAVEN—LAWFUL GOOD)

shield archon, star archon

PLANAR (HELL—LAWFUL EVIL)

accuser devil, achaierai, belier devil, handmaiden devil, hellcat, immolation devil

PLANAR (LIMBO—CHAOTIC NEUTRAL)

chaos beast, howler, imentesh protean, keketar protean, naunet protean, voidworm protean

PLANAR (NIRVANA—NEUTRAL GOOD)

avoral agathion, cassisian angel, cetaceal agathion, draconal agathion, leonal agathion, monadic deva, movanic deva, silvanshee agathion, vulpinal agathion

PLANAR (NEGATIVE ENERGY PLANE)

movanic deva, sceaduinar

PLANAR (PLANE OF AIR)

belker, cloud dragon, dragon horse, ice elemental, lightning elemental, mihstu, monadic deva

PLANAR (PLANE OF EARTH)

crystal, magma elemental, mud elemental, monadic deva, pech, sandman

PLANAR (PLANE OF FIRE)

azer, magma elemental, monadic deva, rast, thoqqua

PLANAR (PLANE OF SHADOW)

d'zirak, fetchling, gloomwing, nightcrawler nightshade, nightwalker nightshade, nightwave nightshade, nightwing nightshade, tenebrous worm

PLANAR (PLANE OF WATER)

ice elemental, monadic deva, mud elemental

PLANAR (POSITIVE ENERGY PLANE)

jyoti, movanic deva

PLANAR (PURGATORY—NEUTRAL)

akhana aeon, bythos aeon, paracletus aeon, pleroma aeon, soul eater, theletos aeon

PLANAR (UTOPIA—LAWFUL NEUTRAL)

arbiter inevitable, axiomite, kolyarut inevitable, lhaksharut inevitable, marut inevitable, zelekhut inevitable

RIVERS/LAKES

behemoth hippopotamus, brine dragon, bunyip, devilfish, draugr, freshwater merrow, giant dragonfly nymph, giant gar, giant snapping turtle, hippocampus, hippopotamus, kelpie, locathah, monstrous gar, nereid, snapping turtle, tylosaurus, water orm

SWAMP (COLD)

catoblepas, faceless stalker, tentamort, weretiger, witchfire

SWAMP (TEMPERATE)

catoblepas, emperor cobra, faceless stalker, giant dragonfly, giant fly, giant mosquito, giant toad, giant maggot, gray render, gripli, marsh giant slurk, snapping turtle, tentamort, vampiric mist, viper vine, weretiger, witchfire

SWAMP (WARM)

catoblepas, emperor cobra, faceless stalker, giant anaconda, giant dragonfly, giant fly, giant maggot, giant mosquito, giant toad, gripli, mosquito swarm, snapping turtle, tentamort, viper vine, weretiger, witchfire

UNDERGROUND

amoeba swarm, amphisbaena, blindheim, cave scorpion, charda, crypt thing, crystal dragon, dark slayer, decapus, destrachan, faceless stalker, fungal crawler, giant amoeba, giant black widow, giant crawling hand, giant solifugid, giant whiptail centipede, glacier toad, grick, gryph, gug, ice troll, jinkin, magma ooze, mercane, mobat, mongrelman, mu spore, necrophidius, nuglub, pech, phycomid, redcap, rock troll, serpentfolk, seugathi, sicuel solifugid, sinspawn, skaveling, skulk, slime mold, slithering tracker, slurk, tentamort, titan centipede, totemmaske, urdefhan, vampiric mist, veremerak, vexgit

URBAN

attic whisperer, flesh-eating cockroach swarm, jinkin, nuglub, revenant, soulbound doll, vexgit, witchwyrd

APPENDIX 11: VARIANT MONSTER INDEX

Not all of the monsters presented in this book have their own stat blocks. Many of them are merely variants on a theme, such as the various kinds of sinspawn or alternate versions of the chupacabra. Monster variants use the standard monster's stats but with specific changes, as outlined in the text.

The following list indexes all of the monster variants in this book that are associated with rules changes (creatures that are only mentioned in passing, such as the agathion leaders, primal inevitables, or protean lords, are not indexed here).

Variant Monster	Page	Variant Monster	Page
blink dog sage	47	hippocampus, all variants	155
brineborn marsh giant	129	jellyfish, all variants	170
ceustodaemon, all variants	65	jungle grick	146
cockroach, all variants	58	lesser jabberwock	169
crocotta	178	magma ooze, all variants	184
draconal agathion, all variants	19	mosquito, all variants	193
draugr captain	110	olethrodaemon paragon	71
giant bumblebee	43	serpentfolk, all variants	242
giant grindylow	148	sinspawn, all variants	246
greater dullahan	111	solifugid, all variants	253
greater tentamort	261	void zombie	23
gug savant	151	winged chupacabra	57

APPENDIX 12: ABILITY INDEX

The monsters detailed in this book have a wide range of special attacks, defenses, and qualities—and only in the case of relatively unique abilities are rules given in a monster's actual entry. Other abilities are detailed in the universal monster rules, in shared abilities for that creature's type, or even as class abilities or other features detailed in the *Pathfinder RPG Core Rulebook*. Use the following ability index to track down full rules for monster abilities not detailed in a monster's entry.

Note: Entries listed in bold are usually class abilities, and thus the page number listed refers to a page in the *Pathfinder RPG Core Rulebook*. Page numbers prefixed with a B (such as B-92) refer to dragon abilities described in the *Pathfinder RPG Bestiary*. All other page number references point to pages in the *Pathfinder RPG Bestiary* 2.

Ability	Page	Ability	Page
ability damage	294	incorporeal	298
ability drain	294	jet	298
acid dart	80	keen scent	298
all-around vision	294	lay on hands	61
amorphous	294	lifesense	298
amorphous anatomy	308	light aversion	308
amphibious	294	light blindness	298
arcane bond	78	light sensitivity	298
attach	294	low-light vision	564
aura of courage	61	lycanthropic empathy	298
aura of menace	306	manipulate flames	B-98
bardic knowledge	35	multiweapon mastery	299
bardic performance	35	natural attacks	299
bleed	294	natural invisibility	299
blindsense	294	negative energy affinity	299
blindsight	294	no breath	299

blood drain	294	ooze traits	304
blood rage	294	paralysis	299
bravery	55	plant traits	299
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burn	294	poison use	378
change shape	295	pounce	300
channel negative energy	40	powerful charge	300
channel positive energy	40	protective aura	306
channel resistance	295	pull	300
compression	295	push	300
constrict	295	rage	32
construct traits	295	rage powers	32
constructed	307	rake	300
crush	B-92	regeneration	300
curse	295	rend	300
curse of lycanthropy	295	resistance	300
damage reduction	295	rock catching	300
darksense	308	rock throwing	301
darkvision	562	rogue talents	68
dazing touch	42	scent	301
desecrating aura	308	see in darkness	301
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APPENDIX 13: MONSTER ROLES

The following lists categorize all of the monsters in this book into their roles. These roles indicate what types of character classes are treated as key classes for each monster.

Combat monsters are good at ranged and melee combat. Spell monsters have an inherent ability to cast magic spells. Skill monsters are particularly adept at ambushing prey, use sneak attacks, or have bard-like powers. Special monsters have no key classes—their focus is on unique tactics and abilities.

Creatures listed as having “Any Role” do not use special rules when advancing via class level—they lack racial Hit Dice, and thus advance in level normally, as detailed in the *Pathfinder RPG Core Rulebook*. All of the PC races listed in that book fit into this category as well.

Creatures listed in the “No Role” category have no key classes—these are generally any creatures that are mindless or have an Intelligence score of 2 or lower. Creatures in this category cannot gain class levels at all, and must advance using other methods. If a creature in this category gains an Intelligence score of 3 or higher, the creature becomes a Combat Role monster.

Note that monster templates are not listed in this appendix—with the exception of skeletons and zombies (which lose their intelligence and thus have no key classes), a templated monster’s key class is the same as the base creature’s key classes.

If you add levels in a key class to a monster, increase its CR by +1 for every level in a key class. For more information on adding class levels to a monster, see pages 296, 297, and 323 of the *Pathfinder RPG Bestiary*.

ANY ROLE

azer, dhampir, fetchling, gripli, ifrit, locathah, oread, serpentfolk, sylph, undine

COMBAT ROLE

accuser devil, achiara, akata, animate dream, arbiter, astradaemon, athach, attic whisperer, augnagar, avoral, axiomite, belier devil, belker, blindheim, blink dog, bodak, brijidine, brine dragon, bythos, cacodaemon, catoblepas, cetaceal, ceustodaemon, chaos beast, charda, charybdis, chernobue, chupacabra, cloud dragon, crypt thing, crysmal, crystal dragon, cythnigot, death worm, decapus, derghodaemon, destrachan, devilfish, draconal, dragon horse, draugr, dullahan, d’ziriak, Elysian titan, flame drake, forest drake, forlarren, freshwater merrow, frost drake, glacier toad, gray render, grick, grindylow, gug, handmaiden devil, hangman tree, hellcat, hippocampus, hound of Tindalos, howler, hydrodaemon, iathavos, ice elemental, ice troll, imentesh, immolation devil, jabberwock, jyoti, kalavakus, keketar, kelpie, kolyarut, korred, krenshar, lamia matriarch, leng spider, leonal, leukodaemon, lhaksharut, lightning

elemental, lurker in light, magma dragon, magma elemental, mandragora, marsh giant, marut, meladaemon, mercane, mihstu, mobat, monadic deva, mongrelman, moonflower, movanic deva, mu spore, mud elemental, naunet, nightcrawler, nightwalker, nightwave, nightwing, nuglub, nyogoth, olethrodaemon, omox, pech, peryton, poltergeist, pugwampi, purrodaemon, quickwood, rast, ravener, redcap, reefclaw, revenant, rock troll, rune giant, saltwater merrow, sandman, sard, sceaduinar, scylla, sea drake, seugathi, shantak, shemhazian, shield archon, shining child, shoggti, silvanshee, sinspawn, skaveling, slithering tracker, slurk, soul eater, star archon, taiga giant, tendriculos, thanadaemon, Thanatotic titan, theletos, thoqqua, thrasfyr, thulgant, thunderbird, totenmaske, triton, twigjack, umbral dragon, urdefhan, vampiric mist, vemerek, voidworm, vrolikai, water orm, wendigo, winterwight, witchfire, witchwyrd, wood giant, xacarpa, yrthak, zelekthut

NO ROLE

adamantine golem, alchemical golem, allosaurus, amoeba swarm, amphisbaena, arsinoitherium, aurumvorax, baboon, badger, behemoth hippopotamus, bunyip, camel, carnivorous blob, carrion golem, cave scorpion, clockwork golem, colossal black scorpion, compsognathus, crawling hand, dire badger, dust digger, emperor cobra, flesh-eating cockroach swarm, frost worm, fungal crawler, giant amoeba, giant anaconda, giant bee, giant black widow spider, giant crawling hand, giant dragonfly, giant dragonfly nymph, giant fly, giant gar, giant maggot, giant mosquito, giant queen bee, giant snapping turtle, giant solifugid, giant tarantula, giant tick, giant toad, giant whiptail centipede, glass golem, gloomwing, glyptodon, goliath stag beetle, great white whale, gryph, hippogriff, hippopotamus, jellyfish swarm, magma ooze, manta ray, megaloceros, megatherium, mithral golem, monkey swarm, monstrous gar, monstrous jellyfish, monstrous roach, mosquito swarm, necrophidius, parasaurolophus, phycomid, ram, scarecrow, sicuel solifugid, slicer beetle, slime mold, snapping turtle, stingray, tenebrous worm, tentamort, tick swarm, titan centipede, tylosaurus, viper vine, whale, xtabay

SKILL ROLE

dark slayer, denizen of Leng, faceless stalker, grig, jinkin, nereid, paracletus, siren, skulk, spriggan, vexgit, vulpinal

SPECIAL ROLE

akhana, banshee, cassinian, leucrota, mothman, quickling, soulbound doll

SPELL ROLE

aranea, brine dragon, brownie, cloud dragon, crystal dragon, draconal, lamia matriarch, leprechaun, lyrakian, magma dragon, monadic deva, movanic deva, neh-thalgggu, pleroma, ravener, star archon, umbral dragon, worm that walks

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