

PATHFINDER[®]

ROLEPLAYING GAME[™]

PATHFINDER RPG BESTIARY

FIRST PRINTING

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This document updates the first printing of the *Pathfinder RPG Bestiary* to match the second printing.

PAGE 10

In the Angel, Astral Deva stat block, in the Skills line, delete “Escape Artist +9” and change the Knowledge (religion) bonus to “+19.”

PAGE 11

In the Planetary stat block, under spells prepared, add “o (at will)—*detect magic, purify food and drink, stabilize, virtue*” after the 1st level spells.

PAGE 12

In the Angel, Solar stat block, in the Speed line, change the speed to “50 ft., fly 150 ft. (good); 35 ft., fly 100 ft. (good) in armor.” In the ranged attack line, change “+31” to “+31/+26/+21/+16.” Under spells prepared, add “o (at will)—*detect magic, purify food and drink, stabilize, virtue*” after the 1st level spells.

PAGE 16

In the Ant, Giant stat block, in the Poison special ability, change the DC to “14.”

PAGE 17

In the Ape, Gorilla stat block, in the CMB line, change the CMB to “+5” and the CMD to “17.”

PAGE 19

In the Archon, Hound stat block, in the Melee line, change the greatsword damage to “2d6+3.”

PAGE 20

In the Archon, Lantern stat block, in the Aura line, change the aura of menace DC to “13.”

PAGE 21

In the Archon, Trumpet stat block, in the Melee line, add “/19–20” crit range after the weapon damage. Under spells prepared, add “o (at will)—*detect magic, purify food and drink, stabilize, virtue*” after the 1st level spells.

PAGE 24

In the Azata, Bralani stat block, in the Skills line, change the Fly bonus to “+22.”

PAGE 25

In the Azata, Ghaele stat block, in the AC line, change the AC to read “28, touch 16, flat-footed 26 (+4 deflection, +1 Dex, +1 dodge, +12 natural).” In the Ranged line, change the attack bonus to “+14 ranged touch.” Under spells prepared, in the 2nd level line, remove “(2)” after “*aid*.” In the 1st level line, remove “*sanctuary* (DC 15).” Add “o (at will)—*detect magic, purify food and drink, stabilize, virtue*” after the 1st level spells.

PAGE 26

In the Azata, Lillend stat block, under spells known, in the 3rd level line, add “*cure serious wounds*.”

PAGE 27

In the Greater Barghest stat block, in the melee line, change the claws attack bonus to “+14.”

PAGE 34

In the Behir stat block, in the Special Attacks line, add “usable every 1d4 rounds” to the end of the breath weapon information. In the Senses line and the Skills line, change the bonus on Perception checks to “+8.”

PAGE 37

In the Boggard stat block, in the Melee line, change the tongue attack bonus to “-1.”

PAGE 38

In the Bugbear stat block, in the Skills line, change the skills to read “Intimidate +7, Perception +8, Stealth +10.” In the Treasure line, change “heavy wooden shield” to “light wooden shield.”

PAGE 42

In the Centaur stat block, in the Speed line, change the speed to “50 ft. (35 ft. in armor).”

PAGE 44

In the Chimera stat block, in the Special Attacks line, add “usable every 1d4 rounds” to the end of the breath weapon information.

PAGE 45

In the Choker stat block, in the Special Abilities section, add the following paragraph:

Grab (Ex) A choker can use its grab attack against a foe of up to Large size.

PAGE 47

In the Cloaker stat block, in the Skills line, change the Stealth skill bonus to “+8.”

PAGE 52

In the Cyclops stat block, in the Melee line, change the greataxe attack bonus to “+11/+6.”

PAGE 53

In the Dark Creeper stat block, in the Skills line, change the Stealth skill bonus to “+12.”

PAGE 55

In the Darkmantle stat block, in the Init line, change the initiative to “+6.” In the AC line, change the AC to “15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size).” In the Melee line, change the slam to “+3 (1d4 plus grab).” In the CMB line, change the CMB to “+1 (+5 grapple)” and the CMD to 13. In the Skills line, change the skills to read “Fly +5, Perception +4, Stealth +10.”

PAGE 64

In the Demon, Nabasu stat block, in the AC line, change the AC to “22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural).” In the Skills line, add “+8 in shadowy areas” to the racial modifiers entry.

PAGE 70

In the Derro stat block, in the Ranged line, change the repeating light crossbow damage to “1d6.”

PAGE 72

In the Devil, Barbed stat block, in the Special Abilities section, add the following paragraph:

Grab (Ex) A barbed devil can use its grab attack against a foe of up to Medium size.

PAGE 82

In the Devourer stat block, in the Skills line, change the Stealth skill bonus to “+6.”

PAGE 83

In the Dinosaur, Brachiosaurus stat block, in the Senses line and the Skill line, change the Perception skill bonus to “+28.” In the Melee line, change the tail attack bonus to “+23.”

PAGE 86

In the Dinosaur, Triceratops stat block, in the Senses line and the Skills line, change the Perception skill bonus to “+24.”

PAGE 87

In the Dog, Riding stat block, change the CR to 1. In the XP line, change the XP to “400.”

PAGE 93

In the Adult Black Dragon stat block, in the Skills line, change the Stealth skill bonus to “+20.”

PAGES 94–95

In all of the Blue Dragon stat blocks, in the Skills line, replace “Appraise” with “Bluff.” The bonus is unchanged.

PAGE 97

In the Adult Green Dragon stat block, in the Feats line, delete “Improved Sunder.” In the Ancient Green Dragon stat block, in the Feats line, delete “Greater Sunder.”

PAGE 99

In the Ancient Red Dragon stat block, in the Feats line, delete “Critical Mastery” and add “Critical Focus.”

PAGE 101

In the Ancient White Dragon stat block, under Spells Known, in the 4th level line, add “*dimension door*.” In the 0 level line, add “*acid splash*,” “*ghost sound*,” “*mage hand*,” and “*message*.”

PAGE 103

In the Adult Brass Dragon stat block, in the Skills line, delete “Stealth +3.” In the Ancient Brass Dragon stat block, under Spells Known, in the 5th level line, add “*prying eyes*.”

PAGE 106

In the Young Copper Dragon stat block, in the Feats line, add “Power Attack.”

PAGE 107

In the Ancient Copper Dragon stat block, remove “Greater Disarm” and add “Improved Disarm.”

PAGE 114

In the Drow stat block, in the Melee line, change the rapier attack bonus to “+2.”

PAGE 115

In the Drow Noble stat block, in the hp line, change the hit points to “16.” In the Melee line, change the rapier attack bonus to “+4.”

PAGE 117

In the Duerger stat block, in the hp line, change the hit points to “7 (1d10+2).” In the Skills line, change the skills to read “Intimidate +1, Stealth –3.”

PAGE 124

In the Huge Fire Elemental stat block, in the Fort line, change the Fort save to “+10.” In the Special Attacks line, change the burn DC to “18.” In the Greater Fire Elemental stat block, in the DR line, change the DR to “10/—.”

PAGE 130

In the Ettin stat block, in the Melee line, change the melee entry to “2 flails +12/+7 (2d6+6).”

PAGE 133

In the Raven stat block, in the Skills line, change the Fly skill bonus to “+6.” In the Weasel stat block, in the Skills line, change the Escape Artist skill bonus to +3.

PAGE 135

In the Frog, Poison stat block, in the CMB line, change the CMD to “5 (9 vs. trip).”

PAGE 136

In the Froghemoth stat block, in the Special Attacks line, change the swallow whole AC to “19.” In the Skills line, change the Swim skill bonus to “+18.”

PAGE 138

In the Gelatinous Cube stat block, in the CMB line, change the CMD to “9.”

PAGE 140

In the Genie, Efreeti stat block, in the Skills line, change the Fly skill bonus to “+13.”

PAGE 141

In the Genie, Janni stat block, in the Speed line, change the speed to “30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. in chainmail.” In the Special Abilities section, in Change Size description, in the second sentence, change “efreeti” to “janni.”

PAGE 142

In the Genie, Marid stat block, in the Special Attacks line, change the vortex DC to “22.” In the Special Abilities section, in the Water’s Fury description, in the second sentence, change the DC to “20.”

PAGE 143

In the Genie, Shaitan stat block, in the Feats line, delete “Improved Natural Attack” and add “Greater Bull Rush.”

PAGE 144

In the Ghost stat block, in the Fort line, change the Reflex save to “+5.”

PAGE 146

In the Ghoul stat block, in the Special Ability section, in the first sentence of the Disease description, change DC to 13. Change the frequency to “1/day.”

PAGE 147

In the Giant, Cloud stat block, in the Feats line, delete “Greater Bull Rush” and “Greater Overrun,” and add “Improved Bull Rush” and “Improved Overrun.”

PAGE 148

In the Giant, Fire stat block, in the AC line, change the AC to “24, touch 8, flat-footed 24 (+8 armor, –1 Dex, +8 natural, –1 size).”

PAGE 149

In the Giant, Frost stat block, in the Skills line, change Stealth skill bonus to “+2 (+6 in snow).”

PAGE 153

In the Gibbering Mouther stat block, in the Special Abilities section, add the following paragraph:

Grab (Ex) A gibbering mouther can use its grab attack against a foe of up to Medium size.

PAGE 154

In the Girallon stat block, in the CMB line, change the CMB to "+12." Change the CMD to "25."

PAGE 156

In the Goblin stat block, in the Melee line, change short sword attack bonus to "+2." In the Ranged line, change the short bow attack bonus to "+4."

PAGE 164

In the Golem, Wood stat block, in the Fort line, change the Will save to "+5."

PAGE 167

In the Green Hag stat block, under Spell-like Abilities, in the At Will line, delete "*disguise self*" and add "*alter self*."

PAGE 168

In the Griffon stat block, in the Skills line, change the Fly skill bonus to "+6."

PAGE 169

In the Half-Celestial Unicorn stat block, in the Special Abilities line, change smite evil to "(+7 attack, +4 damage)." In the Half-Celestial Template description, in the Special Abilities section, change the Smite Evil entry to read as follows:

Smite Evil (Su): Once per day, as a swift action, the half-celestial can smite evil as a paladin of the same level as its Hit Dice. The smite persists until target is dead or the half-celestial rests.

PAGE 170

In the Dracolisk stat block, in the CMB line, change the CMD to "23 (31 vs. trip)."

PAGE 171

In the Half-Fiend Template description, in the Special Abilities section, change the Smite Good entry to read as follows:

Smite Good (Su): Once per day, as a swift action, the half-fiend can smite good as the smite evil ability of a paladin of the same level as the half-fiend's Hit Dice, except affecting a good target. The smite persists until target is dead or the half-fiend rests.

PAGE 173

In the Hell Hound, Nessian stat block, in the Skills line, change the Survival skill bonus to "+18."

PAGE 175

In the Hobgoblin stat block, in the hp line, change hp to "12 (1d10+7)." In the Melee line, change the longsword attack bonus to "+4." In the Ranged line, change the longbow attack bonus to "+3." In the Skills line, change the Stealth skill bonus to "+5."

PAGE 176

In the Homunculus stat block, in the CMB line, change the CMB to "+2."

PAGE 178

In the Hydra stat block, in the Fort line, change the Fort save to "+8."

PAGE 179

In the Hyena stat block, in the Senses line and the Skills line, change the Perception skill bonus to "+8." In the Feats line, delete "Alertness" and add "Skill Focus (Perception)."

PAGE 181

In the Invisible Stalker stat block, in the Fort line, change the Fort save to "+11."

PAGE 182

In the Iron Cobra description, add the following paragraph after Adamantine Cobra paragraph:

Cold Iron Cobra (+0 CR): This cobra's natural attacks count as cold iron for the purpose of bypassing damage reduction.

In the Iron Cobra construction stat block, in the CL line, add "8,000 gp (cold iron)" after the adamantine cobra entry. In the Requirements line, under cost, add "4,000 gp (cold iron)" after the adamantine cobra entry.

PAGE 183

In the Kobold stat block, in the Senses line and the Skills line, change the Perception skill bonus to +5. In the hp line, change the hp to "5 (1d10)." In the Ranged line, change the damage to "(1d3-1)." In the Skills line, change the Stealth skill bonus to "+5."

PAGE 186

In the Lamia stat block, in the Fort line, change the Fort save to "+7." In the Melee line, change the dagger damage to "(1d4+4/19-20)."

PAGE 187

In the Giant Leech stat block, in the Fort line, change the Fort save to “+5.”

PAGE 193

In the Lion stat block, in the Skills line, change the Stealth skill bonus to “+8 (+12 in undergrowth).” In the Dire Lion stat block, in the Skills line, change the Stealth skill bonus to “+7 (+11 in undergrowth).”

PAGE 194

In the Lizard, Monitor stat block, under Special Abilities, change “**Poison (Su)**” to “**Poison (Ex)**.” In the Lizard, Giant Frilled stat block, in the AC line, change “+8 armor” to “+8 natural.”

PAGE 195

In the Lizardfolk stat block, in the Melee line, change the melee entry to read “morningstar +2 (1d8+1), bite +0 (1d4), or claw +2 (1d4+1), bite +2 (1d4+1).” In the Skill line, change the Swim skill bonus to “+8.”

PAGE 202

In the Mephit stat block, in the AC line, change the AC to “17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size).”

PAGE 204

In the Merfolk stat block, in the Ranged line, change the heavy crossbow damage to “1d10 (19–20).” In the Merfolk Characters description, add the following paragraph after the second paragraph:

+2 Natural Armor: Merfolk have tough skin.

PAGE 205

In the Mimic stat block, in the Senses line and the Skills line, change the Perception skill bonus to “+14.” In the Skills line, change the Knowledge (Dungeoneering) skill bonus to “+10.”

PAGE 206

In the Minotaur stat block, in Melee line, change the gore damage to “(1d6+2).”

PAGE 208

In the Mohrg stat block, in the Senses line and the Skills line, change the Perception skill bonus to “+23.”

PAGE 210

In the Mummy stat block, under Special Abilities, in the Mummy Rot description, in the first sentence, change the frequency to “1/day.”

PAGE 211

In the Naga, Dark stat block, in the Melee line, change the bite damage to “(1d4+2).” Under Spells Known, in the o level line, change “(6/day)” to “(at will).”

PAGE 212

In the Naga, Guardian stat block, under Spells Known, in the o level line, change “(6/day)” to “(at will).” Delete “*cure minor wounds*” and add “*stabilize*.”

PAGE 213

In the Naga, Spirit stat block, under Spells Known, in the o level line, change “(6/day)” to “(at will).” Delete “*cure minor wounds*” and add “*bleed*.”

PAGE 220

In the Ogre stat block, in the Senses line and the Skills line, change the Perception skill bonus to +5.

PAGE 221

In the Oni, Ogre Mage stat block, under Spell-Like Abilities, in the 1/day line, change “*deeper slumber*” to “*deep slumber*.”

PAGE 222

In the Orc stat block, in the Senses line, remove “low-light vision.” Below the Init line, add the following line:

Weakness light sensitivity

In the Melee line, change the falchion attack bonus to “+5.” In the SQ line, add “weapon familiarity.”

PAGE 231

In the Rakshasa stat block, in the Melee line, change the kukri damage to “(1d4+4/15–50).”

PAGE 235

In the Rhinoceros Companions section, in the second paragraph, under ability scores, change “–4 Dex” to “–2 Dex.”

PAGE 238

In the Rust Monster stat block, in the Melee line, change the antennae attack bonus to “+6.”

PAGE 241

In the Satyr stat block, in the AC line, change the AC to “18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural).” In the Skills line, change the Perform (Wind Instruments) skill bonus to “+19.”

PAGE 244

In the Sea Serpent stat block, in the AC line, delete “+17 armor” and add “+17 natural.” In the Melee line, change

the bite damage to “(4d8+22/19–20 plus grab).” In the Feats line, add “(bite)” after “Improved Critical.”

PAGE 255

In the Snake, Venomous stat block, in the AC line, changed the flat-footed AC to “13.”

PAGE 256

In the Spectre stat block, in the Melee line, change the incorporeal touch attack bonus to +10. In the Feats line, delete “Weapon Finesse” and add “Weapon Focus (touch).”

PAGE 259

In the Giant Squid stat block, in the Melee line, change the tentacle damage to “(4d6+3/19–20 plus grab).” In the Feats line, add “(tentacle)” after “Improved Critical.”

PAGE 265

In the Tiger, Dire stat block, in the Feats line, delete “Iron Will.” In the Skills line, change the Stealth skill bonus to “+15 (+23 in tall grass).”

PAGE 266

In the Treant stat block, in the Ranged line, change the rock damage to “(2d6+13).”

PAGE 270

In the Vampire stat block, in the Senses line and the Skills line, change the Perception skill bonus to “+21.” In the Skills line, change Knowledge (religion) to “+10.”

PAGE 271

In the Vampire Spawn section, in the third paragraph, change “resist cold and energy 10” to “resist cold and electricity 10.” After the third paragraph, add the following paragraph:

- It does not gain the wight’s Create Spawn ability.

PAGE 272

In the Vargouille stat block, in the AC line, change the AC to “15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size).” In the Skills line, change the skills to “Fly +13, Intimidate +5, Perception +7, Stealth +8.”

PAGE 277

In the Will-o’-Wisp stat block, in the Senses line and the Skills line, change the Perception skill bonus to +17. In the AC line, change the AC to “26, touch 26, flat-footed 16 (+5 deflection, +9 Dex, +1 dodge, +1 size).”

PAGE 283

In the Xill stat block, in the Skills line, change the Stealth skill bonus to “+14.”

PAGE 292

In the Step 6 section, in the first paragraph, delete the third and fourth sentences. Add the following sentence after the second sentence:

A creature’s class skills are determined by its type (see the creature types on pages 306–310).

PAGE 300

In the Frightful Presence section, add the following sentence to the end of the first paragraph:

On a failed save, the opponent is shaken, or panicked if 4 HD or fewer.

PAGE 301

In the Incorporeal section, in the first paragraph, add “(except for channel energy)” to the end of the fourth sentence.

PAGE 302

In the Natural Attacks section, in the first paragraph, in the fifth sentence, change “1–1/2 the creature’s Strength bonus on attack rolls” to “1–1/2 the creature’s Strength bonus on damage rolls.”

PAGE 307

In the Construct section, under the traits section, in the fifth bullet point, add “bleed” before “disease.”

PAGE 309

In the Ooze section, under the traits section, in the fourth bullet point, delete the second sentence.

PAGE 309

In the Undead section, under the traits section, in the fourth bullet point, add “bleed” before “death effects.”

PAGE 311

In the Elemental Subtype section, in the first bullet point, add “bleed” before “paralysis.”

PAGE 312

In the Orc Subtype section, add “(half-orcs do not have light sensitivity)” to the end of the last sentence.

PAGE 314

In the Awesome Blow benefit paragraph, in the second sentence, add “takes damage (typically slam damage plus Strength bonus) and” after “its opponent.”

PAGE 315

In the Improved Natural Attack benefit paragraph, add “(not an unarmed strike)” to the end of the first sentence.

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