

PATHFINDER[®]

ROLEPLAYING GAME[™]

PATHFINDER RPG BESTIARY

SECOND PRINTING

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

Updates

- Page 16—In the Ant, Giant stat block, in the Poison special ability paragraph, change the Fort DC to “14.”
- Page 27—In the Greater Barghest stat block, in the Spell-Like Abilities section, change the DC of both *charm monster* and *crushing despair* to “DC 18.”
- Page 45—In the Choker stat block, in the Special Attacks line, add “grab (Large),” to the list of special attacks after constrict. In the Special Abilities section, delete the Grab paragraph.
- Page 51—In the Crocodile, Dire stat block, in the Skills line, change “Stealth –6 (+2 in water)” to “Stealth +0 (+8 in water).”
- Page 55—In the Darkmantle stat block, in the Special Attacks line, add “grab (any size),” to the list of special attacks after constrict. Delete the Special Abilities line and the Grab paragraph that follows it.
- Page 57—In the Demon, Babau stat block, in the Melee line, change the long spear damage to read “(1d8+7/×3).”
- Page 63—In the Demon, Marilith stat block, in the Melee line, change the attack bonus for both tail slap entries to “+17” and change the attack bonus for the 6 slams to “+22.” In the Spell-Like Abilities section, change the DC of *project image* to “24.”
- Page 64—In the Demon, Nabasu stat block, in the Base Atk line, change the CMD to “29.”
- Page 67—In the Demon, Shadow stat block, in the Sunlight Powerlessness special ability, in the second sentence, change “move or attack action” to “move or standard action.” In the last sentence, change “*sunbeam* or *sunray*” to “*sunbeam* or *sunburst*.”
- Page 69—In the Demon, Vrock stat block, in the entry for the Stunning Screech special ability, in the second sentence, change the DC to “21.”
- Page 93—In the Adult Black Dragon stat block, in the Base Atk line, change the CMB to “+22.”
- Page 94—In the Chromatic Dragon, Blue text, in the Desert Thirst special ability, in the last sentence, delete “(DC equal to the dragon’s breath weapon).” Add the following sentence to the end of the paragraph:

The save DC is Charisma-based.
- Page 95—In the Adult Blue Dragon stat block, under Spell-Like Abilities, change the DC of *minor image* to “15.” In the Ancient Blue Dragon stat block, change this DC to “17.”
- Page 99—In the Ancient Red Dragon stat block, under Spells Known, in the 2nd-level line, add “(DC 17)” to both the *detect thoughts* spell and the *misdirection* spell. In the Feats line, change “Stunning Critical” to “Staggering Critical.”
- Page 102—In the Young Brass Dragon stat block, in the Base Atk line, add “(28 vs. trip)” after the CMD.
- Page 108—In the Young Gold Dragon stat block, in the Special Attacks line, change “80-ft. cone” to “40-ft. cone.”
- Page 109—In the Ancient Gold Dragon stat block, in the Special Attacks line, change “120-ft. cone” to “60-ft. cone.” In the Feats line, change “Stunning Critical” to “Staggering Critical.”
- Page 114—In the Drow stat block, in the hp line, change “4 (1d8)” to “5 (1d10).”
- Page 115—In the Drow Noble stat block, in the hp line, change the hp from “16” to “20.”

- Page 119—In the Eel, Giant Moray stat block, in the Base Atk line, add “(can’t be tripped)” after the CMD. In the entry for the Gnaw special ability, in the last sentence, change “(+11 attack, 1d6+4)” to “(+11 attack, 1d6+3).”
- Page 124—In the Medium Fire Elemental stat block, in the Base Atk line, change the CMD to “19.”
- Page 126—In the Medium Water Elemental stat block, in the AC line, change the flat-footed AC to “16.”
- Page 153—In the Gibbering Moulder stat block, in the Special Abilities section, delete the Grab paragraph.
- Page 154—In the Girallon stat block, in the Space line, change the Reach to “10 ft.” In the Skills line, change “Climb +14” to “Climb +12.”
- Page 175—In the Hobgoblin stat block, in the hp line, change the hp from “12” to “17.”
- Page 179—In the Hyena stat block, in the Base Atk line, add “(19 vs. trip)” after the CMD. In the Hyena, Dire stat block, add “(24 vs. trip)” after the CMD.
- Page 183—In the Kobold stat block, in the Languages line, delete “Common.”
- Page 187—In the Leech Swarm stat block, in the Skills line, change “Stealth +1 (+9 in swamps)” to “Stealth +16 (+24 in swamps).”
- Page 191—In the Linnorm, Ice stat block, in the Base Atk line, change “(+49 grapple)” to “(+44 grapple).”
- Page 208—In the Mohrg stat block, in the Special Attacks line, change the paralysis DC to “21.”
- Page 212—In the Naga, Guardian stat block, in the entry for the Poison special ability, change the Fort DC to “21.”
- Page 216—In the Nightmare, Cauchemar stat block, in the Base Atk line, change “(+2 vs. trip)” to “(42 vs. trip).”
- Page 249—In the Shoggoth stat block, in the Feats line, change “Stunning Critical” to “Staggering Critical.”
- Page 262—In the Tarrasque stat block, in the Feats line, change “Stunning Critical” to “Staggering Critical.”
- Page 280—In the Worg stat block, in the Speed line, change the speed to “50 ft.” Repeat this change in the Worg, Winter Wolf stat block.
- Page 281—In the Wraith stat block, in the Base Atk line, change the CMD to “21.”
- Page 284—In the Xorn stat block, after the Skills line, add the following line:

Languages Common, Terran

- Page 294—In the Advanced Creature simple template section, in the Rebuild Rules paragraph, change “+4 to all ability scores” to the following:

+4 to all ability scores (except Int scores of 2 or less)

- Page 297—In the Step 2 section, in the third paragraph, in the second sentence, change “heroic NPC of that CR” to “heroic NPC of that level.”
- Page 298—In the Change Shape section, in the first paragraph, after the third sentence, add the following sentence:

Unless otherwise stated, it can remain in an alternate form indefinitely.

- Page 301—In the Grab section, in the first paragraph, delete the second sentence, which reads “Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature.” After the second paragraph, add the following paragraph:

Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature’s Special Attacks line.

- Page 301—In the Grab section, in the last paragraph, change “Location: individual attacks” to “Location: individual attacks and special attacks.”
- Page 304—In the Spell-Like Abilities section, in the second paragraph, change the second sentence to read as follows:

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.

- Page 308—In the Humanoid section, in the fourth bullet point, add the following sentence to the end of the paragraph:

Humanoids with both a character class and racial HD add these skills to their list of class skills.

- Page 311—In the Archon Subtype section, in the Teleport paragraph, change “(Su)” to “(Sp).”
- Page 315—In the Improved Natural Attack Feat, after the last paragraph, add the following paragraph:

Special: This feat can be taken multiple times. Each time it is taken, it applies to a different natural attack.

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