

APPENDIX 1: MONSTER CREATION

Pathfinder RPG Bestiary 4 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 30) 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. 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. The “rebuild rules” list the exact changes you make to the base stat block if you have the time to completely rebuild it. The two methods result in creatures of similar, if not identical, abilities. For some simple templates, the quick and rebuild rules are exactly the same.

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 to 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. A celestial creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR +5; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus on 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. An entropic creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR +5; **Special Attacks** smite law 1/day as a swift action (adds Cha bonus on 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. A fiendish creature's CR increases by 1 only if the base creature has 5 or more HD.

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

TABLE I-1: MONSTER STATISTICS BY CR

CR	Hit Points	Armor Class	High Attack	Low Attack	Average Damage High	Average Damage 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
26	600	44	37	29	195	145	31	25	27	22
27	640	45	38	30	210	155	32	26	28	23
28	680	46	39	31	225	165	33	27	29	24
29	720	47	40	32	240	175	34	28	30	25
30	760	48	41	33	255	185	35	29	31	26

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. A resolute creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR +5; **Special Attacks** smite chaos 1/day as a swift action (adds Cha bonus on 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, such as the runt of a litter. This template cannot be applied to Fine creatures or those that increase in power through aging (such as dragons) or feeding (such as barghests).

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 stat listing and its location on the stat block. Some mythic abilities from *Pathfinder RPG Mythic Adventures* are presented here for your convenience, although they are not universal monster rules; these are indicated with a superscript "MA."

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. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

Format: 1d4 Str drain; *Location:* Special Attacks and individual attacks.

All-Around Vision (Ex) The creature sees in all directions at once. It cannot be flanked.

Format: all-around vision; *Location:* senses.

Amazing Initiative^{MA} (Ex) The creature has a bonus on initiative checks equal to its mythic rank. As a free action on its turn, it can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. It can't gain an extra action in this way more than once per round.

Format: amazing initiative; *Location:* Special Attacks.

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 additional 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.

Blindsense (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 succeed at 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 succeed at Perception checks to notice creatures within range of its blindsight ability. 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, dealing 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 breathing creature's racial HD + 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. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning 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 a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must succeed at a Reflex save to avoid catching on fire (*Pathfinder RPG Core Rulebook* 444).

Format: burn (2d6, DC 15); *Location:* Special Attacks and individual attacks.

Capsize (Ex) A creature with this special quality can attempt to capsize a boat or a ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative -10 penalty on its combat maneuver check.

Format: capsize; *Location:* Special 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. A 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). 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 description.

Format: change shape (wolf, *beast shape 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 energy. A creature with channel resistance

adds the bonus listed for that creature 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:* SQ.

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 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-, chaotically, or lawfully aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. 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. A weapon that deals damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction, 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.

Darkvision (Ex or Su) A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range, the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but is otherwise like normal sight.

Format: darkvision 60 ft.; *Location:* Senses.

Demon Lord Traits (Ex, Sp, or Su) A demon lord is a powerful, unique demon that rules a layer of the Abyss. All demon lords are chaotic evil outsiders that are, at a minimum, CR 26. Demon lords have a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- A demon lord can grant spells to its worshipers as if it were a deity. A demon lord's domains are Chaos, Evil, and two other domains relevant to its theme and interests. Like a deity, a demon lord has a favored weapon.
- A demon lord's natural weapons, as well as any weapons it wields, are treated as chaotic, epic, and evil for the purpose of overcoming damage reduction.

- **Abyssal Resurrection (Ex)** A demon lord rules an Abyssal realm, a vast world that not only serves as its home but provides it with power. If a demon lord is slain, its body rapidly melts into corruption (leaving behind any gear it held or carried), its soul returns to a hidden location within its realm, and it is immediately restored to life (as *true resurrection*) at that location. Once this occurs, a demon lord can't use this ability again until a full year has passed. A demon lord realizes it is vulnerable during this time and usually doesn't risk further battles for the remainder of that year, relying on the defenses of its realm and its legions of minions to protect it. A demon lord that is slain again during this year or is killed by unusual methods (such as by a true deity or an artifact created for this purpose) is slain forever—its remains appearing somewhere deep in the Abyss among other dead demon lords from the ages. A demon lord who does not control a domain does not gain this ability.
- **Frightful Presence (Su)** A demon lord can activate its frightful presence as a free action as part of any attack, spell-like ability, special attack, or by speaking aloud.
- Immunity to ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, and petrification.
- **Regeneration (Ex)** Only epic and good damage, or damage from a creature of equal or greater power (such as an archdevil, deity, demon lord, or protean lord) interrupts a demon lord's regeneration.
- Resistance to acid 30, cold 30, and fire 30.
- **Summon Demons (Sp)** Three times per day as a swift action, a demon lord can summon any demon or combination of demons whose total combined CR is 20 or lower. This otherwise works like the summon universal monster rule with a 100% chance of success, and counts as a 9th-level spell effect.
- Telepathy 300 feet.

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 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.

Display of Strength^{MA} (Su) As a free action, the creature can expend one use of mythic power to attempt a feat of Strength, gaining a +20 circumstance bonus on one

Strength-based skill check or Strength ability check. Alternatively, the creature can use this ability to apply a +20 circumstance bonus to its Strength score for a number of hours equal to its mythic rank for the purpose of determining its carrying capacity.

Format: display of strength; *Location:* SQ.

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 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Format: distraction (DC 14); *Location:* Special Attacks.

Dual Initiative^{MA} (Ex) The creature gets two turns each round, one on its initiative count and another on its initiative count – 20. For example, if the monster's initiative is 23, for its first turn it could make a full attack (and take a 5 foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a *summon monster* spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn (such as saving throws against ongoing effects or taking bleed damage), only the creature's first turn each round counts toward such durations.

Format: +21/+1; *Location:* Initiative.

Empyrean Lord Traits (Ex, Sp, or Su) Empyrean lords are the greatest members of the agathion, angel, archon, and azata races, and are sometimes worshiped as if they were deities. All empyrean lords are good outsiders that are, at a minimum, CR 21. In addition to having agathion, angel, archon, or azata traits, Empyrean lords have a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- A empyrean lord's natural weapons, as well as any weapons he or she wields, are treated as epic and good for the purpose of overcoming damage reduction. If the empyrean lord is chaotic or lawful, these attacks also count as that alignment for the purpose of overcoming damage reduction.
- Agathion, angel, archon, or azata energy resistances are increased to 30.
- An empyrean lord can grant spells to its worshipers as if it were a deity. An empyrean lord's domains are Chaos (if chaotic), Good, Law (if lawful), and two other domains relevant to its theme and interests (or three if it is neither chaotic nor lawful). Like a deity, an empyrean lord has a favored weapon.
- Blindsight 60 feet.
- *Greater Teleport (Sp)* An empyrean lord can use *greater teleport* at will (caster level 20th).

- Immunity to ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, and petrification.
- *Primal Aura (Su)* An aura of primeval power surrounds every empyrean lord. The effects of this aura are unique to each empyrean lord.
- *Regeneration (Ex)* Only epic and evil damage, or damage from a creature of equal or greater power (such as an archdevil, deity, demon lord, or protean lord) interrupts an empyrean lord's regeneration.
- *Seed of Life (Sp)* An empyrean lord can touch a willing creature and imbue it with magical healing power. The target radiates an aura of good as if it were an outsider and gains a +2 insight bonus on all saving throws against negative energy and death effects. As a standard action, the target can release this energy, turning it inward as a *heal* spell upon itself or outward as a *mass cure serious wounds* spell on allies within 30 feet (caster level 15th). If not released, the energy dissipates harmlessly after 24 hours. The empyrean lord can use this ability 5 times per day, but only on other creatures.

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 draining creature's racial HD + 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.

Fast Healing (Ex) A creature with the fast healing special quality 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 fearsome creature's racial HD + 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. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Format: ferocity; *Location:* Defensive Abilities.

Formian Traits (Ex or Su) Formians are a spacefaring race of insectlike creatures from a forest world that aggressively colonize other worlds. A formian possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and blindsense 30 feet.
- **Hive Mind (Ex)** Formians share a telepathic bond with other members of their hive that enhances their hive mates' perception. As long as a formian is within telepathic range of at least one hive mate, it gains a +4 racial bonus on initiative checks and Perception checks.

If at least one formian disbelieves an illusion, all formians within its telepathic range are also considered to disbelieve that illusion. If one formian is aware of combatants, all other hive mates within the range of its telepathy are also aware of those combatants.

- Resistance to sonic 10.
- **Telepathic Caster (Ex)** Due to a formian's telepathic nature, if it casts spells it does so as spell-like abilities.
- Telepathy 60 ft.

Fortification (Ex) The monster has an 50% chance to treat any critical hit or sneak attack as a normal hit, as if wearing *moderate fortification* armor.

Format: fortification (50%); *Location:* Defensive Abilities.

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:* SQ.

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 or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + 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 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 special 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, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + 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. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to attempt 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 attempt a saving throw against the gaze attack. The creature with the gaze attack 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). 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 gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to attempt 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. Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply 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 combat maneuver 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 the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Format: grab; *Location:* individual attacks.

Greensight (Su) The monster can see through thick plant matter as though it were transparent, usually with a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

Format: greensight 60 ft.; *Location:* Senses.

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:* SQ.

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 can affect 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 (always at least +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.

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 senses; *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: Weakness light sensitivity; *Location:* Weaknesses.

Low-Light Vision (Ex) A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions. *Format:* low-light vision; *Location:* Senses.

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:* SQ.

Mistsight (Ex) The monster can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Format: mistsight; *Location:* Senses.

Mythic Immortality^{MA} (Su) If the creature is killed, it returns to life 24 hours later, regardless of the condition of its body or the means by which it was killed. When it returns to life, it isn't treated as if it had rested, and doesn't regain the use of abilities that recharge with rest

until it next rests. This ability doesn't apply if it is killed by a coup de grace or critical hit performed by either a mythic creature (or creature of even greater power) or a non-mythic creature wielding a weapon capable of bypassing epic damage reduction. If the creature is mythic rank 10, it can be killed only by a coup de grace or critical hit made with an artifact. (This ability is called "immortal" in *Mythic Adventures*.)

Format: mythic immortality; *Location:* SQ.

Mythic Magic^{MA} (Su) Up to three times per day, when the creature casts a spell, it can cast the mythic version instead (as with all mythic spells, the creature must expend mythic power to cast a mythic spell in this way).

Format: mythic magic 3/day; *Location:* Special Attacks.

Mythic Power^{MA} (Su) The mythic monster can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. Each day, it can expend a number of uses of mythic power equal to its mythic rank. This amount is its maximum amount of mythic power. If an ability allows it to regain mythic power, it can never gain more than this amount. The monster automatically has the surge ability (see page 300), and can use this mythic power to activate it. It may have other abilities that rely on mythic power.

Format: mythic power (3/day, surge +1d6); *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 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 natural attacks as secondary attacks during that attack, regardless of the attack's original type.

The Damage Type column refers to the sort of damage that the natural attack typically deals: bludgeoning (B), slashing (S), or piercing (P). Some attacks deal damage of more than one type, depending on the creature. In such cases all the damage is considered to be of all listed types for the purpose of overcoming damage reduction.

Some fey, humanoids, monstrous humanoids, and outsiders do not possess natural attacks. These creatures can make unarmed strikes, but treat them as weapons for the purpose of determining attack bonuses, and they must use the two-weapon fighting rules when making attacks with both hands. 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 alive, but reacts to positive and negative energy as if it were undead—positive energy harms it, negative energy heals it.

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:* SQ.

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 paralyzing creature’s racial HD + 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 phantasms), paralysis, poison, polymorph, sleep, and stun.

Format: plant traits; *Location:* Immune.

Plantbringer^{MA} (Su) All plants within a 1-mile radius of the creature grow at double their normal rate and don’t suffer from any diseases or maladies. Allied plant creatures within 30 feet of the creature gain fast healing equal to the creature’s mythic rank. If the creature uses *plant shape* or *wild shape* to take the form of a plant, it gains this fast healing in plant form.

Format: plantbringer; *Location:* SQ

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 poisoning creature’s racial HD + 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.

Poisonous Blood (Ex) Any creature that confirms a critical hit against the monster with a piercing or slashing melee weapon is sprayed with poison. (Melee weapons with reach don’t endanger their users in this way.) The type of poison depends on the monster. Unless otherwise stated, this poison uses the poison’s normal DC, though some monsters might have a poison DC that’s Constitution-based.

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.



Format: poisonous blood (dragon bile); *Location:* Defensive Abilities.

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 Blows (Ex) The specified attack adds 1-1/2 times the creature's Strength bonus to damage instead of its normal Strength bonus or half its Strength bonus.

Format: powerful blows (slam); *Location:* SQ.

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 attempt a free combat maneuver check with a successful attack. If successful, this check pulls a creature 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 attempt a free combat maneuver check with a certain successful attack (often a slam attack). If successful, this check pushes a creature 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.

Recuperation^{MA} (Ex) The creature is restored to full hit points after 8 hours of rest so long as it isn't dead. In addition, by expending one use of mythic power and resting for 1 hour, it regains a number of hit points equal to half its full hit points (up to a maximum of its full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

Format: recuperation; *Location:* SQ.

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 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 attempt 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. A 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 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.

Smother (Ex) If the creature’s opponent is holding its breath, the creature can reduce the time until the target

has to attempt suffocation checks. As a free action, the creature can attempt a grapple combat maneuver against the opponent. If it succeeds, the opponent reduces the remaining duration it can hold its breath by 1d6 rounds.

Format: smother; *Location:* Special Attacks.

Sound Mimicry (Ex) The creature perfectly imitates certain sounds or even specific voices. The creature attempts 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:* SQ.

Spell Resistance (Ex) A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must attempt 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.

Format: SR 18; *Location:* Defensive Abilities.

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. 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 attempt 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.

Spells: The creature is able to cast magical spells like a member of a spellcasting class. The creature counts as a member of that class for any effect or ability relating to casting spells as that class. For example, it can use spell completion and spell trigger items usable by that class or use magic items that affect that class's spellcasting (such as *incense of meditation* or a *pearl of power*). If the creature has any other abilities relating to that class (such as cleric domains or a sorcerer bloodline), this is explained in its entry. If the creature gains levels in that spellcasting class, these abilities stack (for example, a spirit naga that gains 3 sorcerer levels casts spells as a 10th-level sorcerer). Some creatures may have unusual abilities unavailable to spellcasters of that class (such as a spirit naga's ability to learn cleric spells with her sorcerer spells known).

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 the stench special ability) within 30 feet must succeed on a Fortitude save (DC $10 + 1/2$ stench creature's racial HD $+$ 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.

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 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.

Surge^{MA} (Su) The creature can call upon its mythic power to overcome difficult challenges. It can expend one use of mythic power to increase any d20 roll it just made by rolling a die and adding it to the result. Using this ability is an immediate action taken after the original roll is made and the results are revealed. The bonus die depends on the creature's mythic rank. The monster can use this ability even if it's mindless or of animal-level intelligence.

Surge doesn't have a separate entry in the monster stat block—the surge die is listed in the mythic power ability.

Swallow Whole (Ex) If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab on page 295), 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 attempt 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 creature's HD + 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.

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:* SQ.

Unnatural Aura (Su) Animals do not willingly approach the creature unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.

Format: unnatural aura (30 ft.); *Location:* Aura.

Unstoppable^{MA} (Ex) The creature can expend one use of mythic power as a free action to immediately end any one of the following conditions currently affecting it: bleed, blind, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. All other conditions and effects

remain, even those resulting from the same spell or effect that caused the selected condition. It can use this ability at the start of its turn even if a condition would prevent it from acting.

Format: unstoppable; *Location:* Defensive Abilities.

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.

Water Dependency (Ex) A creature with this special ability can survive out of water for 1 minute per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Format: water dependency; *Location:* SQ.

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 creature's HD + 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 of 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.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind 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 to escape the whirlwind. The creature still takes damage 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. The whirlwind can eject any carried creatures whenever it wishes as a free action, 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 (such as “dragon” or “undead”), which broadly defines its abilities. Some creatures also

have one or more subtypes, as described on pages 304–308. 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 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, energy drain, exhaustion, fatigue, 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, but is 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 humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and they 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 their 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, illusions, visual effects, and other attack forms that rely on sight.
- Immunity to paralysis, poison, polymorph, sleep effects, 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. A different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, is required 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. Immunity 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 (over time) if it has no Intelligence score, although it can be healed by others (such as with inflict spells). 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 verminlike 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.

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

- +4 racial bonus on saving throws against poison.
- Except where otherwise noted, agathions speak Celestial, Infernal, and Draconic.
- Immunity to electricity and petrification.
- Lay on hands as a paladin whose level equals the agathion's Hit Dice.
- Low-light vision.
- Resistance to cold 10 and sonic 10.
- *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 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 (unless otherwise noted in a creature's entry).

- +4 racial bonus on saves against poison.
- Darkvision 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- *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 statistics block.
- Resistance to electricity 10 and fire 10.

- *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.

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 (unless otherwise noted in a creature's entry).

- 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.

Changeling Subtype: This subtype is applied to the hag-born humanoids called changelings.

Chaotic Subtype: This subtype is usually applied to outsiders native to the chaotically 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 (see Damage Reduction on page 291).

Clockwork Subtype: Clockworks are constructs created through a fusion of magic and technology. They have the following traits unless otherwise noted.

- *Difficult to Create (Ex)* The time and gp cost required to create a clockwork is 150% of normal. Construction requirements in individual clockwork monster entries are already increased.
- *Swift Reactions (Ex)* Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.
- *Vulnerable to Electricity:* Clockwork constructs take 150% as much damage as normal from electricity attacks.
- *Winding (Ex)* Clockwork constructs must be wound with special keys in order to function. As a general rule, a

fully wound clockwork can remain active for 1 day per Hit Die, but shorter or longer durations are possible.

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

Colossus Subtype: Colossi are mythic constructs of gargantuan size or larger. Unless otherwise noted in a creature's entry, colossi have the following traits.

- *Selective Antimagic Aura (Su)* A colossus exudes a constant *antimagic field*, as the spell, with a radius equal to its reach. Typically, this field ignores specified schools of magic or spell descriptors. A colossus's own spell-like abilities and supernatural abilities are not affected by this aura.
- *Alternate Form (Ex)* Colossi have the ability to transform themselves into some other shape. This transformation is nonmagical, and is not revealed by *true seeing* or similar magic.
- *Mythic Quickening (Sp)* As a swift action, a colossus can expend one use of mythic power to cast or activate one of its spell-like abilities as a free action.
- *Pinning Stomp (Ex)* When a colossus is in its normal form, as a swift action it can make a single melee attack at its highest base attack against a target three or more size categories smaller than the colossus. This attack deals an amount of damage equal to twice that of its slam attack plus 1-1/2 times the colossus's Strength bonus. If the colossus hits with this attack, it can attempt a grapple check as a free action. This grapple doesn't provoke attacks of opportunity. If the grapple is successful, the target is pinned and takes an amount of damage equal to that of the colossus's slam attack each round at the start of the colossus's turn until either the pinned creature frees itself or the colossus moves out of the pinned creature's space. The colossus doesn't need to attempt grapple checks to continue the pin, nor can it attempt a check to move, further damage, or tie up the grappled creature. A colossus can at most two creatures pinned with this attack at one time.
- *Mythic Creation (Ex)* A colossus can be created only by a creator with a mythic tier or rank equal to or greater than that of the colossus it is attempting to create.
- *Mythic Resilience (Ex)* A colossus can expend one use of mythic power as swift action to double its damage resistance for 1 round.

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

Demon Subtype: Demons are chaotic evil outsiders that call the Abyss their home. Demons possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- A demon's natural weapons, as well as any weapon it wields, is treated as chaotic and evil for the purpose of resolving damage reduction.

- Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.
- 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.

Devil Subtype: Devils are lawful evil outsiders that hail from the plane of Hell. Devils possess a particular suite of traits (unless otherwise noted in a creature's entry).

- A devil's natural weapons, as well as any weapons it wields, are treated as lawful and evil for the purpose of resolving damage reduction.
- Except when otherwise noted, devils speak Celestial, Draconic, and Infernal.
- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- *See in Darkness (Su)* Some devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.
- *Summon (Sp)* Devils share the ability to summon others of their kind, typically another of their type or a small number of less-powerful devils.
- Telepathy.

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

- Elementals do not breathe, eat, or sleep.
- 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.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

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 (see Damage Reduction on page 291).

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 Shadow Plane.

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 a number of 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.

Goblinoid Subtype: Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin. Goblinoids treat Stealth as a class skill.

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 (see Damage Reduction on page 291).

Great Old One Subtype: A Great Old One is a powerful, alien entity—a being from another world, from another dimension, or even from the distant past or future. All Great Old Ones are chaotic, and most of them are also evil. They can be any creature type, but most are aberrations or magical beasts. Great Old Ones have the following traits.

- A Great Old One's natural weapons, as well as any weapon it wields, are treated as chaotic, epic, and mythic for the purpose of overcoming damage reduction.

- Although Great Old Ones grant spells to their worshipers, they don't seem to be interested in their worshipers beyond their own inscrutable ends—a Great Old One is just as likely to destroy one of its cultists as it is to destroy a nonbeliever. A Great Old One grants access to four domains and four subdomains, and its cults have a favored weapon—the exact details vary for each Great Old One.
- *Immortality (Ex)* A Great Old One does not need to eat, drink, or breathe, nor does it age. A Great Old One that is slain does not truly die—rather, it is forced into an extended period of dormancy that can last years, centuries, or longer. Exact details of this vary and are described in individual creature entries. Methods to permanently slay a Great Old One might exist, but such methods have yet to be learned by mortals.
- Immunity to ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, and petrification.
- *Insanity (Ex)* Any creature that attempts to interact directly with a Great Old One's thoughts (such as via *detect thoughts* or telepathy) must succeed at a Will save or be driven permanently insane. The save DC is equal to $10 + \frac{1}{2}$ the Great Old One's Hit Dice + the Great Old One's Charisma modifier. This duplicates the effect of the *insanity* spell, or the insanity rules in the *Pathfinder RPG GameMastery Guide* (in which case the save DC is also the ongoing insanity DC). A Great Old One using its telepathy to communicate doesn't activate this ability unless it spends a standard action to focus its mind on one opponent. This is a mind-affecting effect.
- *Mythic (Su)* A Great Old One has mythic power (10/day, surge +1d12) and counts as a 10th-rank mythic creature. A Great Old One can use any of its spell-like abilities as the mythic versions of those spells (if a mythic version of that spell exists), expending mythic power as normal. It can also expend mythic power to use the augmented versions of these spell-like abilities.
- *Otherworldly Insight (Ex)* All Great Old Ones gain a +10 insight bonus on Initiative checks and to AC.
- *Unspeakable Presence (Su)* A Great Old One's aura inflicts intense mental anguish and torment upon all creatures within 300 feet who can see and hear the Great Old One. The exact effects caused by a Great Old One's unspeakable presence vary by type. A successful Will save (DC $10 + \frac{1}{2}$ the Great Old One's Hit Dice + the Great Old One's Charisma modifier) reduces or negates the effect. This is a mind-affecting effect.

Human Subtype: This subtype is applied to humans and creatures related to humans.

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 295).

Kaiju Subtype: These Colossal creatures inhabit the most desolate places of a world. When they are not slumbering, they roam the world, leaving destruction in their wake. A kaiju possesses the following traits (unless otherwise noted in a creature's entry).

- A kaiju's natural attacks count as epic and magic for the purpose of overcoming damage reduction.
- Damage reduction 20/epic.
- Darkvision 600 feet.
- Fast healing 30.
- *Ferocity (Ex)* All kaiju possess the ferocity universal monster ability.
- *Hurl Foe (Ex)* When a kaiju damages a Huge or smaller foe with one of its natural attacks, it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the kaiju's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the kaiju's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.
- Immunity to ability damage, ability drain, death effects, disease, energy drain, and fear.
- *Massive (Ex)* Because kaiju are so massive, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to a kaiju's movement, though areas of forest or settlements are considered difficult terrain to a kaiju. A Huge or smaller creature can move through any square occupied by a kaiju, or vice-versa. A kaiju can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes. A kaiju gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb a kaiju—this generally requires a successful DC 30 check, and unlike the normal rules about kaiju and attacks of opportunity, a Small or larger creature that climbs on a kaiju's body provokes an attack of opportunity from the monster.
- *Recovery (Ex)* Whenever a kaiju fails a saving throw against any mind-affecting, paralysis, petrification, polymorph, or immobilizing effect (including *binding* and *temporal stasis* but not including *imprisonment*), it can attempt a new saving throw at the end of its turn to remove the effect. Doing so takes no action. A kaiju can attempt a new save to end the effect as often as it wishes, but can attempt to

remove only one such effect per round. Once per year, if a kaiju takes an amount of damage that would normally kill it by reducing its hit points to a negative amount equal to its Constitution score, the damage instead heals the kaiju of twice the amount of damage—but this healing leaves the kaiju disoriented and demoralized. At this point, the creature becomes nauseated and seeks only to return to its lair. Any amount of damage dealt to it by an external source before it reaches its lair, though, immediately negates the nauseated effect and allows the kaiju to end its retreat and attack.

- Resistance 30 against acid, cold, electricity, fire, negative energy, and sonic.

Kasatha Subtype: A kasatha is a nimble four-armed humanoid from another planet.

Kitsune Subtype: A kitsune is a shapechanging humanoid fox-person.

Kyton Subtype: Kytons are a race of lawful evil outsiders native to the Shadow Plane who feed on fear and pain. Kytons possess the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Immunity to cold.
- *Regeneration (Ex)* The extent of a kyton's regeneration varies according to type, and can be neutralized by good weapons, good spells, and silver weapons.
- *Unnerving Gaze (Su)* All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Will save—the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. The save DC is Charisma-based.

Lawful Subtype: This subtype is usually applied to outsiders native to the lawfully 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 lawfully aligned (see Damage Reduction on page 291).

Mythic Subtype: A creature with this subtype is infused with mythic power and is capable of terrible and awe-inspiring feats. Some mythic creatures are powerful versions of existing monsters (such as minotaurs and medusas), others are completely new creatures that do not have a non-mythic equivalent (such as the argus and drakainia). For more information on mythic creatures,

see *Mythic Adventures*. Creatures with the mythic subtype have the following abilities (these are already included in the mythic monster stat blocks presented in this book).

- Ability score increases, depending on its mythic rank.
- Additional hit points per mythic rank, based on the type of Hit Dice it has (d6, d8, and so on).
- DR 5/epic if the creature has at least 5 Hit Dice. If the creature already had DR, it adds epic to the qualities needed to bypass that reduction.
- Mythic feats, which generally are improved versions of standard feats. Mythic feats are indicated by an ^M.
- *Mythic Power (Su)* The creature has the mythic power and surge universal monster abilities (pages 296 and 300). The effect of these abilities depend on its mythic rank.
- Mythic rank, a number from 1 to 10, representing its overall mythic power.
- Natural armor increase equal to its mythic rank.
- Spell resistance increase (if it has spell resistance) equal to its mythic rank.

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.

Psychopomp Subtype: Psychopomps are neutral outsiders native to Purgatory. Psychopomps have the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- DR 5/adamantine.
- Immunity to death effects, disease, and poison.
- Resistance to cold 10 and electricity 10.
- Psychopomps speak Abyssal, Celestial, and Infernal.
- *Spirit Touch (Ex)* A psychopomp's natural weapons, as well as any weapon it wields, are treated as though they had the *ghost touch* weapon special ability.
- *Spiritsense (Su)* A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Reptilian Subtype: These creatures are scaly and usually cold-blooded. This subtype is only used to describe a set of humanoid races, not all animals and monsters that are true reptiles.

Samsaran Subtype: A samsaran is a humanoid creature whose spirit always reincarnates into another samsaran.

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

shapes has the shapechanger subtype. A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.
- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Udaeus Subtype: An udaeus is a member of a warlike mythic humanoid race originally created from dragon teeth.

Water Subtype: This subtype is usually used for outsiders with a connection to the 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.

Wayang Subtype: A wayang is a gangly humanoid originating from the Shadow Plane.

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, Improved Bull Rush, Power Attack, 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 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 described in this feat. The creature can use that spell-like ability as an empowered spell-like ability three times per day (or fewer, 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 310.

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 during its move action 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 attempt 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 succeed at a Fly 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 an additional +1.

Improved Natural Attack

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

Prerequisites: 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 offhands.

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 that 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 spell-like ability.

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 not 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 (*Pathfinder RPG Core Rulebook* 129) allows a character to gain a loyal cohort. With the GM’s approval, this cohort can be a similarly aligned monster rather than a member of the standard player races. The 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
Blood hag	16
Contemplative	7
Fossegrim	8
Huldra	9
Nependis	13
Owb	11
Phantom armor, giant	9
Phantom armor, guardian	7
Saguaroi	9

Sea cat	8
Shobhad	8
Shriezix	7
Shulsaga	7
Snallygaster	7
Svartalfar	12
Swan Maiden	10
Vanth (psychopomp)	13
Xanthos	17

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. Below the list are the statistics for each animal companion. The rules for choosing and progressing an animal companion can be found on pages 51–53 of the *Pathfinder RPG Core Rulebook*.

ANIMAL COMPANIONS

Animal	Page
Dimorphodon (dinosaur)	58
Diplodocus (dinosaur)	58
Giraffe (herd animal)	150
Seahorse, giant	234
Stag (herd animal)	150
Styracosaurus (dinosaur)	311
Swan, trumpeter	257
Tortoise, giant	263
Velociraptor (dinosaur)	59
Walrus	271
Weasel, giant	275

Dimorphodon Companions

Starting Statistics: **Size** Small; **Speed** 10 ft., fly 80 ft. (clumsy); **AC** +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str 8, Dex 15, Con 12, Int 2, Wis 14, Cha 6; **SQ** low-light vision, scent.

4th-Level Advancement: **Attack** bite (1d6); **Ability Scores** Str +2, Con +2; **Special Attacks** poison (*frequency* 1 round (6); *effect* 1 Str damage; *cure* 1 save, Con-based DC).

Diplodocus Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** tail (1d8); **Ability Scores** Str 10, Dex 14, Con 10, Int 2, Wis 12, Cha 10; **SQ** low-light vision, scent.

7th-level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** tail (2d6); **Ability Scores** Str +6, Con +4; **SQ** tail lash.

Giant Weasel Companions

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 10 ft.; **AC** +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str

10, Dex 19, Con 13, Int 2, Wis 12, Cha 10; **Special Attacks** blood drain (1 Con), grab; **SQ** low-light vision, scent.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex –2, Con +2.

Giraffe Companions

Starting Statistics: **Size** Medium; **Speed** 50 ft., **AC** +2 natural armor; **Attack** 2 hooves (1d6); **Ability Scores** Str 16, Dex 17, Con 12, Int 2, Wis 13, Cha 7; **SQ** low-light vision, natural weapons.

7th-level Advancement: **Size** Large; **AC** +2; **Attack** 2 hooves (1d8), slam (1d8); **Ability Scores** Str +4, Dex –2, Con +4.

Seahorse Companions

Starting Statistics: **Size** Large; **Speed** swim 30 ft.; **AC** +4 natural armor; **Attack** bite (1d4); **Ability Scores** Str 16, Dex 13, Con 15, Int 1, Wis 12, Cha 6; **SQ** low-light vision.

4th-Level Advancement: **Attack** bite (1d6); **Ability Scores** Str +2, Con +2; **SQ** anchor.

Stag Companions

Starting Statistics: **Size** Small; **Attack** gore (1d4); **Ability Scores** Str 10, Dex 19, Con 14, Int 2, Wis 15, Cha 8; **SQ** low-light vision, scent.

4th-Level Advancement: **Size** Medium; **Attack** gore (1d6), 2 hooves (1d4); **Ability Scores** Str +2, Dex –2, Con +2.

Styracosaurus Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** gore (1d8); **Ability Scores** Str 10, Dex 13, Con 11, Int 2, Wis 12, Cha 7; **SQ** low-light vision, scent.

7th-Level Advancement: **Size** Large, **AC** +3 natural armor; **Attack** gore (2d6); **Ability Scores** Str +8, Dex –2, Con +4; **SQ** ferocity, reflexive strike.

Tortoise Animal Companions

Starting Statistics: **Size** Medium; **Speed** 10 ft.; **AC** +6 natural; **Attack** bite (1d4); **Ability Scores** Str 14, Dex 8, Con 16, Int 2, Wis 13, Cha 9; **SQ** low-light vision

7th-Level Advancement: **Size** Large; **Speed** 10 ft.; **AC** +8 natural; **Attack** bite (1d6); **Ability Scores** Str +4, Dex –2, Con +2; **Bonus Feat** Great Fortitude

Trumpeter Swan

Starting Statistics: **Size** Small; **Speed** 10 ft., fly 80 ft. (average); **Attack** bite (1d4), 2 wings (1d3); **Ability Scores** Str 10, Dex 15, Con 12, Int 2, Wis 12, Cha 5; **SQ** low-light vision.

4th-Level Advancement: **Ability Scores** Str +2, Con +2.

Velociraptor Companions

Use the dinosaur (velociraptor) animal companion statistics from the *Core Rulebook*.

Walrus Companions

Starting Statistics: **Size** Medium; **Speed** 10 ft., swim 40 ft.; **AC** +4 natural armor; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 13, Con 14, Int 2, Wis 13, Cha 6; **SQ** hold breath, low-light vision.

7th-Level Advancement: **Size** Large; **AC** +4 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex -2, Con +4.

APPENDIX 8: MONSTERS BY TYPE

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

Aberration: argus, brethedan, Cthulhu, dossenus, drakainia, elder thing, executioner's hood, fachen, fleshdreg, flying polyp, ghonhatine, grothlut, halsora, Hastur, hyakume, incutilis, irnakurse, lorelei, lunarma, lurker above, shriezyx, snallygaster, spawn of Yog-Sothoth, star-spawn of Cthulhu, trapper

(Air): Agyra, flying polyp, mist drake

Animal: archaeopteryx, bull shark, dimorphodon, diplodocus, dire weasel, dodo, emperor walrus, giraffe, giant seahorse, giant tortoise, giant weasel, great white shark, immense tortoise, killer seahorse, platypus, sloth, stag, styracosaurus, trumpeter swan, tuatara, velociraptor, walrus

(Aquatic): abايا, alpluachra, bakekujira, Bokrug, bull shark, elder thing, fossegrim, galvo, giant seahorse, great white shark, guardian dragon, haniver, incutilis, julunggali, karkinoi, killer seahorse, lorelei, ningyo, nycar, ocean giant, oceanid, qallupilluk, seaweed siren, selkie, vouivre

(Chaotic): Great Old Ones

(Cold): freezing flow, shadow drake, winter hag

Construct: blood golem, cephalophore, clockwork dragon, clockwork mage, clockwork steed, colossi, coral golem, juggernaut, junk golem, living wall, skinstitch, soulbound mannequin, soulbound shell, tiberolith, wax golem, wickerman, wyrwood

Dragon: guardian dragon, lava drake, lunar dragon, mist drake, nycar, peluda, shadow drake, solar dragon, spire drake, taniniver, time dragon, void dragon, vortex dragon, wyvaran

(Earth): Bezravnis

(Elemental): comozant wyrd, mudlord

(Evil): Cthulhu, graeae, Hastur

Fey: alpluachra, ankou, chaneque, erlking, fossegrim, gathlain, gremlins, hamadryad, huldra, ijraq, lampad, leanan sidhe, oceanid, pooka, Spring-Heeled Jack, svartalfar, swan maiden, tooth fairy, tunche

(Fire): lava drake, shard slag, solar dragon, vortex dragon, wickerman

(Giant): cliff giant, ocean giant, river giant, slag giant

Humanoid: changeling, cliff giant, dark caller, dark dancer, kasatha, kitsune, nagaji, ocean giant, river giant, samsaran, slag giant, trox, udaeus, wayang, werebat, werecrocodile, wereshark, wikkawak

(Incorporeal): aoandon, colour out of space, comozant wyrd, festering spirit, Geist

Magical Beast: abايا, Agyra, almiraj, Bezravnis, bhole, Bokrug, death dog, galvo, julunggali, Mogaru, myrmecoleon, oma, pard, pipefox, rat king, ratling, rukh, sea cat, seaweed siren, seps, xanthos, yaoguai, ypotryll

Monstrous Humanoid: blood hag, buggane, contemplative, formians, graeae, Grendel, karkinoi, maenad, nependis, nightgaunt, ningyo, qallupilluk, rokurokubi, selkie, shobhad, tikbalang, vouivre, winter hag

(Mythic): apocalypse locust, argus, chaneque, colossi, drakainia, elohim, fomorian titan, graeae, Grendel, guardian dragon, julunggali, leanan sidhe, myrmecoleon, tyrant jelly, udaeus

Ooze: boilborn, colour out of space, freezing flow, hungry flesh, immortal ichor, shard slag, tyrant jelly

Outsider: astral leviathan, einherji, elohim, hypnalis, owb, psychopomps, shulsaga, soulsliver

Outsider (air): comozant wyrd, Pazuzu

Outsider (chaotic): Cernunnos, demon lords, fomorian titan

Outsider (cold): Kostchtchie

Outsider (earth): mudlord

Outsider (evil): apocalypse locust, demon lords, devils, dorvae, fomorian titan, kytons

Outsider (good): empyreal lords

Outsider (lawful): devils, kytons, Vildeis

Outsider (native): aoandon, manitou

Outsider (water): Dagon, mudlord

Plant: barometz, bodythief, irmisul, jack-o'-lantern, jinmenju, kapre, leaf ray, living topiary, mi-go, mindslaver mold, saguaroi, weedwhip, zomok

(Shapechanger): blood hag, ijraq, julunggali, kitsune, selkie, soulsliver, swan maiden, werebat, werecrocodile, wereshark

(Swarm): locust swarm

Template: broken soul, colour-blighted creature, devilbound creature, divine guardian, ectoplasmic creature, fungal creature, lycanthrope, mummified creature, pod-spawned creature, nightmare creature, nosferatu vampire, shadow creature, zombie lord

Undead: bakekujira, beheaded, festering spirit, gaki, gallowdead, gashadokuro, gearghost, Geist, gholdako, harionago, isitoq, necrocraft, phantom armor, pickled punk, sayona, shredsken, warsworn

Vermin: giant emperor scorpion, giant flea, giant locust, goliath spider, greensting scorpion, locust swarm, mammoth flea, nymph water strider, scarlet spider, water strider, xenopterid

(Water): freezing flow, Mogaru, oceanid

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 boilborn and the shadow lord) are not included in this list—an index of these monsters appears instead in Appendix 11: Variant Monster Index on page 316.

In the case of templates, like fungal creatures and nosferatu vampires, only the sample creature presented with a full stat block at the start of the template's entry in this book is included.

Creatures that are essentially toolboxes which GMs might use to create their own creatures, such as beheaded, also only see the example version presented in this section. 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.

A mythic creature's mythic rank is noted in parentheses after its listing.

CR 1/6

platypus

CR 1/4

archaeopteryx, dodo, greensting scorpion, nymph water strider, scarlet spider, tooth fairy, tuatara

CR 1/3

beheaded, grimple, trumpeter swan

CR 1/2

alpluachra, changeling, ectoplasmic human, giant flea, formian worker, gathlain, haniver, isitoq, kasatha, kitsune, nagaji, samsaran, trox, wayang, wyrwood, wyvaran

CR 1

almiraj, boilborn, chaneque (MR 1), dark dancer, dimorphodon, dossenus, fleshdreg, giant tortoise, giant water strider, giant weasel, jack-o'-lantern, leaf ray, monaciello, ningyo, pickled punk, stag

CR 2

bull shark, contemplative, death dog, executioner's hood, guardian phantom armor, incutilis, juvenile seps, locust swarm, mammoth flea, nosoi, nycar, pipefox, pooka, ratling, shadow drake, shreds skin, soulsliver, velociraptor, weed whip

CR 3

dire weasel, formian warrior, giant locust, giant seahorse, giraffe, grothlut, hungry flesh, juvenile rukh, mindslaver mold, necrocraft, pard, shulsaga, snallygaster, Spring-Heeled Jack, walrus, wax golem, werebat, werecrocodile, wereshark, zombie lord

CR 4

comozant wyrd, fossegrim, freezing flow, giant phantom armor, great white shark, huldra, junk golem, living topiary, living wall, nightgaunt, nightmare ettercap, sea cat, shobhad, shriezyx, udaeus (MR 1), wikkawak

CR 5

brethedan, buggane, catrina, dark caller, divine guardian hydra, elder thing, fachen, gearghost, graeae (MR 2), hypnalis, killer seahorse, lampad, mist drake, ostiarius, rat king, saguaroi, selkie, skinstitch, styracosaurus

CR 6

apocalypse locust (MR 3), blood golem, clockwork steed, host devil, karkinoi, lunarma, mi-go, mudlord, owb, river giant, swan maiden

CR 7

formian taskmaster, gaki, halsora, lurker above, oceanid, qallupilluk, slag giant, soulbound mannequin, spire drake, vanth, winter hag, xenopterid, yaoguai

CR 8

blood hag, cephalophore, drowning devil, emperor walrus, festering spirit, fungal nymph, immense tortoise, maenad, pod-spawned guard captain, shard slag, svartalfar, trapper

CR 9

broken soul lillend, cliff giant, clockwork mage, coral golem, galvo, geist, ijiraq, irnakurse, lava drake, leanan sidhe (MR 3), mummified gynosphinx, nependis, tikbalang, tyrant jelly (MR 3), young lunar dragon, young solar dragon, young void dragon

CR 10

abaia, colour out of space, einherji, formian myrmarch, myrmecoleon (MR 3), gholdako, ghonhatine, kapre, nosferatu, peluda, rukh, sacristan, spawn of Yog-Sothoth, tiberolith, young vortex dragon

CR 11

dorvae, giant emperor scorpion, goliath spider, harionago, jinmenju, juggernaut, seps, young time dragon

CR 12

aoandon, diplodocus, lorelei, sayona, soulbound shell, vouivre

CR 13

adult lunar dragon, adult solar dragon, adult void dragon, argus (MR 6), devilbound sorcerer, gashadokuro, morrigna, seaweed siren, shadow roper, wickerman

CR 14

adult vortex dragon, ankou, bodythief, flying polyp, ocean giant, rokurokubi, xanthos

CR 15

adult time dragon, barometz, hamadryad, hyakume, manitou, ypotryll



CR 16

clockwork dragon, flesh colossus (MR 6), gallowdead, oma, warsworn, zomok

CR 17

bakekujira, bhole, immortal ichor, irminsul (MR 7), iron colossus (MR 8), formian queen, tunche

CR 18

ancient lunar dragon, ancient solar dragon, ancient void dragon, astral leviathan, erlking, nemesis devil, taniniver

CR 19

ancient vortex dragon, Grendel (MR 7), stone colossus (MR 7)

CR 20

ancient time dragon, yamaraj, star-spawn of Cthulhu

CR 21

julunggali (MR 8)

CR 22

fomorian titan (MR 8)

CR 23

elohim (MR 6)

CR 24

guardian dragon (MR 10)

CR 25

drakainia (MR 10)

CR 26

Bezravnis, Korada, Kostchtchie

CR 27

Agyra, Bokrug

CR 28

Dagon, Mogaru, Vildeis

CR 29

Hastur

CR 30

Cernunnos, Cthulhu, Pazuzu

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 slag giants are normally encountered in warm mountains, it's certainly possible to encounter one in temperate mountains (but much less likely to find one in cold mountains). Likewise, while slag giants usually prefer mountains, it wouldn't be unusual to find one in the hills.

It also wouldn't be unheard of to encounter one of these creatures outside their usual habitat, but this typically only happens when some need or event drives them to leave the regions where they're most comfortable. 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 winter hag encountered in temperate mountains, by all means, go for it! Just keep in mind that you should probably come up with an in-game reason to explain the monster's presence there, but that can lead to ideas for a great adventure in its own right.

ANY TERRAIN

aoandon, beheaded, blood golem, boilborn, brethedan, broken soul, cephalophore, changeling, colour out of space, Cthulhu, drakainia, ectoplasmic human, einherji, flying polyp, gallowdead, gashadokuro, geist, graeae, guardian dragon, Hastur, irminsul, isitoq, juggernaut, junk golem, mi-go, mindslaver mold, phantom armor, pickled punk, pipefox, pooka, shadow drake, shriezyx, star-spawn of Cthulhu, warsworn, wax golem

ANY LAND

argus, blood hag, clockwork dragon, clockwork mage, clockwork steed, dire weasel, festering spirit, flesh colossus, gaki, giant flea, giant weasel, harionago, hungry flesh, iron colossus, julunggali, leanan sidhe, living topiary, necrocrafter, owb, samsaran, sayona, scarlet spider, shreds skin, skinstitch, soulbound mannequin, soulbound shell, soulsliver, Spring-Heeled Jack, stag, stone colossus, taniniver, udaeus, wickerman, xanthos, xenopterid, yaoguai

COASTLINES

coral golem, dimorphodon, dodo, gholdako, giant tortoise, haniver, immense tortoise, lorelei, mist drake, sea cat, seaweed siren, tiberolith, tuatara, wereshark, ypotryll

DESERTS (COLD)

Kostchtchie, shobhad

DESERTS (TEMPERATE)

cliff giant, formians, giant locust, locust swarm, seps

DESERTS (WARM)

Bezravnis, cliff giant, death dog, formians, giant emperor scorpion, giant locust, giant tortoise, kasatha, locust swarm, rukh, saguaroi, seps, trox

FORESTS (COLD)

freezing flow, huldra, ijiraj, Kostchtchie, winter hag

FORESTS (TEMPERATE)

almiraj, alpluachra, archaeopteryx, barometz, bodythief, Cernunnos, chaneque, erlking, formian myrmarch, formian queen, formian taskmaster, formian warrior, formian worker, gathlain, goliath spider, greensting scorpion, hamadryad, jack-o'-lantern, kapre, kitsune, Korada, leaf ray, maenad, mammoth flea, manitou, nependis, nightmare ettercap, pard, seps, snallygaster, vouivre, wayang, weedwhip, werebat, zomok

FORESTS (WARM)

archaeopteryx, barometz, bodythief, Cernunnos, chaneque, dimorphodon, formian myrmarch, formian queen, formian taskmaster, formian warrior, formian worker, gathlain, goliath spider, greensting scorpion, kapre, Korada, lava drake, leaf ray, manitou, Mogaru, nagaji, pard, seps, sloth, tikbalang, tunche, velociraptor, weedwhip, zomok

HILLS (COLD)

freezing flow, Kostchtchie, mist drake, spire drake

HILLS (TEMPERATE)

almiraj, fachen, formians, jack-o'-lantern, jinmenju, kitsune, mammoth flea, mist drake, myrmecoleon, spawn of Yog-Sothoth, spire drake, werebat, ypotryll

HILLS (WARM)

formians, lava drake, nagaji, spire drake

MOUNTAINS (COLD)

freezing flow, huldra, Kostchtchie, shobhad, wikkawak

MOUNTAINS (TEMPERATE)

formians, jinmenju, kitsune, Korada, mammoth flea, nightgaunt, snallygaster, wyvaran

MOUNTAINS (WARM)

Agyra, formians, lava drake, rukh, shard slag, slag giant

OCEANS (COLD)

emperor walrus, freezing flow, ocean giant, oceanid, qallupilluk, selkie, walrus, wereshark

OCEANS (TEMPERATE)

bakekujira, Bokrug, bull shark, comozant wyrd, Dagon, galvo, giant seahorse, giant water strider, great white shark,

incutilis, julunggali, karkinoi, killer seahorse, nymph water strider, ocean giant, oceanid, tiberolith, wereshark

OCEANS (WARM)

coral golem, Mogaru, ningyo, ocean giant, oceanid, wereshark

PLAINS (COLD)

freezing flow, ijiraj, Kostchtchie, winter hag

PLAINS (TEMPERATE)

almiraj, Cernunnos, cliff giant, fachen, formian myrmarch, formian queen, formian taskmaster, formian warrior, formian worker, giant locust, jack-o'-lantern, locust swarm, maenad, mammoth flea, manitou, myrmecoleon, pard, peluda, tooth fairy

PLAINS (WARM)

cliff giant, diplodocus, formians, giant locust, giraffe, locust swarm, pard, styracosaurus, velociraptor

PLANAR (ABADDON—NEUTRAL EVIL)

apocalypse locust, dorvae

PLANAR (ABYSS—CHAOTIC EVIL)

apocalypse locust, Dagon, dorvae, fomorian titan, Kostchtchie, Pazuzu

PLANAR (ASTRAL)

astral leviathan, shulsaga

PLANAR (ELYSIUM—CHAOTIC GOOD)

Cernunnos

PLANAR (ETHEREAL)

hypnalis

PLANAR (HEAVEN—LAWFUL GOOD)

Vildeis

PLANAR (HELL—LAWFUL EVIL)

apocalypse locust, dorvae, devil

PLANAR (NIRVANA—NEUTRAL GOOD)

Korada

PLANAR (SHADOW PLANE)

kyton, owb, svartalfar

PLANAR (PRIMAL LAND OF FEY)

ankou, zomok

PLANAR (PURGATORY—NEUTRAL)

catrina, morrigna, nosoi, vanth, yamaraj

RIVERS/LAKES

abaia, alpluachra, Bokrug, fossegrim, freezing flow, galvo, giant water strider, julunggali, karkinoi, Mogaru, nymph water strider, platypus, river giant, tiberolith, trumpeter swan, vouivre, werecrocodile

RUINS

divine guardian hydra, fleshdreg, fungal nymph, immortal ichor, living wall, mummified gynosphinx, nosferatu, rokurokubi, wyrwood

SWAMPS (COLD)

freezing flow, Grendel, Kostchtchie, mist drake, nycar

SWAMPS (TEMPERATE)

formians, goliath spider, mist drake, mudlord, peluda, trumpeter swan, ypotryll

SWAMPS (WARM)

mudlord, werecrocodile

UNDERGROUND

bhole, buggane, dark caller, dark dancer, dossenus, executioner's hood, festering spirit, formian myrmarch, formian queen, formian taskmaster, formian warrior, formian worker, fungal nymph, gearghost, giant flea, ghonhatine, grothlut, halsora, hungry flesh, yakume, immortal ichor, irnakurse, lampad, living wall, lunarma, lurker above, mudlord, necrocraft, nosferatu, owb, rat king, sayona, shadow roper, shard slag, slag giant, taniniver, trapper, tyrant jelly, wyrwood, xenopterid

URBAN

contemplative, devilbound sorcerer, gearghost, grimple, monaciello, rat king, ratling, tooth fairy, udaeus

VACUUM

lunar dragon, oma, solar dragon, time dragon, void dragon, vortex dragon

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 boilborn or alternate versions of the skinstitch. 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 other kaiju, are not indexed here, nor are pseudo-variants created by adding more abilities to the standard creature, such as the variant beheaded and clockwork dragons).

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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 ability index on the next page to track down the full rules for monster abilities not detailed in a particular 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*. Entries listed in italics are class abilities from the *Advanced Player's Guide*. All other page number references point to pages in the *Pathfinder RPG Bestiary 4*.

APPENDIX 13: MONSTER ROLES

The following lists categorize all of the monsters in this book into specific roles. These roles indicate the creatures' general strengths and 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—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

changeling, gathlain, kasatha, kitsune, nagaji, samsaran, trox, wayang, wyrwood, wyvaran

COMBAT ROLE

abaia, Agyra (kaiju), ankou, apocalypse locust, argus, Bezravnis (kaiju), blood hag, bodythief, Bokrug (Great Old One), brethedan, buggane, catrina (psychopomp), Cernunnos (empyrean lord), chaneque, cliff giant, Cthulhu

(Great Old One), Dagon (demon lord), drakainia, drowning devil, einherji, erlking, fachen, festering spirit, fomorian titan, formian myrmarch, formian warrior, formian worker, gallowdead, galvo, gholdako, graeae, Grendel, guardian dragon, Hastur (Great Old One), host devil, huldra, hyakume, hypnalis, julunggali, kapre, karkinoi, Korada (empyrean lord), Kostchtchie (demon lord), lava drake, lunar dragon, lunarma, maenad, manitou, mist drake, Mogaru (kaiju), morrigna (psychopomp), mudlord, nemesis devil, ocean giant, oma, Pazuzu (demon lord), peluda, phantom armor, river giant, sacristan (kyton), saguaroi, sayona, seps, shadow drake, shobhad, slag giant, solar dragon, soulbound mannequin, spawn of Yog-Sothoth, spire drake, star-spawn of Cthulhu, swan maiden, taniniver, time dragon, tunche, udaeus, vanth (psychopomp), Vildeis (empyrean lord), void dragon, vortex dragon, vouivre, warsworn, wikkawak, winter hag, xanthos, yamaraj (psychopomp), zomok

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NO ROLE

almiraj, alpluachra, archaeopteryx (familiar), astral leviathan, bakekujira, barometz, beheaded, bhole, blood golem, boilborn, cephalophore, clockwork dragon, clockwork mage, clockwork steed, coral golem, death dog, dimorphodon (dinosaur), diplodocus (dinosaur), dodo (familiar), dossenus, flea, flesh colossus, fleshdreg, freezing flow, gaki, gashadokuro, ghonhatine (fleshwarp), giant locust, giraffe (herd animal), grothlut (fleshwarp), halsora (fleshwarp), hungry flesh, irnakurse (fleshwarp), iron colossus, jack-o'-lantern, juggernaut, junk golem, leaf ray, living topiary, living wall, locust swarm, myrmecoleon, necrocraft, platypus (familiar), rukh, scorpion, sea cat, seahorse, shard slag, shark, shriezyx, skinstitch, sloth (familiar), spider, stag (herd animal), stone colossus, styracosaurus (dinosaur), tiberolith, tortoise, tuatara (familiar), tyrant jelly, velociraptor (dinosaur), walrus, water strider, wax golem, weasel, weedwhip, wickerman, yaoguai, ypotryll

SKILL ROLE

dark dancer, executioner's hood (lurking ray), formian taskmaster, fossegrim, gearghost, geist, grimple (gremlin), haniver (gremlin), harionago, ijiraq, incutilis, isitoq, jinmenju, lampad, leanan sidhe, lorelei, lurker above (lurking ray), mi-go, mindslaver mold, monaciello (gremlin), nependis, nightgaunt, ningyo, nosoi (psychopomp), nycar, ostiarius (kyton), owb, pard, pickled punk, pipefox, pooka, qallupilluk, rat king, ratling, seaweed siren, selkie, shreds skin, shulsaga, snallygaster, soulsliver, Spring-Heeled Jack, svartalfar, tikbalang, tooth fairy, trapper (lurking ray), vouivre, xenopterid

SPECIAL ROLE

aoandon, colour out of space, comozant wyrd, contemplative, dark caller, dorvae, elder thing, elohim, flying polyp, formian queen, hamadryad, immortal ichor, irminsul, oceanid

SPELL ROLE

lampad, lunar dragon, murrigna (psychopomp), rokurokubi, solar dragon, soulbound shell, time dragon, void dragon, vortex dragon

APPENDIX 14: ADVANCED AWARDS

Table 14-1 expands Table 12-2: Experience Point Awards in the *Pathfinder RPG Core Rulebook* up to CR 30.

TABLE 14-1: HIGH CR EXPERIENCE POINT AWARDS

CR	Total XP	Individual XP		
		1-3	4-5	6+
26	2,457,600	820,000	614,400	409,600
27	3,276,800	1,092,000	819,200	546,000
28	4,915,200	1,640,000	1,228,800	819,200
29	6,553,600	2,184,000	1,638,400	1,092,000
30	9,830,400	3,280,000	2,457,600	1,638,400

Table 14-2 expands Table 12-5: Treasure Value Per Encounter in the *Core Rulebook* up to CR 30.

TABLE 14-2: HIGH CR TREASURE PER ENCOUNTER

CR	Treasure Per Encounter		
	Slow	Medium	Fast
21	55,000 gp	84,000 gp	125,000 gp
22	69,000 gp	104,000 gp	155,000 gp
23	85,000 gp	127,000 gp	190,000 gp
24	102,000 gp	155,000 gp	230,000 gp
25	125,000 gp	185,000 gp	275,000 gp
26	150,000 gp	220,000 gp	330,000 gp
27	175,000 gp	260,000 gp	390,000 gp
28	205,000 gp	305,000 gp	460,000 gp
29	240,000 gp	360,000 gp	540,000 gp
30	280,000 gp	420,000 gp	630,000 gp

APPENDIX 15: MYTHIC CREATURES

The following lists categorize all of the mythic monsters in this book, alphabetically by mythic rank. A creature's CR is noted in parentheses after its listing. This list includes non-mythic creatures that can use mythic power (even those who can only do so under certain circumstances, such as a demon lord in its realm); all such creatures in this book function as the equivalent of 10th-rank mythic creatures.

MR 1

chaneque (CR 1), udaeus (CR 4)

MR 2

graeae (CR 5)

MR 3

apocalypse locust (CR 6), leanan sidhe (CR 9), myrmecoleon (CR 10), tyrant jelly (CR 9)

MR 6

argus (CR 13), elohim (CR 23), flesh colossus (CR 16)

MR 7

Grendel (CR 19), irminsul (CR 17), stone colossus (CR 19)

MR 8

fomorian titan (CR 22), iron colossus (CR 17), julunggali (CR 21)

MR 10

drakainia (CR 25), guardian dragon (CR 24)

MR 10 (EQUIVALENT)

Bokrug (CR 27), Cernunnos (CR 30), Cthulhu (CR 30), Dagon (CR 28), Hastur (CR 29), Korada (CR 26), Kostchtchie (CR 26), Mogaru (CR 28), Pazuzu (CR 30), Vildeis (CR 28)

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