

PATHFINDER

ROLEPLAYING GAME™

BESTIARY 2

FIRST PRINTING

Update 1.0 — Release Date: 7/16/12

This document updates the first printing of *Bestiary 2* to match the second printing.

Updates

- **Page 10**—In the Aeon, Bythos stat block, in the Skills entry, change the Fly skill bonus from “+8” to “+6”.
- **Page 11**—In the Aeon, Paracletus stat block, in the Skills entry, change the Fly skill bonus from “+6” to “+8”. In the description, in the third paragraph, in the first sentence, change “by a spellcaster who meets the prerequisites and” to “by a 7th-level neutral spellcaster who”.
- **Page 12**—In the Aeon, Pleroma stat block, in the Melee entry, change the attack bonus from “+25” to “+30”. In the Cleric Spells Prepared entry, change the concentration bonus from “+27” to “+30” and increase all spell DCs by +3. In the 8th-level spell list, change “*summon monster*” to “*summon monster VIII*”. In the Special Abilities section, in the Spells entry, add the following after the first sentence: “A pleroma can cast certain sorcerer/wizard spells as divine spells.”
- **Page 16**—In the Agathion, Avoral stat block, in the Senses entry, add “*true seeing*”.
- **Page 17**—In the Agathion, Cetaceal stat block, in the Melee entry, change “(1d6+10 plus 1d6 electricity)” to “(1d6+14 plus 1d6 electricity)”. In the Spell-Like Abilities entry, change the concentration bonus to from “+20” to “+18”. In the Spell-Like Abilities entry, in the At will subentry, change the *hold monster* DC from “17” to “18”.
- **Page 18**—In the Agathion, Draconal stat block, in the Resist entry, add “cold 10,” before “sonic 10”. In Cleric Spells Prepared, add a superscript “^D” to “*dispel evil*” in the 5th-level subentry and to “*divine favor*” in the 1st-level subentry. Change the CMD from “51” to “57”.
- **Page 20**—In the Agathion, Leonal stat block, in the Spell-Like Abilities entry, in the At will subentry, change the *hold monster* DC from “16” to “17”. In the Skills entry, after “**Racial Modifiers**”, add “+4 Acrobatics”.
- **Page 21**—In the Agathion, Silvanshee stat block, in the Skills entry, change the Climb skill bonus from “+1” to “+7”. In the SQ entry, change “as a 2nd-level paladin” to “always as a 2nd-level paladin”. In the description, in the first paragraph, in the fourth sentence, change “by spellcasters who utilize the Improved Familiar feat and meet the proper prerequisites” to “by 7th-level good spellcasters with the Improved Familiar feat who meet the proper prerequisites”.
- **Page 22**—In the Agathion, Vulpinal stat block, in the Skills entry, change the bonuses for Knowledge (any one), Knowledge (arcana), and Knowledge (planes) from “+14” to “+21”.
- **Page 23**—In the Akata stat block, in the Skills entry, at the end add “; **Racial Modifiers** +4 Stealth”.
- **Page 24**—In the Amoeba Swarm stat block, change the CMB from “-12” to “—”.
- **Page 26**—In the Angel, Cassisian stat block, in the Skills entry, change the Fly skill bonus from “+8” to “+10”. In the description, in the first paragraph, change the last sentence from “A spellcaster must have the proper prerequisites and have the Improved Familiar feat to gain a cassisian familiar.” to “A 7th-level lawful good spellcaster with the Improved Familiar feat can select a cassisian as a familiar.”
- **Page 27**—In the Angel, Monadic Deva stat block, in the Spell-Like Abilities entry, in the 1/day subentry, change the *hold monster* DC from “18” to “19”. In the Skills entry, change the Swim skill bonus from “+19” to “+27”. After the Languages entry, add the following new line: “**SQ** amphibious”.
- **Page 28**—In the Angel, Movanic Deva stat block, in the Senses entry, change the Perception bonus

from “+20” to “+26”. In the Skills entry, change the Perception bonus from “+20” to “+26” and the Sense Motive bonus from “+16” to “+22”.

- **Page 29**—In the Animate Dead stat block, in the Special Abilities section, in the Nightmare Curse entry, change the save from “Fortitude DC 21” to “Will DC 21”.
- **Page 30**—In the Aranea stat block, in the Sorcerer Spells Known entry, in the 1st-level subentry, after *mage armor* add “(1 already cast)”.
- **Page 31**—In the Archon, Shield stat block, change the AC from “28” to “29”, the flat-footed AC to from “27” to “28”, and the shield bonus from “+5” to “+6”. In the Skills entry, change the Fly skill bonus from “+7” to “+0” and the Stealth modifier from “+1” to “-6”. In the Special Abilities section, in the Stability entry, add “(Ex)” after the ability name.
- **Page 32**—In the Archon, Star stat block, in the Melee entry, change “(1d8+12/x3)” to “(1d6+12/x3)”. In the Special Attacks entry, change “+20 damage” to “+19 damage”. In the Cleric Spells Prepared entry, in the 3rd-level subentry, after *dispel magic* add “(2)”. In the Skills entry, change the Diplomacy skill bonus from “+25” to “+28”, the Intimidate skill bonus from “+25” to “+28”, and the “Knowledge (history and nature)” skill bonus from “+15” to “+18”.
- **Page 33**—In the Athach stat block, change “Fort +11” to “Fort +16”. In Ranged entry, change “rock +9/+4” to “rock +10/+5”. In the Skills entry, change “Stealth +0” to “Stealth -7”.
- **Page 36**—In the Axiomite stat block, in the Melee entry, change the longsword damage from “+6” to “+7”. In the Spell-Like Abilities entry, in the 3/day subentry, change “hold monster (DC 19)” to “hold monster (DC 20)”. Change the CMB from “+11” to “+15” and the CMD from “26” to “30”.
- **Page 37**—In the Azata, Brijidine stat block, in the list of subtypes, add “chaotic” and “good”. In the Special Attacks entry, change “entrap (DC 26, instantaneous)” to “entrap (DC 26, instantaneous, hardness 8, hp 30)”.
- **Page 38**—In the Azata, Lyrakien stat block, in the Skills entry, change the Fly skill bonus from “+12” to “+16”.
- **Page 42**—In the Bat, Skaveling stat block, change the AC from “18” to “19” and the touch AC from “12” to “13”. In the Speed entry, change the fly speed maneuverability from “average” to “good”. Change the CMD from “25” to “26”.
- **Page 44**—In the Beetle, Goliath Stag stat block, in the Special Attacks entry, change the trample damage from “2d8+16” to “3d8+16”.
- **Page 51**—In the Carnivorous Blob stat block, in the Melee entry, change the slam attack damage from “8d6+19” to “8d6+19 plus 1d4 Con drain and grab”. Change the CMD from “37” to “43”.
- **Page 52**—In the Catoblepas stat block, in the Aura entry, change the DC from “17” to “23”.
- **Page 53**—In the Centipede, Giant Whiptail stat block, change “XP 600” to “XP 800”.
- **Page 55**—In the Charda stat block, in the Feats entry, add “Combat Expertise^B,” to the beginning of the list of feats.
- **Page 60**—In the Crypt Thing stat block, change the CMB from “+7” to “+10”. Change the CMD from “20” to “23”.
- **Page 61**—In the Crysmal stat block, in the Spell-Like Abilities entry, in the 3/day subentry, change the *sanctuary* DC from “14” to “13”. In the Feats entry, add a superscript “B” after Great Fortitude.
- **Page 63**—In the Daemon, Astradaemon stat block, in the Spell-Like Abilities entry, change the concentration bonus from “+20” to “+24”. In the Skills entry, change the Fly skill bonus from “+11” to “+9”. In the Special Abilities section, in the Devour Soul entry, change the DC from “+27” to “25”.
- **Page 64**—In the Daemon, Cacodaemon stat block, in the Spell-Like Abilities entry, change concentration bonus from “+6” to “+7”.
- **Page 66**—In the Daemon, Derghodaemon stat block, in the Skills entry, add “; **Racial Modifiers** +4 Perception” to the end of the line.
- **Page 67**—In the Daemon, Hydrodaemon stat block, in the Special Abilities section, in the Sleep Spittle entry, change the DC from “17” to “19”.
- **Page 68**—In the Daemon, Leukodaemon stat block, in the Ranged entry, change the damage from “1d8+8” to “2d6+8”. Change the CMB from “+15” to “+18” and the CMD from “32” to “35”. In the Treasure entry, after “standard,” add “(+1 composite longbow, other treasure)”.
- **Page 69**—In the Daemon, Meladaemon stat block, in the Spell-Like Abilities entry, in the Constant subentry, delete “fly,”. In the At will subentry, change “fear” to “cause fear”. In the 3/day subentry, change the *blight* DC from “18” to “19”. Change the CMB from “+19” to “+21” and the CMD from “35” to “37”. In the Skills entry, change the Fly skill bonus to “+17”. In the Special Abilities section, in the Consumptive Aura entry, change “succeed on a DC 23 Fortitude save” to “succeed at a DC 22 Fortitude save”. In the Disease entry, change “save Fort DC 23” to “save Fort DC 22”.
- **Page 70**—In the Daemon, Olethrodaemon stat block, in the Special Attacks entry, change the trample DC from “22” to “32”. In the Spell-Like Abilities entry, in

- the 1/day subentry, add “level 9,” before “any 1 CR 19 or lower daemon”. After “CMD 54” add “(58 vs. trip)”. In the Special Abilities section, in the Drain Soul entry, change DC from “32” to “33” and after the last sentence add the following sentence: “This save is Constitution-based.”
- **Page 72**—In the Daemon, Piscodaemon stat block, in the Melee entry, change the claws attack bonus from “+19” to “+18” and the tentacles attack bonus from “+17” to “+16”.
 - **Page 73**—In the Daemon, Purrodaemon stat block, in the Defense section, change the saving throws from “Fort +16, Ref +12, Will +10” to “Fort +25, Ref +21, Will +14”. In the Melee entry, change “+2 wounding halberd +32/+27/+22/+17 2d8+18/19–20/x3” to “+2 wounding halberd 2d8+18/19–20/x3”. In the Spell-Like Abilities entry, in the Constant subentry, delete “fly”. In the 3/day subentry, change the *flame strike* DC from “19” to “20”. Change the CMD from “47” to “51”.
 - **Page 75**—In the Dark Slayer stat block, in the Defense section, change “Ref +5” to “Ref +8”.
 - **Page 77**—In the Decapus stat block, in the Spell-Like Abilities entry, change the *minor image* DC from “12” to “13”. Change the CMB from “+5 (+9 vs. grapple)” to “+7 (+11 grapple)”. Change the CMD from “16 (can’t be tripped)” to “18 (can’t be tripped)”. In the Skills entry, change the Stealth bonus from “+7” to “+9”.
 - **Page 81**—In the Demon, Vrolikai stat block, in the Spell-Like Abilities entry, in the 1/day subentry, change the *symbol of death* DC from “27” to “26”. In the Special Abilities section, in the Death-Stealing Gaze entry, change “DC 27 negates” to “Fort DC 27 negates”.
 - **Page 86**—In the Devil, Handmaiden stat block, in the Spell-Like Abilities entry, in the Constant subentry, delete “fly”.
 - **Page 88**—In the Devilfish stat block, in the Special Abilities section, in the Unholy Blood entry, in the next to last sentence, change “DC 16 Fortitude save” to “DC 15 Fortitude save”.
 - **Page 89**—In the Dhampir stat block, in the Skills entry, change the Ride bonus from “+7” to “+5”.
 - **Page 90**—In the Dinosaur, Allosaurus stat block, in the Melee entry, add a “+14” after “2 claws”. In the Skills entry, change the Perception bonus from “+28” to “+30”.
 - **Page 90**—In the Dinosaur, Compsognathus stat block, in the Skills entry, change the Swim bonus from “+7” to “+10”.
 - **Page 91**—In the Dinosaur, Parasaurolophus stat block, in the Defense section, change “AC 18, touch 11, flat-footed 16” to “AC 17, touch 10, flat-footed 15”. Change the CMB from “+14” to “+12”. Change the CMD from “26” to “24 (28 vs. trip)”.
 - **Page 91**—In the Dinosaur, Tylosaurus stat block, in the Defense section, change “Will +8” to “Will +4”. Change the CMD from “34 (38 vs. trip)” to “35 (39 vs. trip)”. In the Skills entry, change the Swim bonus from “+16” to “+20”.
 - **Page 94**—In the Young Brine Dragon stat block, in the list of subtypes, add “extraplanar”. In the AC entry, change the flat-footed AC from “9” to “19”.
 - **Pages 94–95**—In the Adult Brine Dragon stat block, in the list of subtypes, add “extraplanar”. In the Senses entry, change “Perception +22” to “Perception +20”. In the Spells Known entry, in the 1st-level subentry, after *ray of enfeeblement* add “(DC 14)”. In the Skills entry, change the Perception bonus from “+22” to “+20” and the Sense Motive bonus from “+22” to “+20”.
 - **Page 95**—In the Ancient Brine Dragon stat block, in the list of subtypes, add “extraplanar”. In the AC entry, change the touch AC from “9” to “7”. In the Special Attacks entry, change the breath weapon DC from “26” to “27”. In the Spell-Like Abilities entry, in the 3/day subentry, delete “*tsunami**”. In the Spells Known entry, in the 2nd-level subentry, after *detect thoughts*, add “(DC 17)”.
 - **Page 96**—In the Young Cloud Dragon stat block, change the alignment from “N” to “CN”. In the list of subtypes, add “, extraplanar”. In the Special Attacks entry, change “80-ft. line” to “40-ft. cone”.
 - **Page 96**—In the Adult Cloud Dragon stat block, change the alignment from “N” to “CN”. In the list of subtypes, add “, extraplanar”. In the Special Attacks entry, change “100-ft. line” to “50-ft. cone”.
 - **Page 97**—In the Ancient Cloud Dragon stat block, change the alignment from “N” to “CN”. In the list of subtypes, add “, extraplanar”. In the Special Attacks entry, change “120-ft. line” to “60-ft. cone”. In the Spells Known entry, in the 4th-level subentry, change “*elemental body*” to “*elemental body I*”. In the 1st-level subentry, change the charm person DC from “15” to “17”. In the Feats entry, change “Stunning Critical” to “Staggering Critical”.
 - **Page 98**—In the (basic) Crystal Dragon stat block change the alignment from “LN” to “CG”. In the Special Abilities section, change the Tremorsense entry to the following: “**Tremorsense (Ex)** Crystal dragons do not gain tremorsense until juvenile age (30 ft.), improving at adult (60 ft.) and old (120 ft.)”.
 - **Page 98**—In the Young Crystal Dragon stat block, in the list of subtypes, add “, extraplanar”. In the Spell-Like Abilities entry, change “CL 4th” to “CL 7th” and change the concentration bonus from “+8” to “+11”.
 - **Page 98**—In the Adult Crystal Dragon stat block, in the list of subtypes, add “, extraplanar”. In the Defense section, change the Fort save bonus from

- “+13” to “+15”. In the Spells Known entry, in the 1st-level subentry, change “4/day” to “5/day”.
- **Page 99**—In the Ancient Crystal Dragon stat block, in the list of subtypes, add “, extraplanar”. In the Defense section, change the Fort save bonus from “+19” to “+21”. In the Spell-Like Abilities entry, change “CL 13th” to “CL 21st” and change the concentration bonus from “+21” to “+29”.
- **Page 100**—In the Young Magma Dragon stat block, in the list of subtypes, add “extraplanar,”. In the Speed entry, delete “burrow 30 ft.,”. In the ability scores line, change the Str score from “27” to “21”. Change the CMB from “+17” to “+14”. Change the CMD from “29 (33 vs. trip)” to “26 (30 vs. trip)”.
- **Page 100**—In the Adult Magma Dragon stat block, in the list of subtypes, add “extraplanar,”. In the AC entry, change the AC from “30” to “29” and change the touch AC from “11” to “10”. In the AC modifiers, change “+2 Dex” to “+1 Dex”. In the Spells Known entry, in the 2nd-level subentry, change “*scorching ray*” to “*pyrotechnics* (DC 15)”.
- **Page 101**—In the Ancient Magma Dragon stat block, in the list of subtypes, add “extraplanar,”. In the Spells Known entry, in the 4th-level subentry, change “*wall of fire* (DC 19)” to “*confusion* (DC 19)”. In the 2nd-level subentry, change “*scorching ray*” to “*pyrotechnics* (DC 17)”.
- **Page 102**—In the Young Umbral Dragon stat block, in the Immune entry, change “negative energy” to “energy drain”. After the Melee entry, add a line with “**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)”.
- **Page 102**—In the Adult Umbral Dragon stat block, in the Immune entry, change “negative energy” to “energy drain”. After the Melee entry, add a line with “**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)”. In the Spells Known entry, in the 1st-level subentry, change “7/day” to “8/day”. Delete the first Feats listing. Delete both Skills entries and add the following new skills entry: “**Skills** Bluff +25, Diplomacy +25, Fly +16, Knowledge (arcana, local, planes) +25, Perception +25, Sense Motive +25, Spellcraft +25, Stealth +18, Survival +25”.
- **Page 103**—In the Ancient Umbral Dragon stat block, in the Immune entry, change “negative energy” to “energy drain”. After Melee, add a line with “**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)”. In the Spells Known entry, change the 7th-level subentry from “4/day” to “5/day,” the 3rd-level subentry from “7/day” to “8/day,” the 2nd-level subentry from “7/day” to “8/day,” and the 1st-level subentry from “7/day” to “8/day”.
- **Page 105**—In the Giant Dragonfly Nymph stat block, in the Skills entry, change the Stealth bonus from “+1 (+9 in shallow water)” to “+5 (+13 in shallow water)”.
- **Page 110**—In the Draugr stat block, in the Skills entry, change the Climb bonus from “+6” to “+9”.
- **Page 112**—In the Dust Digger stat block, in the Ecology section, after the Organization entry add a line with “**Treasure** none”.
- **Page 119**—In the Greater Magma Elemental stat block, in the AC entry, change the AC from “23” to “19” and change the natural armor bonus from “+16” to “+12”.
- **Page 119**—In the Elder Magma Elemental stat block, in the Defense section, change the Ref save from “+4” to “+9” and the Will save from “10” to “+5”.
- **Page 120**—In the Small Mud Elemental stat block, in the Melee entry, change the damage from “1d6+3 plus entrap” to “1d4+3 plus entrap”.
- **Page 120**—In the Medium Mud Elemental stat block, in the Melee entry, change the damage from “1d8+4 plus entrap” to “1d6+4 plus entrap”.
- **Page 121**—In the Elder Mud Elemental stat block, in the Special Attacks entry, change the entrap hardness from “5” to “10”.
- **Page 123**—In the Fetchling stat block, in the AC entry, change the flat-footed AC from “13” to “14”. Change the hp from “6” to “10”. In the line that starts with “**Resist**,” at the start of the line, add “**Defensive Abilities** shadow blending;”. In the Spell-Like Abilities entry, change the concentration modifier from “-3” to “+3”. In the Skills entry, change the Stealth bonus from “+8” to “+7”.
- **Page 127**—In the Fungal Crawler stat block, in the CMD entry, add “(27 vs. trip)”.
- **Page 128**—In the Gar stat block, in the AC entry, change the touch AC from “13” to “12”.
- **Page 128**—In the Gar, Giant stat block, in the Melee entry, change the bite attack bonus from “+14” to “+13”.
- **Page 129**—In the Giant, Marsh stat block, in the description, in the “brineborn” marsh giant spell-like abilities, change the *confusion* DC from “14” to “15”.
- **Page 131**—In the Giant, Taiga giant stat block, in the Ranged entry, change the rock attack bonus from “+11” to “+12”.
- **Page 132**—In the Giant, Wood stat block, in the Skills entry, change the Acrobatics skill bonus from “+8 (+12 jump) to “+11 (+15 when jumping)”.
- **Page 133**—In the Gloomwing stat block, in the Defense section, change the Fort save bonus from “+2” to “+3”. In the Skills entry, change the Perception bonus from “+8” to “+9”.
- **Page 138**—In the Golem, Glass stat block, in the Special Abilities section, in the Dazzling Brightness entry, add “for 1 round” after “that sees it”.
- **Page 139**—In the Golem, Mithral stat block, in the AC entry, change the AC from “31” to “32” and touch AC

- from “15” to “16”. In the AC bonuses, add “+1 dodge” after “+7 Dex”. Change the CMD from “54” to “55”.
- **Page 142**—In the Gremlin, Jinkin stat block, in the Special Abilities section, in the Tinker entry, in the second sentence, add “and has a range of 60 feet” after “functions at CL 6th”.
 - **Page 143**—In the Gremlin, Nuglub stat block, in the Spell-Like Abilities entry, add “(DC 13)” after “heat metal”.
 - **Page 145**—In the Gremlin, Vexgit stat block, in the Melee entry, change the warhammer attack bonus from “+3” to “+0”. In the Skills entry, change the Climb skill bonus from “+10” to “+13”.
 - **Page 147**—In the Grig stat block, in the Skills entry, add “; **Racial Modifiers** +4 Acrobatics when jumping”.
 - **Page 148**—In the Grindylow stat block, in the Melee entry, change the spear attack bonus from “+3” to “+2”.
 - **Page 149**—In the Grippli stat block, change the hit points from “11 (1d10+1)” to “12 (1d10+2)”.
 - **Page 152**—In the Hangman Tree stat block, in the Special Attacks entry, in swallow whole, change “acid” to “bludgeoning,” and change “7 hp” to “8 hp”.
 - **Page 154**—In the Herd Animal, Camel stat block, change the CMD from “18 (22 vs. trip)” to “19 (23 vs. trip)”.
 - **Page 156**—In the Hippogriff stat block, in the AC entry, change the flat-footed AC from “13” to “11”. In the Defense section, change the Fort save bonus from “+6” to “+5”.
 - **Page 157**—In the Hippopotamus stat block, change the hp from “66 (7d8+35)” to “59 (7d8+28)”. In the Defense section, change the Fort save bonus from “+10 (+12 vs. nonmagical disease)” to “+8 (+10 vs. nonmagical disease),” and change the Will save bonus from “+2” to “+3”. In the Melee entry, change the bite attack bonus from “+9” to “+8”. Change the Base Atk bonus from “+6” to “+5”, the CMB from “+11” to “+10”, and the CMD from “21 (25 vs. trip)” to “20 (24 vs. trip)”. In the Skills entry, change the Stealth bonus from “+0 (+10 underwater)” to “+1 (+11 underwater),” and change the Swim bonus from “+8” to “+11”.
 - **Page 159**—In the Howler stat block, in the Special Abilities section, delete the entire Abyssal Strike Ability. In the Howl ability, in the *Howler Howl* curse stat block, change “Fort” to “Will”. In the Pain ability, in the first sentence, change “that creature must make a DC 14 Reflex save or a quill breaks off in its flesh, causing the target to become sickened until the quill is removed.” to “that creature must make a successful DC 14 Reflex save or one quill breaks off in its flesh, causing the target to become sickened until all embedded quills are removed.”
 - **Page 160**—In the Ifrit stat block, in the Melee entry, change the damage from “1d6” to “1d6/18–20”. Change “Sorcerer Spell-Like Abilities” to “Bloodline Spell-Like Abilities” and alphabetize that section so that it is above Ifrit Spell-Like Abilities. Change the bloodline concentration bonus from “+5” to “+4”. In Sorcerer Spells Known, change the concentration bonus from “+5” to “+4”. In the 1st-level sorcerer spells known subentry, change “*burning hands*” to “*burning hands* (DC 15)”. In the 0-level spells subentry, change the *flare* DC from “15” to “14”. In the SQ entry, change “elemental affinity” to “fire affinity”. In the Special Abilities entry, change “**Elemental Affinity**” to “**Fire Affinity**”. In the Ifrit Characters section, change “**Elemental Resistance**” to “**Energy Resistance**” and “**Elemental Affinity**” to “**Fire Affinity**”.
 - **Page 163**—In the Inevitable, Kolyarut stat block, change the hit points from “150 (12d10+84)” to “158 (12d10+92)”. In the Spell-Like Abilities entry, in the 3/day subentry, change the *hold monster* DC from “17” to “18”. In the Skills entry, change the Disguise bonus from “+19” to “+22”.
 - **Page 164**—In the Inevitable, Lhaksharut stat block, in the Melee entry, change the +2 *wounding spear* critical threat from “19–20” to “x3”. Change the CMD from “45” to “50”.
 - **Page 166**—In the Inevitable, Marut stat block, in the Skills entry, change the Knowledge (religion) bonus from “+17” to “+20”.
 - **Page 167**—In the Inevitable, Zelekhtut stat block, in the Spell-Like Abilities entry, in the 3/day subentry, change the *hold monster* DC from “17” to “18”. In the 1/day subentry, change the *lesser geas* DC from “18” to “17”.
 - **Page 168**—In the Jabberwock stat block, change the hp from “481 (26d12+213)” to “455 (26d12+286)”. Change the Fort save bonus from “+27” to “+26”. In the Immune entry, change “dragon traits” to “paralysis, sleep”. Change the SR from “34” to “31”. In the Melee entry, change the bite damage from “4d8+13/17–20/x3” to “4d8+19/19–20/x3”.
 - **Page 170**—In the Jellyfish Swarm stat block, change the AC entry “AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)”. In the Melee entry, delete “distraction and”. In the Skills entry, change the Swim bonus from “+4” to “+9”.
 - **Page 171**—In the Jyoti stat block, in the Melee entry, change “+1 *spear*” to “+1 *ghost touch spear*”. In the Treasure entry, change “+1 *spear*” to “+1 *ghost touch spear*”.
 - **Page 175**—In the Lamia Matriarch stat block, in the Spells Known entry, in the 0-level subentry, change the *daze* and *ghost sound* DCs from “13” to “15”. In the Skills entry, in Racial Modifiers, add “+4 Acrobatics”.

- **Page 176**—In the Leng Spider stat block, in the Special Attacks entry, change the web DC from “15” to “25” and the hp from “5” to “15”.
- **Page 180**—In the Lurker in Light stat block, in the Spell-Like Abilities entry, in the At will subentry, change the *ghost sound* DC from “14” to “13”.
- **Page 181**—In the Werebear (Human Form) stat block, change the Alignment from “CG” to “LG”. In the Languages entry, add “, Sylvan”. In the SQ entry, in change shape, change “human, hybrid, and bear” to “human, hybrid, and grizzly bear”. In the Ecology section, after the Environment entry, add the following new line: “**Organization** solitary, pair, family (3–6), or troupe (3–6 plus 1–4 black or grizzly bears)”.
- **Page 181**—In the Werebear (Hybrid Form) stat block, change Size from “Medium” to “Large”. Change the AC entry to “AC 23, touch 11, flat-footed 21 (+4 armor, +2 Dex, +8 natural, –1 size)”. Change the hit points from “38 (4d10+12)” to “46 (4d10+20)”. In the Melee entry, change the battleaxe damage from “1d8+4/x3” to “2d6+5/x3”, the bite damage from “1d6+2 plus curse of lycanthropy” to “1d8+2 plus curse of lycanthropy”, and the claw damage from “1d6+4 plus grab” to “1d6+2 plus grab”. In the Ranged entry, change the throwing axe damage from “1d6+4” to “1d6+5”. After Ranged, add the following line: “**Space** 10 ft.; **Reach** 10 ft.” In Statistics, change the Str from “18” to “21” and the Con from “15” to “19”. Change the CMB from “+8 (+12 grapple)” to “+10 (+14 grapple)” and CMD from “20” to “22”. In the Skills entry, change the Climb skill bonus from “+9” to “+10”, the Stealth skill bonus from “+7” to “+3”, and the Swim skill bonus from “+9” to “+10”.
- **Page 182**—In the Wereboar (Hybrid Form) stat block, in the Melee entry, change the bite damage from “1d4+6/curse of lycanthropy” to “1d4+3 plus curse of lycanthropy” and change the gore damage from “1d8+6” to “1d8+3”. In the Ranged entry, change the dagger damage from “1d4+6/19–20” to “1d4+3/19–20”.
- **Page 183**—In the Weretiger (Hybrid Form) stat block, change the size from “Medium” to “Large”. Change the AC entry to “AC 20, touch 12, flat-footed 17 (+3 armor, +3 Dex, +5 natural, –1 size)”. Change the hp from “38 (4d8+20)” to “37 (4d8+16)”. Change the Fort save bonus from “+5” to “+4”. Change the Melee entry to “**Melee** bite +8 (2d6+6 plus grab and curse of lycanthropy), 2 claws +8 (1d8+6 plus grab)”. Change the Ranged entry to “**Ranged** mwk dagger +6 (1d6+6/19–20)”. In the Special Attacks entry, add “pounce, rake (2 claws +8, 1d8+6)”. Change the Str from “25” to “23” and Con from “19” to “17”. In the CMB entry, add “(+14 grapple)”. In the Skills entry, change the Climb skill bonus from “+13” to “+12”, the Stealth skill bonus from “+12” to “+8”, and the Swim skill bonus from “+13” to “+2”.
- **Page 184**—In the Magma Ooze stat block, in the Melee entry, delete “2d6 fire”. In the Special Attacks entry, delete “plus 2d6 fire”.
- **Page 186**—In the Megafauna, Arsinoitherium stat block, in the Special Attacks entry, change the powerful charge damage from “4d8+24” to “4d8+13”.
- **Page 187**—In the Megafauna, Megaloceros stat block, in the AC entry, change the touch AC from “10” to “11”. Change the flat-footed AC from “16” to “14”.
- **Page 189**—In the Merrow, Saltwater stat block, change the hp from “73 (7d8+42)” to “80 (7d8+49)”. In the Skills entry, change Swim bonus from “+13” to “+15”.
- **Page 193**—In the Mosquito swarm stat block, in the Skills entry, change the Fly skill bonus from “+5” to “+11”.
- **Page 194**—In the Mothman stat block, in the Spell-Like Abilities entry, in the 3/day subentry, change the *modify memory* DC from “17” to “18”.
- **Page 195**—In the Mu Spore stat block, in Immune, delete “acid”.
- **Page 197**—In the Neh-Thalgggu stat block, change the CMD from “36 (can’t be tripped)” to “35 (can’t be tripped)”. In the SQ entry, add “strange knowledge”. In the Special Abilities section, in the Poison entry, add “for 1 round” after “staggered”. After the Spells entry, add “**Strange Knowledge (Ex)** All Knowledge skills are class skills for neh-thalgggu.”
- **Page 198**—In the Nereid stat block, in the Aura entry, add “(30 ft., DC 23)”. In the Spell-Like Abilities entry, in the At will subentry, change the *suggestion* DC from “20” to “18”. In the Feats entry, change “Ability Focus (poison)” to “Ability Focus (beguiling aura)”. In the Special Abilities section, in the Beguiling Aura entry, change the DC from “25” to “23”. In the Poison entry, add “(range 30 ft.)” after “spray”.
- **Page 200**—In the Nightshade, Nightcrawler stat block, in the Senses entry, add “low-light vision”. In the Melee entry, change bite damage bonus from “+20” to “+18”. Change the sting damage bonus from “+20” to “+18”.
- **Page 201**—In the Nightshade, Nightwalker stat block, in the Senses entry, add “low-light vision”.
- **Page 202**—In the Nightshade, Nightwave stat block, in the Spell-Like Abilities entry, in the Constant subentry, delete “fly”. In the Skills entry, change the Fly skill bonus from “+37” to “+31” and the Swim skill bonus from “+56” to “+59”.
- **Page 203**—In the Nightshade, Nightwing stat block, in the Senses entry, add “low-light vision”.

- **Page 204**—In the OGREKIN stat block, in the Skills entry, change the Climb skill bonus from “+7” to “+10” and the Swim skill bonus from “+7” to “+10”.
- **Page 205**—In the Oread stat block, in the Defense section, change the Will save bonus from “+2” to “+4”. In the Skills entry, change the Intimidate skill bonus from “+3” to “+4”. In the Special Abilities section, change “**Elemental Affinity**” to “**Earth Affinity**”. In the Oread Characters section, change “**Elemental Resistance**” to “**Energy Resistance**” and change “**Elemental Affinity**” to “**Earth Affinity**”.
- **Page 206**—In the Pech stat block, change the Base Atk bonus from “+2” to “+3”. Change the CMB from “+5” to “+6”. Change the CMD from “+16” to “+17”. In the Skills entry, change the entire entry to the following: “**Skills** Climb +13, Craft (stonemasonry) +14, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Perception +10, Profession (miner) +14, Stealth +14; **Racial Modifiers** +4 Craft (stonemasonry), +4 Profession (miner)”.
- **Page 209**—In the Petitioner Traits section, in the Limbo entry, in the last sentence, after “incorporeal subtype,” add “an incorporeal touch attack.”
- **Page 210**—In the Phycomid stat block, in the Ranged entry, change the acid pellet attack bonus from “+4” to “+5”.
- **Page 211**—In the Poltergeist stat block, change the CMB from “—” to “+3” and the CMD from “—” to “+14”. In the Skills entry, change the Fly skill bonus from “+5” to “+9”. Add “Sense Motive +3”.
- **Page 212**—In the Primate, Baboon stat block, in the AC entry, change the flat-footed AC from “+10” to “+11”.
- **Page 212**—In the Primate, Monkey Swarm stat block, change the Init from “+3” to “+7”. In the Feats entry, add “Improved Initiative” and delete “Weapon Finesse”. In the Skills entry, in Racial Modifiers, delete “+8 Climb”.
- **Page 214**—In the Protean, Imentesh stat block, in Defensive Abilities, change “amorphous” to “amorphous anatomy”. In the Skills entry, change the Disable Device bonus from “+19” to “+16”, and change the Fly skill bonus from “+11” to “+9”.
- **Page 215**—In the Protean, Keketar stat block, in Defensive Abilities, change “amorphous” to “amorphous anatomy” and add “**DR** 15/lawful;”. In the Special Attacks entry, add “, reshape reality”. In the Skills entry, change the Knowledge (any two) bonus from “+31” to “+28”. In the SQ entry, delete “flight”.
- **Page 216**—In the Protean, Naunet stat block, in the Defensive Abilities entry, change “amorphous” to “amorphous anatomy”. In the Skills entry, change the Fly skill bonus from “+11” to “+9”.
- **Page 217**—In the Protean, Voidworm stat block, in the Defensive Abilities entry, change “amorphous” to “amorphous anatomy”. In the Spell-Like Abilities entry, in the At will subentry, change the *ghost sound* DC from “+12” to “+11”.
- **Page 219**—In the Qlippoth, Augnagar stat block, in the Special Abilities section, in the Horrific Appearance entry, in the first sentence, delete “with fear”.
- **Page 222**—In the Qlippoth, Iathavos stat block, in the Aura entry, add “*cloak of chaos* (DC 26);”. In the Special Attacks entry, after horrific appearance, add “(DC 30)”. Change the CMD from “60 (can’t be tripped)” to “62 (can’t be tripped)”.
- **Page 224**—In the Qlippoth, Nyogoth stat block, in the Melee entry, change the 4 bites attack bonus from “+16” to “+15” and the bite attack bonus from “+16” to “+15”. In the Special Attacks entry, after horrific appearance, add “(DC 18)”.
- **Page 225**—In the Qlippoth, Shoggti stat block, in the Special Attacks entry, after horrific appearance, add “(DC 15)”. In the Skills entry, change the Intimidate skill bonus from “+13” to “+16”.
- **Page 226**—In the Qlippoth, Thulgant stat block, after the Init line, add a line with “*Aura cloak of chaos* (DC 25)”. In the AC entry, change the touch AC from “+21” to “+25”. In the Defensive Abilities entry, add “*displacement*” and “*freedom of movement*”. In the Speed entry, add “fly 60 ft. (good)”. In the Spell-Like Abilities entry, in the Constant subentry, delete “fly”. Change the CMD from “51 (67 vs. trip)” to “55 (71 vs. trip)”.
- **Page 227**—In the Quickling stat block, after the Special Attacks entry, add the following lines:
Spell-Like Abilities (CL 6th; concentration +8)
1/day—*dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14),
ventriloquism (DC 13)
- **Page 228**—In the Quickwood stat block, in the Special Abilities section, in the Roots entry, in the first sentence, change “attack with up to six of them” to “attack with up to three of them”.
- **Page 230**—In the Ravener stat block, in the Feats entry, delete “Empower Spell” and add “Staggering Critical”.
- **Page 231**—In the Ravener description, in the Creating a Ravener section, in the Special Attacks entry, in the Cowering Fear supernatural ability, in the second sentence, change “Any creature that is frightened” to “Any creature that is panicked”.
- **Page 237**—In the Sard stat block, in the Special Abilities section, after the Poison entry, add the following entry beginning on a new line: “**Thorns**

(Ex) A sard's thorns have a range of 180 feet with no range increment."

- **Page 239**—In the Sceduinar stat block, in the Skills entry, change the Escape Artist skill bonus from "+14" to "+17", the Intimidate skill bonus from "+12" to "+15", and the Knowledge (nature) skill bonus from "+10" to "+13". In the Languages entry, delete "Daemon".
- **Page 240**—In the Scorpion, Black stat block, in the CMB entry, add "(+43 grapple)". In the Special Abilities section, in the Poison entry, change the DC from "29" to "27".
- **Page 241**—In the Scylla stat block, change the AC line to the following: "AC 30, touch 20, flat-footed 18 (+11 Dex, +1 dodge, +10 natural, -2 size)". In the Speed entry, delete "fly 60 ft. (good)". In the Spell-Like Abilities entry, in the Constant subentry, delete "fly". In the Skills entry, delete "Fly +35," and add "Intimidate +29,".
- **Page 242**—In the Serpentfolk stat block, in the Spell-Like Abilities entry, in the At will subentry, after *disguise self*, change "(DC 14)" to "(humanoid form only, DC 14)".
- **Page 243**—In the Seugathi stat block, change the Melee bite damage from "1d8+4 plus poison" to "1d8+1 plus poison". In the Skills entry, change the Knowledge (religion) skill bonus from "+11" to "+14".
- **Page 245**—In the Shining Child stat block, in the Spell-Like Abilities entry, in the 3/day subentry, change the DC of *rainbow pattern* from "21" to "22". In the Skills entry, change the Intimidate skill bonus from "+23" to "+26", the Knowledge (arcana) skill bonus from "+18" to "+21", the Spellcraft skill bonus from "+18" to "+21", and the Use Magic Device skill bonus from "+23" to "+26". In the Special Abilities section, in the Searing Ray entry, in the second sentence, delete "and bypasses damage reduction".
- **Page 246**—In the Sinspawn stat block, in the Special Abilities section, in the Sinful Bite entry, add the following after the last sentence: "This is a mind-affecting effect."
- **Page 250**—In the Slithering Tracker stat block, in the Melee entry, change the slam damage from "1d6+4 plus grab and paralysis" to "1d6+3 plus grab and paralysis". In the Skills entry, change the Stealth skill bonus from "+19" to "+20". In the Skills entry, in Racial Modifiers, change the Stealth bonus from "+4" to "+8".
- **Page 251**—In the Slurk stat block, in the Skills entry, in Racial Modifiers, add "+10 Acrobatics,".
- **Page 252**—In the Snake, Emperor Cobra stat block, in the Skills entry, after Acrobatics, delete "(+6 jump)".
- **Page 255**—In the Soulbound Doll description, in the Construction section, change the Price from "4,000

gp" to "4,300 gp" and the Cost from "2,000 gp" to "2,300 gp".

- **Page 258**—In the Sylph stat block, in the Special Abilities section, in the Air Affinity entry, in the first sentence, change "sorcerer class abilities" to "sorcerer spells and class abilities". In the Sylph Characters section, change "**Elemental Resistance**" to "**Energy Resistance**", and change "**Elemental Affinity**" to "**Air Affinity**".
- **Page 267**—In the Thanatotic Titan stat block, change the entire Ranged entry to the following: "**Ranged** rock +16/+11/+6/+1 (4d6+28)". Replace the Skills entry with the following:

Skills Bluff +33, Craft (any one) +34, Diplomacy +30, Intimidate +30, Knowledge (arcana, history, planes) +34, Knowledge (religion) +31, Perception +31, Perform (any one) +30, Sense Motive +31, Spellcraft +34, Stealth +5, Use Magic Device +33

- **Page 268**—In the Toad, Glacier stat block, in the Speed entry, add "swim 15 ft."
- **Page 269**—In the Totenmaske stat block, in the Special Attacks entry, delete "devour memories".
- **Page 271**—In the Troll, Ice stat block, in the Defense section, change the Fort save from "+5" to "+8".
- **Page 274**—In the Twigjack stat block, in the Melee entry, change the spear damage from "1d4-1" to "1d4-1/x3".
- **Page 275**—In the Undine stat block, change the Init bonus from "+1" to "+2". Change the Ref save bonus from "+1" to "+2". In the Special Attacks entry, change channel positive energy from "5/day" to "7/day". In the Spell-Like Abilities entry, change the concentration bonus from "+4" to "+3". In the Feats entry, change "Weapon Focus (heavy mace)" to "Extra Channel". In the SQ entry, change "elemental affinity" to "water affinity". In the Special Abilities section, in the Elemental Affinity entry, change the "**Elemental Affinity**" heading to "**Water Affinity**" and in the first sentence, change "sorcerer class abilities" to "sorcerer spells and class abilities". In the Undine Characters section, change "**Elemental Resistance**" to "**Energy Resistance**" and change "**Elemental Affinity**" to "**Water Affinity**".
- **Page 277**—In the Vampiric mist stat block, in the Special Abilities section, in the Blood Overdose entry, in the second sentence, change "gains a +2 haste bonus" to "gains a +2 bonus".
- **Page 281**—In the Wendigo stat block, in the Feats entry, change "Improved Critical (claws)" to "Improved Critical (bite, claws)" and delete "Multiattack". In the Skills entry, change the Acrobatics skill bonus from "+27" to "+30", the Fly

- bonus from “+33” to “+36”, the Intimidate bonus from “+29” to “+32”, the Spellcraft bonus from “+26” to “+29”, and the Survival bonus from “+23” to “+26”.
- Page 284**—In the Witchfire stat block, in the Spell-Like Abilities entry, after “CL 9th”, add “; concentration +16”. In the At will subentry, change the *pyrotechnics* DC from “18” to “19”. In the Skills entry, change the Fly skill bonus from “+22” to “+14” and the Sense Motive skill bonus from “+11” to “+16”. In the Special Abilities section, in the Witchflame entry, before the last sentence, add the following sentence: “A bolt of witchflame has a range of 60 feet with no range increment.”
- Pages 286–287**—In the Worm That Walks stat block, change the hp line from “**hp** 123 (13d6+78); fast healing 14” to “**hp** 113 (13d6+65); fast healing 14”. In the Conjurer Spells Prepared entry, in the o-level subentry, delete “*acid splash*”. Change the CMD from “24” to “26”. In the Skills entry, change the Intimidate skill bonus from “+16” to “+13”. In the Creating a Worm That Walks section, in the Tenacious extraordinary ability, change the racial bonus on CMB checks from “+8” to “+4”.
- Page 288**—In the Xacarba stat block, in the Special Abilities section, in the Redirect Spell entry, in the second sentence, change “swift action” to “immediate action”.
- Page 298**—In the Keen Scent section, change the Format entry from “keen senses” to “keen scent”.
- Page 299**—In the Negative Energy Affinity section, replace the entry with the following:

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

- Page 307**—After the Good subtype, add a new line with the following subtype: “**Grippli Subtype:** Gripplis are frog-like humanoids. Creatures with the grippli subtype have darkvision.”

- Page 312**—In Appendix 7: Animal Companions, delete *compsothagnus* from the table. Add the following creatures and page numbers to the table in alphabetical order:

Gar	128
Ram	154
Tylosaurus	91

- Page 312**—In Appendix 8: Monsters by Type, in Incorporeal, delete “*neh-thalgu*”.
- Page 313**—In Appendix 8: Monsters by Type, in Outsider (elemental), add “*belker*”.
- Page 317**—In Appendix 11: Variant Monster Index, replace the table with the following table:

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

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000 Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Book of Fiends © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Pathfinder Roleplaying Game Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Tome of Horrors II © 2004, Necromancer Games, Inc.; Author: Scott Greene.

Amphisbaena from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Monadic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Aurumvorax from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Bat, Mobat from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Beetle, Slicer from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.;

Author: Scott Greene, based on original material by Gary Gygax.

Blindheim from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Mussen.

Brownie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Bunyip from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.

Crypt Thing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Mussen.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Derghodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Hydrodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Dark Creeper from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Death Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley.

Decapus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

Demon, Nabasu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Dragon Horse from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Dust Digger from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Forlarren from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone.

Giant, Wood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast.

Gloomwing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Griplli from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Gryph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown.

Hangman Tree from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Jubilex from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Kelpie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Korred from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Leprechaun from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Magma ooze from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Mongrelman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Necrophidius from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Nereid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Pech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Phycomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Poltergeist from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lewis Pulsipher.

Quickling from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Quickwood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Sandman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Mussen.

Scarecrow from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Mussen.

Skulk from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Slime Mold from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Soul Eater from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by David Cook.

Spriggan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Tenebrous Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Tentamort from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts.

Tick, Giant & Dragon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Troll, Ice from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Russell Cole.

Troll, Rock from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Zombie, Juju from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder RPG Bestiary 2 Update 1.0 © 2012, Paizo Publishing, LLC; Author: Sean K Reynolds.