

PATHFINDER[®]

ROLEPLAYING GAME[™]

PATHFINDER RPG BESTIARY

FIRST PRINTING

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This document updates the first printing of the *Pathfinder RPG Bestiary* to match the third printing. Items with **bold** page numbers are new to this update.

Updates

- Page 10—In the Angel, Astral Deva stat block, in the Skills line, delete “Escape Artist +9” and change the Knowledge (religion) bonus to “+19.”
- Page 11—In the Planetary stat block, under spells prepared, add “o (at will)—*detect magic, purify food and drink, stabilize, virtue*” after the 1st-level line.
- Page 12—In the Angel, Solar stat block, in the ranged attack line, change “+31” to “+31/+26/+21/+16.” Under spells prepared, add “o (at will)—*detect magic, purify food and drink, stabilize, virtue*” after the 1st-level line.
- Page 16—In the Ant, Giant stat block, in the entry for the Poison special ability, change the Fort DC to “14.”
- Page 17—In the Ape, Gorilla stat block, in the CMB line, change the CMB to “+5” and the CMD to “17.”
- Page 19—In the Archon, Hound stat block, in the Melee line, change the greatsword damage to “2d6+3.”
- Page 20—In the Archon, Lantern stat block, in the Aura line, change the aura of menace DC to “13.”
- Page 21—In the Archon, Trumpet stat block, in the Melee line, add “/19–20” crit range after the weapon damage. Under spells prepared, add “o (at will)—*detect magic, purify food and drink, stabilize, virtue*” after the 1st-level line.
- Page 24—In the Azata, Bralani stat block, in the Skills line, change the Fly bonus to “+22.”
- Page 25—In the Azata, Ghaele stat block, in the AC line, change the AC to read “28, touch 16, flat-footed 26 (+4 deflection, +1 Dex, +1 dodge, +12 natural).” In the Ranged line, change the attack bonus to “+14 ranged touch.” Under spells prepared, in the 2nd-level line, remove “(2)” after “*aid*.” In the 1st-level line, remove “*sanctuary* (DC 15).” Add “o (at will)—*detect magic, purify food and drink, stabilize, virtue*” after the 1st-level line.
- Page 26—In the Azata, Lillend stat block, under Spells Known, in the 3rd-level line, add “*cure serious wounds*.”
- **Page 27**—In the Greater Barghest stat block, in the Melee line, change the claws attack bonus to “+14.” Under Spell-Like Abilities, change the DC of both *charm monster* and *crushing despair* to “DC 18.”
- Page 34—In the Behir stat block, in the Special Attacks line, add “usable every 1d4 rounds” to the end of the breath weapon information. In the Senses line and the Skills line, change the bonus on Perception checks to “+8.”
- Page 37—In the Boggard stat block, in the Melee line, change the tongue attack bonus to “–1.”
- Page 38—In the Bugbear stat block, in the Skills line, change the skills to read “Intimidate +7, Perception +8, Stealth +10.” In the Treasure line, change “heavy wooden shield” to “light wooden shield.”
- Page 42—In the Centaur stat block, in the Speed line, change the speed to “50 ft. (35 ft. in armor).”
- **Page 45**—In the Choker stat block, in the Special Attacks line, add “grab (Large),” to the list of special attacks after constrict.
- Page 47—In the Cloaker stat block, in the Skills line, change the Stealth skill bonus to “+8.”
- **Page 51**—In the Crocodile, Dire stat block, in the Skills line, change “Stealth –6 (+2 in water)” to “Stealth +0 (+8 in water).”
- Page 52—In the Cyclops stat block, in the Melee line, change the greataxe attack bonus to “+11/+6.”
- Page 53—In the Dark Creeper stat block, in the Skills line, change the Stealth skill bonus to “+12.”
- Page 55—In the Darkmantle stat block, in the Init line, change the initiative to “+6.” In the AC line,

change the AC to “15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size).” In the Base Atk line, change the CMB to “+1 (+5 grapple)” and the CMD to “13 (can’t be tripped)”. In the Skills line, change the skills to read “Fly +5, Perception +4, Stealth +10.”

- **Page 55**—In the Darkmantle stat block, in the Special Attacks line, add “grab (any size)” to the list of special attacks after constrict. Delete the Special Abilities line and the Grab paragraph that follows it.
- **Page 57**—In the Demon, Babau stat block, in the Melee line, change the longspear damage to read “(1d8+7/x3).”
- **Page 63**—In the Demon, Marilith stat block, in the Melee line, change the attack bonus for both tail slap entries to “+17” and change the attack bonus for the 6 slams to “+22.” In the Spell-Like Abilities section, change the DC of *project image* to “24.”
- **Page 64**—In the Demon, Nabasu stat block, in the AC line, change the AC to “22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural).” In the Skills line, add “+8 in shadowy areas” to the Racial Modifiers entry.
- **Page 64**—In the Demon, Nabasu stat block, in the Base Atk line, change the CMD to “29.”
- **Page 67**—In the Demon, Shadow stat block, in the entry for the Sunlight Powerlessness special ability, in the second sentence, change “move or attack action” to “move or standard action.” In the last sentence, change “*sunbeam* or *sunray*” to “*sunbeam* or *sunburst*.”
- **Page 69**—In the Demon, Vrock stat block, in the entry for the Stunning Screech special ability, in the second sentence, change the DC to “21.”
- **Page 70**—In the Derro stat block, in the Ranged line, change the repeating light crossbow damage to “1d6.”
- **Page 72**—In the Devil, Barbed stat block, in the Special Abilities section, add the following paragraph:

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

- **Page 82**—In the Devourer stat block, in the Skills line, change the Stealth skill bonus to “+6.”
- **Page 83**—In the Dinosaur, Brachiosaurus stat block, in the Senses line and the Skills line, change the Perception skill bonus to “+28.”
- **Page 86**—In the Dinosaur, Triceratops stat block, in the Senses line and the Skills line, change the Perception skill bonus to “+24.”
- **Page 87**—In the Dog, Riding stat block, change the CR to 1. In the XP line, change the XP to “400.”
- **Page 93**—In the Adult Black Dragon stat block, in the Skills line, change the Stealth skill bonus to “+20.”

- **Page 93**—In the Adult Black Dragon stat block, in the Base Atk line, change the CMB to “+22.”
- **Pages 94–95**—In all of the Chromatic Dragon, Blue stat blocks, in the Skills line, replace “Appraise” with “Bluff.” The bonus is unchanged.
- **Page 94**—In the Chromatic Dragon, Blue text, in the entry for the Desert Thirst special ability, in the last sentence, delete “(DC equal to the dragon’s breath weapon).” Add the following sentence to the end of the paragraph:

The save DC is Charisma-based.

- **Page 95**—In the Adult Blue Dragon stat block, under Spell-Like Abilities, change the DC of *minor image* to “15.” In the Ancient Blue Dragon stat block, change this DC to “17.”
- **Page 97**—In the Adult Green Dragon stat block, in the Feats line, delete “Improved Sunder.” In the Ancient Green Dragon stat block, in the Feats line, delete “Greater Sunder.”
- **Page 99**—In the Ancient Red Dragon stat block, in the Feats line, change “Critical Mastery” to “Critical Focus.”
- **Page 99**—In the Ancient Red Dragon stat block, under Spells Known, in the 2nd-level line, add “(DC 17)” to both the *detect thoughts* spell and the *misdirection* spell. In the Feats line, change “Stunning Critical” to “Staggering Critical.”
- **Page 101**—In the Ancient White Dragon stat block, under Spells Known, in the 4th-level line, add “*dimension door*.” In the 0-level line, add “*acid splash*,” “*ghost sound*,” “*mage hand*,” and “*message*.”
- **Page 102**—In the Young Brass Dragon stat block, in the Base Atk line, add “(28 vs. trip)” after the CMD.
- **Page 103**—In the Adult Brass Dragon stat block, in the Skills line, delete “Stealth +3.” In the Ancient Brass Dragon stat block, under Spells Known, in the 5th-level line, add “*prying eyes*.”
- **Page 106**—In the Young Copper Dragon stat block, in the Feats line, add “Power Attack.”
- **Page 107**—In the Ancient Copper Dragon stat block, change “Greater Disarm” to “Improved Disarm.”
- **Page 108**—In the Young Gold Dragon stat block, in the Special Attacks line, change “80-ft. cone” to “40-ft. cone.”
- **Page 109**—In the Ancient Gold Dragon stat block, in the Special Attacks line, change “120-ft. cone” to “60-ft. cone.” In the Feats line, change “Stunning Critical” to “Staggering Critical.”
- **Page 114**—In the Drow stat block, in the hp line, change “4 (1d8)” to “5 (1d10).”

- Page 114—In the Drow stat block, in the Melee line, change the rapier attack bonus to “+2.”
 - Page 115—In the Drow Noble stat block, in the Melee line, change the rapier attack bonus to “+4.”
 - Page 117—In the Duergar stat block, in the Skills line, change the skills to read “Intimidate +1, Stealth –3.”
 - **Page 119**—In the Eel, Giant Moray stat block, in the Base Atk line, add “(can’t be tripped)” after the CMD. In the entry for the Gnaw special ability, in the last sentence, change “(+11 attack, 1d6+4)” to “(+11 attack, 1d6+3).”
 - **Page 124**—In the Medium Fire Elemental stat block, in the Base Atk line, change the CMD to “19.”
 - Page 124—In the Huge Fire Elemental stat block, in the Fort line, change the Fort save to “+10.” In the Special Attacks line, change the burn DC to “18.”
 - Page 125—In the Greater Fire Elemental stat block, in the DR line, change the DR to “10/—.”
 - **Page 126**—In the Medium Water Elemental stat block, in the AC line, change the flat-footed AC to “16.”
 - Page 130—In the Ettin stat block, in the Melee line, change the entry to “2 flails +12/+7 (2d6+6).”
 - Page 133—In the Raven stat block, in the Skills line, change the Fly skill bonus to “+6.” In the Weasel stat block, in the Skills line, change the Escape Artist skill bonus to +3.
 - Page 135—In the Frog, Poison stat block, in the Base Atk line, change the CMD to “5 (9 vs. trip).”
 - Page 136—In the Froghemoth stat block, in the Special Attacks line, change the swallow whole AC to “19.” In the Skills line, change the Swim skill bonus to “+18.”
 - Page 138—In the Gelatinous Cube stat block, in the Base Atk line, change the CMD to “9 (can’t be tripped).”
 - Page 140—In the Genie, Efreeti stat block, in the Skills line, change the Fly skill bonus to “+13.”
 - Page 141—In the Genie, Janni stat block, in the Speed line, change the speed to “30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail.” In the entry for the Change Size special ability, in the second sentence, change “efreeti” to “janni.”
 - Page 142—In the Genie, Marid stat block, in the Special Attacks line, change the vortex DC to “22.” In the entry for the Water’s Fury special ability, in the second sentence, change the DC to “20.”
 - Page 143—In the Genie, Shaitan stat block, in the Feats line, delete “Improved Natural Attack” and add “Greater Bull Rush.”
 - Page 144—In the Ghost stat block, in the Fort line, change the Reflex save to “+5.”
 - Page 146—In the Ghoulish stat block, in the Special Ability section, in the first sentence of the Disease description, change the DC to “13.” Change the frequency to “1/day.”
 - Page 147—In the Giant, Cloud stat block, in the Feats line, delete “Greater Bull Rush” and “Greater Overrun,” and add “Improved Bull Rush” and “Improved Overrun.”
 - Page 148—In the Giant, Fire stat block, in the AC line, change the AC to “24, touch 8, flat-footed 24 (+8 armor, –1 Dex, +8 natural, –1 size).”
 - Page 149—In the Giant, Frost stat block, in the Skills line, change the Stealth skill bonus to “+2 (+6 in snow).”
 - Page 154—In the Girallon stat block, in the Base Atk line, change the CMB to “+12.” Change the CMD to “25.”
 - **Page 154**—In the Girallon stat block, in the Space line, change the Reach to “10 ft.” In the Skills line, change “Climb +14” to “Climb +12.”
 - Page 156—In the Goblin stat block, in the Melee line, change the short sword attack bonus to “+2.” In the Ranged line, change the short bow attack bonus to “+4.”
 - Page 164—In the Golem, Wood stat block, in the Fort line, change the Will save to “+5.”
 - Page 167—In the Green Hag stat block, under Spell-Like Abilities, in the At will line, delete “*disguise self*” and add “*alter self*.”
 - Page 168—In the Griffon stat block, in the Skills line, change the Fly skill bonus to “+6.”
 - Page 169—In the Half-Celestial Unicorn stat block, in the Special Abilities line, change smite evil from “(+4 damage)” to “(+7 attack, +4 damage).” In the Creating a Half-Celestial section on this page, in the Special Abilities section, change the Smite Evil entry to read as follows:
- Smite Evil (Su):* Once per day, as a swift action, the half-celestial can smite evil as a paladin of the same level as its Hit Dice. The smite persists until the target is dead or the half-celestial rests.
- Page 170—In the Dracolisk stat block, in the Base Atk line, change the CMD to “23 (31 vs. trip).”
 - Page 171—In the Creating a Half-Fiend section on this page, in the Special Abilities section, change the Smite Good entry to read as follows:
- Smite Good (Su):* Once per day, as a swift action, the half-fiend can smite good as the smite evil ability of a paladin of the same level as its Hit Dice, except affecting a good target. The smite persists until the target is dead or the half-fiend rests.

- Page 173—In the Hell Hound, Nessian stat block, in the Skills line, change the Survival skill bonus to “+18.”
- **Page 175**—In the Hobgoblin stat block, in the hp line, change the hp to “17 (1d10+7).” In the Melee line, change the longsword attack bonus to “+4.” In the Ranged line, change the longbow attack bonus to “+3.” In the Skills line, change the Stealth skill bonus to “+5.”
- Page 176—In the Homunculus stat block, in the Base Atk line, change the CMB to “+2.”
- Page 178—In the Hydra stat block, in the Fort line, change the Fort save to “+8.”
- Page 179—In the Hyena stat block, in the Senses line and the Skills line, change the Perception skill bonus to “+8.” In the Feats line, delete “Alertness” and add “Skill Focus (Perception).”
- **Page 179**—In the Hyena stat block, in the Base Atk line, add “(19 vs. trip)” after the CMD. In the Hyena, Dire stat block, add “(24 vs. trip)” after the CMD.
- Page 181—In the Invisible Stalker stat block, in the Fort line, change the Fort save to “+11.”
- Page 182—In the Iron Cobra description, add the following paragraph after the Adamantine Cobra paragraph:

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

- Page 182—In the Iron Cobra construction stat block, in the CL line, add “8,000 gp (cold iron)” after the adamantine cobra entry. In the Requirements line, under cost, add “4,000 gp (cold iron)” after the adamantine cobra entry.
- Page 183—In the Kobold stat block, in the Senses line and the Skills line, change the Perception skill bonus to +5. In the hp line, change the hp to “5 (1d10).” In the Ranged line, change the sling damage to “(1d3–1).” In the Skills line, change the Stealth skill bonus to “+5.”
- **Page 183**—In the Kobold stat block, in the Languages line, delete “Common.”
- Page 186—In the Lamia stat block, in the Fort line, change the Fort save to “+7.” In the Melee line, change the dagger damage to “(1d4+4/19–20).”
- Page 187—In the Leech, Giant stat block, in the Fort line, change the Fort save to “+5.”
- **Page 187**—In the Leech Swarm stat block, in the Skills line, change “Stealth +1 (+9 in swamps)” to “Stealth +16 (+24 in swamps).”
- **Page 191**—In the Linnorm, Ice stat block, in the Base Atk line, change “(+49 grapple)” to “(+44 grapple).”
- Page 193—In the Lion stat block, in the Skills line, change the Stealth skill bonus to “+8 (+12 in

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

- Page 194—In the Lizard, Monitor stat block, under Special Abilities, change “Poison (Su)” to “Poison (Ex).” In the Lizard, Giant Frilled stat block, in the AC line, change “+8 armor” to “+8 natural.”
- Page 195—In the Lizardfolk stat block, in the Melee line, change the entry to read “morningstar +2 (1d8+1), bite +0 (1d4), or claw +2 (1d4+1), bite +2 (1d4+1).” In the Skills line, change the Swim skill bonus to “+8.”
- Page 202—In the Mephit stat block, in the AC line, change the AC to “17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size).”
- Page 204—In the Merfolk stat block, in the Ranged line, change the heavy crossbow damage to “(1d10/19–20).” In the Merfolk Characters section, add the following paragraph after the second paragraph:

+2 Natural Armor: Merfolk have tough skin.

- Page 205—In the Mimic stat block, in the Senses line and the Skills line, change the Perception skill bonus to “+14.” In the Skills line, change the Knowledge (Dungeoneering) skill bonus to “+10.”
- Page 206—In the Minotaur stat block, in the Melee line, change the gore damage to “(1d6+2).”
- Page 208—In the Mohrg stat block, in the Senses line and the Skills line, change the Perception skill bonus to “+23.”
- **Page 208**—In the Mohrg stat block, in the Special Attacks line, change the paralysis DC to “21.”
- Page 210—In the Mummy stat block, in the entry for the Mummy Rot special ability, in the first sentence, change the frequency to “1/day.”
- Page 211—In the Naga, Dark stat block, in the Melee line, change the bite damage to “(1d4+2).” Under Spells Known, in the o-level line, change “(6/day)” to “(at will).”
- Page 212—In the Naga, Guardian stat block, under Spells Known, in the o-level line, change “(6/day)” to “(at will).” Delete “cure minor wounds” and add “stabilize.”
- **Page 212**—In the Naga, Guardian stat block, in the entry for the Poison special ability, change the Fort DC to “21.”
- Page 213—In the Naga, Spirit stat block, under Spells Known, in the o-level line, change “(6/day)” to “(at will).” Delete “cure minor wounds” and add “bleed.”
- **Page 216**—In the Nightmare, Cauchemar stat block, in the Base Atk line, change “(+2 vs. trip)” to “(+42 vs. trip).”
- Page 220—In the Ogre stat block, in the Senses line and the Skills line, change the Perception skill bonus to +5.

- Page 221—In the Oni, Ogre Mage stat block, under Spell-Like Abilities, in the 1/day line, change “*deeper slumber*” to “*deep slumber*.”
- Page 222—In the Orc stat block, in the Senses line, remove “low-light vision.” Below the Init line, add the following line:

Weaknesses light sensitivity

- Page 222—In the Orc stat block, in the Melee line, change the falchion attack bonus to “+5.” Below the Languages line, add the following line:

SQ weapon familiarity

- Page 231—In the Rakshasa stat block, in the Melee line, change the kukri damage to “(1d4+4/15–20).”
- Page 235—In the Rhinoceros Companions section, in the second paragraph, under ability scores, change “–4 Dex” to “–2 Dex.”
- Page 238—In the Rust Monster stat block, in the Melee line, change the antennae attack bonus to “+6 touch.”
- Page 241—In the Satyr stat block, in the AC line, change the AC to “18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural).” In the Skills line, change the Perform (wind instruments) skill bonus to “+19.”
- Page 244—In the Sea Serpent stat block, in the AC line, delete “+17 armor” and add “+17 natural.” In the Melee line, change the bite damage to “(4d8+22/19–20 plus grab).” In the Feats line, add “(bite)” after “Improved Critical.”
- **Page 249**—In the Shoggoth stat block, in the Feats line, change “Stunning Critical” to “Staggering Critical.”
- Page 255—In the Snake, Venomous stat block, in the AC line, change the flat-footed AC to “13.”
- Page 256—In the Spectre stat block, in the Melee line, change the incorporeal touch attack bonus to +10. In the Feats line, change “Weapon Finesse” to “Weapon Focus (touch).”
- Page 259—In the Squid, Giant stat block, in the Melee line, change the tentacles damage to “(4d6+3/19–20 plus grab).” In the Feats line, add “(tentacle)” after “Improved Critical.”
- **Page 262**—In the Tarrasque stat block, in the Feats line, change “Stunning Critical” to “Staggering Critical.”
- Page 265—In the Tiger, Dire stat block, in the Feats line, delete “Iron Will.” In the Skills line, change the Stealth skill bonus to “+15 (+23 in tall grass).”
- Page 266—In the Treant stat block, in the Ranged line, change the rock damage to “(2d6+13).”
- Page 270—In the Vampire stat block, in the Senses line and the Skills line, change the Perception skill

bonus to “+21.” In the Skills line, change Knowledge (religion) to “+10.”

- Page 271—In the Vampire Spawn section, in the third paragraph, change “resist cold and energy 10” to “resist cold and electricity 10.” After the third paragraph, add the following paragraph:

- It does not gain the Create Spawn ability.

- Page 272—In the Vargouille stat block, in the AC line, change the AC to “15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size).” In the Skills line, change the skills to “Fly +13, Intimidate +5, Perception +7, Stealth +8.”
- Page 277—In the Will-o’-Wisp stat block, in the Senses line and the Skills line, change the Perception skill bonus to +17. In the AC line, change the AC to “26, touch 26, flat-footed 16 (+5 deflection, +9 Dex, +1 dodge, +1 size).”
- **Page 280**—In the Worg stat block, in the Speed line, change the speed to “50 ft.” Repeat this change in the Worg, Winter Wolf stat block.
- **Page 281**—In the Wraith stat block, in the Base Atk line, change the CMD to “21.”
- Page 283—In the Xill stat block, in the Skills line, change the Stealth skill bonus to “+14.”
- Page 284—In the Xorn stat block, after the Skills line, add the following line:

Languages Common, Terran

- Page 292—In the Step 6 section, in the first paragraph, delete the third and fourth sentences. Add the following sentence after the second sentence:

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

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

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

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

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

- Page 300—In the Frightful Presence section, add the following sentence to the end of the first paragraph, before the penultimate sentence:

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

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

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

- **Page 301**—In the Grab section, in the last paragraph, change “Location: individual attacks” to “Location: individual attacks and special attacks.”
- **Page 302**—In the Natural Attacks section, in the first paragraph, in the fifth sentence, change “1–1/2 the creature’s Strength bonus on attack rolls” to “1–1/2 the creature’s Strength bonus on damage rolls.”
- **Page 304**—In the Spell-Like Abilities section, in the second paragraph, change the second sentence to read as follows:

A constant spell-like ability or one that can be used at will has no use limit; unless otherwise stated, a creature can only use a constant spell-like ability on itself.

- Page 307—In the Construct section, under the traits section, in the fifth bullet point, add “bleed” before “disease.”
- **Page 308**—In the Humanoid section, in the fourth bullet point, add the following sentence to the end of the paragraph:

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

- Page 309—In the Ooze section, under the traits section, in the fourth bullet point, delete the second sentence.
- Page 310—In the Undead section, under the traits section, in the fourth bullet point, add “bleed” before “death effects.”
- **Page 311**—In the Archon Subtype section, in the Teleport paragraph, change “(Su)” to “(Sp).”
- Page 311—In the Elemental Subtype section, in the first bullet point, add “bleed” before “paralysis.”
- Page 312—In the Orc Subtype section, add “(half-orcs do not have light sensitivity)” to the end of the last sentence.
- Page 314—In the Awesome Blow section, in the Benefit paragraph, in the second sentence, add “takes damage (typically slam damage plus Strength bonus) and” after “its opponent.”
- Page 315—In the Improved Natural Attack section, in the Benefit paragraph, add “(not an unarmed strike)” to the end of the first sentence.
- **Page 315**—In the Improved Natural Attack section, after the last paragraph, add the following paragraph:

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

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