

PATHFINDER

ROLEPLAYING GAME™

BESTIARY 3

FIRST PRINTING

Update 1.0 — Release Date: 11/10/14

This document updates the first printing of *Bestiary 3* to match the second printing.

UPDATES

- **Page 7**—In the Adaro stat block, in the Melee entry, change the bite damage to “1d6+1”. In the Ranged entry, change “1d8+3/x3” to “1d8+3/x3 plus poison”.
- **Page 8**—In the Adherer stat block, change the CMB entry to “CMB +7 (+19 grapple)”. In the Special Abilities section, in the Adhesive entry, in the fourth sentence, change “as a free action” to “without spending an action”.
- **Page 9**—In the Adlet stat block, change the AC entry to “AC 24, touch 19, flat-footed 15 (+8 Dex, +1 dodge, +5 natural)”. In the Spell-Like Abilities entry, change “Constant—pass without trace, ray of frost” to read:

Constant—pass without trace

At will—ray of frost

Change the Feats entry to “Diehard, Dodge, Endurance, Improved Initiative, Power Attack, Run, Self-Sufficient, Weapon Focus (spear)”. In the Special Abilities section, in the Frozen Breath entry, in the second sentence, change “with numbing cold.” to “with numbing cold for 1d6 rounds.”

- **Page 10**—In the Ahuizotl stat block, in the Special Attacks entry, change the rake attack bonus from “+5” to “+12”.
- **Page 11**—In the Akhlut stat block, in the AC entry, change “29, touch 11, flat-footed 26” to “30, touch 11, flat-footed 27”. In the Skills entry, change “Acrobatics +8 (+12 when jumping)” to “Acrobatics +2 (+6 when jumping)”.
- **Page 13**—In the Alraune stat block, in the Spell-Like Abilities entry, change the DC of *charm monster* from “18” to “19”.
- **Page 14**—In the Cat Lord stat block, in both the Ranged entry and in the Treasure entry, replace “keen” with “seeking”.

- **Page 17**—In the Giant Adult Ant Lion stat block, in the AC entry, change “+8 armor” to “+8 natural”. In the Melee entry, change the bite damage to “3d8+10”. In the Skills entry, change the Fly bonus from “+7” to “+3”.
- **Page 23**—In the Aghasura stat block, change the Speed entry to “**Speed** 50 ft., swim 30 ft. (35 ft., swim 20 ft. in armor)”. Change the Melee entry to “**Melee** mwk scimitar +26/+21/+16 (2d6+12/15–20 plus poison), mwk scimitar +26 (2d6+12/15–20 plus poison), bite +19 (2d8+6 plus grab and poison)”.
- **Page 24**—In the Asurendra stat block, in the Melee entry, change the bite attack to read “bite +33 (2d6+13 plus grab and poison)”. In the Special Attacks entry, change the spirit blades attack bonus from “+27” to “+29”, and in the swallow whole entry change “34 hp” to “38 hp”. Change the CMD from “61” to “64”.
- **Page 26**—In the Tripurasura stat block, in the Melee entry, change “sting +8” to “sting +7”. In the CMD entry, change “13” to “14”.
- **Page 27**—In the Upasunda stat block, change the Melee entry to read:

Melee mwk longsword +19/+14/+9 (1d8+6/19–20), mwk spear +19 (1d8+9/x3), mwk kukri +19 (1d4+6/18–20), 2 slams +13 (1d4+3) or 6 slams +18 (1d4+6)

In the Spell-Like Abilities entry, in the 1/day subentry, change the DC of *hold monster* from “18” to “19”. Change the CMD entry from “CMD 36 (38 vs. grapple)” to “CMD 39 (41 vs. grapple)”.

- **Page 32**—In the Bandersnatch stat block, in the Special Abilities section, in the Gaze entry, add “for 1 round” after the word “Confused”.
- **Page 34**—In the Baregara stat block, in the Melee entry, change “bite +23 (1d8+4)” to “bite +23 (1d8+8)” and “gore +18 (1d8+8)” to “gore +23 (1d8+8)”. In the Spell-Like Abilities

- entry, in the 3/day subentry, change the DC of quickened *hold person* from “15” to “16”.
- **Page 35**—In the Baykok stat block, in the Ranged entry, change the attack bonus on the +1 *composite longbow* attack to “+19/+14/+9”. In the Feats entry, add “Mobility” and delete “Shot on the Run”.
 - **Page 37**—In the Tempest Behemoth stat block, in the Melee entry, change “2 talons (2d8+16 plus bleed)” to “2 talons +41 (2d8+16 plus bleed)”.
 - **Page 38**—In the Thalassic Behemoth stat block, in the hp entry, delete “(fire)” after “regeneration”. In the Special Attacks entry, in *rend*, change “claws” to “2 claws”. Change the CMB and CMD entries to “CMB +55 (+59 grapple or sunder); CMD 64 (66 vs. sunder)”. In the Special Abilities section, in the Water Jet entry, in the second sentence, change the word “penalties” to “increments” and in the third sentence, change “DC 32” to “DC 34”.
 - **Page 39**—In the Thunder Behemoth stat block, change the CMB and CMD to “CMB +49 (+53 bull rush, grapple, overrun, or sunder); CMD 57 (59 vs. bull rush, overrun, or sunder, 61 vs. trip)”. In the Skills entry, change the Swim skill bonus from “+28” to “+20”.
 - **Page 40**—In the Berbalang stat block, in the Melee entry, change the bite’s bonus from “+10” to “+9”. In the Special Abilities section, in the Projection entry, in the third sentence, change the listed flat-footed AC from “10” to “14”.
 - **Page 41**—In the Bhuta stat block, in the AC entry, change “AC 25, touch 25, flat-footed 17 (+7 deflection)” to “AC 24, touch 24, flat-footed 16 (+6 deflection)”. Change the CMD from “35” to “34”.
 - **Page 42**—In the Bogeyman stat block, in the Melee entry, change the claw damage from “1d8 +8” to “1d8+1”. In the Spell-Like Abilities entry, change “CL 10th” to “CL 16th”.
 - **Page 43**—In the Brain Ooze stat block, in the Skills entry, change the Fly bonus from “+23” to “+25”.
 - **Page 49**—In the Cecaelia stat block, in the Skills entry, change the Swim skill bonus from “+12” to “+20”.
 - **Page 50**—In the Ceratioidi stat block, in the Skills entry, change the Swim skill bonus from “+10” to “+18”.
 - **Page 51**—In the Cerberi stat block, in the Melee entry, change the bite damage from “1d6+4” to “1d6+3”.
 - **Page 55**—In the Clockwork Leviathan stat block, in the Melee entry, change the bite to read “bite +25 (2d6+11 plus grab)”. In the Special Attacks entry, in *swallow whole*, change “20 hp” to “12 hp”.
 - **Page 57**—In the Clockwork Soldier stat block, in the Melee entry, change the damage for the +1 *halberd* to “1d10+14”.
 - **Page 58**—In the Clockwork Spy stat block, in the Skills entry, change the Climb bonus from “+2” to “+3”.
 - **Page 59**—In the Cold Rider stat block, change the AC entry to “AC 22, touch 13, flat-footed 19 (+9 armor, +3 Dex)”. Change the Melee entry to “**Melee** +2 *icy burst glaive* +12/+7 (1d10+6/x3 plus 1d6 cold), gore +4 (2d6+1 plus 1d6 cold)”. In the Special Abilities section, in the Implements of Ice entry, change “Its armor has no armor check penalty.” to “Its armor does not restrict it in any way.”
 - **Page 60**—In the Shipwrecker Crab stat block, at the end of the Skills entry add “; **Racial Modifiers** +8 Perception”.
 - **Page 61**—In the Great Cyclops stat block, change the Speed entry to “**Speed** 50 ft. (35 ft. in armor)”. In the Melee entry, change “gore +17” to “gore +18”. In the Ranged entry, change “rock +11” to “rock +12”. In the Feats entry, change “Staggering Critical” to “Sickening Critical”.
 - **Page 63**—In the Vulnudaemon stat block, in the Spell-Like Abilities entry, in the 3/day subentry, change the DC of *minor image* from “14” to “15”.
 - **Page 64**—In the Deathtrap Ooze stat block, change the Senses entry to read “**Senses** blindsight 60 ft.; Perception –5”. In both the Melee entry and the Special Attacks entry, change “2d6+6” to “2d6+7”.
 - **Page 66**—In the Demilich stat block, in the saving throws entry, change the Fort save bonus from “+14” to “+15”. In the Spell-Like Abilities entry, in the At will subentry, change the DC of *telekinesis* from “19” to “20”. In the Special Abilities section, in the Telekinetic Storm entry, in the third sentence, change “12d6 points of damage” to “12d6 points of bludgeoning damage”.
 - **Page 67**—In the Awakened Demiliches section, after “They otherwise have all the special abilities and defenses of a demilich” add “except torpor”.
 - **Page 69**—In the Shaggy Demodand stat block, in the Special Attacks entry, after “faith-stealing strike” add “(DC 27)”. In the Skills entry, change the Knowledge (arcana) skill bonus from “+26” to “+23”.
 - **Page 70**—In the Slimy Demodand stat block, in the Special Attacks entry, after “faith-stealing strike” add “(DC 23)”. In the Skills entry, change the Acrobatics skill bonus from “+11” to “+8” and the Climb skill bonus from “+19” to “+16”.
 - **Page 71**—In the Tarry Demodand stat block, change the Melee entry to the following: “**Melee** mwk short sword +27/+22/+17/+12 (1d6+9/19–20), mwk short sword +27/+22/+17 (1d6+4/19–20), bite +22 (1d8+4)”. In the Special Attacks entry, after “faith-stealing strike” add “(DC 22)”. In the Spell-Like Abilities entry, change “concentration +24” to “concentration +16”.
 - **Page 72**—In the Coloxus stat block, in the Skills entry, change the Fly skill bonus from “+32” to “+26”.
 - **Page 73**—In the Incubus stat block, in the Melee entry, change the scimitar damage from “1d6+5” to “1d6+7”. In the Skills entry, change the Intimidate skill bonus from “+16” to “+24”, the Perception bonus from “+13” to “+21”, and the Spellcraft bonus from “+14” to “+11”.

- **Page 74**—In the Schir stat block, in the Melee entry, change “gore +3 (1d6+2)” to “gore +3 (1d6+1)”. In the Special Abilities section, in the Disease entry, in the third sentence, change “DC 15” to “DC 14”.
- **Page 76**—In the Contract Devil stat block, in the Melee entry, change the binding contract damage from “1d4+7 plus bleed” to “1d4+7 plus bleed and grab” and change the gore damage from “2d6+3” to “2d6+1”. In the Spell-Like Abilities entry, in the 3/day subentry, change the DC of *hold person* from “DC 18” to “DC 19”. In the Skills entry, change the Knowledge (nobility) skill bonus from “+23” to “+20”.
- **Page 83**—In the Aghash stat block, in the Spell-Like Abilities entry, change the DC of *bestow curse* from “DC 16” to “DC 18”, the DC of *minor image* from “DC 15” to “DC 16”, and the DC of *suggestion* from “DC 16” to “DC 17”.
- **Page 84**—In the Akvan stat block, after the Resist entry, add “; **SR** 31”. In the Skills entry, change the Spellcraft skill bonus from “+22” to “+19”. In the Special Abilities section, in the Aura of Hopelessness entry, in the first sentence, add “except divs” after “All creatures”.
- **Page 86**—In the Doru stat block, in the Spell-Like Abilities entry, change the DC of *minor image* from “DC 13” to “DC 14” and the DC of *suggestion* from “DC 14” to “DC 15”. In the Skills entry, change the Fly skill bonus from “+11” to “+15”. In the Special Abilities section, in the Poison entry, change the DC from “DC 13” to “DC 11”.
- **Page 87**—In the Ghawwas stat block, change the Melee entry to the following:

Melee bite +21 (1d8+7/19–20), 2 claws +20 (1d6+7), sting +20 (1d6+7 plus poison) or
spear +20/+15/+10 (2d6+10/x3 plus poison), bite +19 (1d8+3/19–20), sting +18 (1d6+3 plus poison)

In the Feats entry, add “Multiattack” after “Lightning Reflexes” and delete “Greater Weapon Focus (bite)”. In the Special Abilities section, in the Boiling Sea entry, in the second sentence, change “6d6 points of heat damage (DC 22)” to “6d6 points of fire damage (DC 23)”.

- **Page 88**—In the Pairaka stat block, in the Spell-Like Abilities entry, in the At will subentry, change the DC of *charm monster* from “DC 20” to “DC 21”. In the Special Abilities section, in the Disease entry, in the shakes subentry, change the DC from “DC 13” to “DC 17”.
- **Page 89**—In the Sepid stat block, in the Skills entry, change the Knowledge (arcana) skill bonus from “+22” to “+19”.
- **Page 91**—In the Faerie Dragon stat block, in the Skills entry, change the Swim skill bonus from “+13” to “+17”.
- **Page 93**—On the Dragon Attacks and Speeds table, in the colossal row and the gore column, change “4d8” to “4d6”.

- **Page 94**—On the table, change the special abilities for the very young forest dragon from “Sound imitation” to “Sound imitation, tremorsense” and the special abilities for the young adult forest dragon from “DR 2/adamantine” to “DR 2/adamantine, spell resistance”. In the Young Forest Dragon stat block, in the Skills entry, change the “Acrobatics +10 (+14 when jumping)” to “Acrobatics +7 (+11 when jumping)” and the Fly skill bonus from “–3” to “–5”. In the Adult Forest Dragon stat block, in the Special Attacks entry, in breath weapon, change “piercing damage” to “piercing damage, DC 24”.
- **Page 95**—In the Adult Forest Dragon stat block, in the Spells Known entry, in the 1st-level spells subentry, change the DC of *hypnotism* from “16” to “14”. In the Skills entry, change “Acrobatics +11 (+15 when jumping)” to “Acrobatics +8 (+11 when jumping)” and change the Knowledge (arcana, nature) skill bonus from “+31” to “+14”. In the Ancient Forest Dragon, in the Melee entry, change the bite attack bonus from “+36” to “+35” and the claws attack bonus from “+34” to “+35”. In the Feats entry, add “Weapon Focus (claws)” after “Weapon Focus (bite)” and delete “Greater Weapon Focus (bite)”. In the Skills entry, change “Acrobatics +25 (+29 when jumping)” to “Acrobatics +24 (+28 when jumping)”. In the Spells Known entry, in the 2nd-level spells subentry, change “*glitterdust*, *hideous laughter*” to “*glitterdust* (DC 17), *hideous laughter* (DC 17)”.
- **Page 97**—In the Ancient Sea Dragon stat block, in the Melee entry, change the bite attack bonus from “+33” to “+32”. In the Feats entry, add “Power Attack,” after “Multiattack” and delete “Greater Weapon Focus (bite)”.
- **Page 98**—In the Young Sky Dragon stat block, in the Skills entry, change the Perform (sing) skill bonus from “+16” to “+13”.
- **Page 99**—In the Adult Sky Dragon stat block, in the Skills entry, change “Acrobatics +19 (+23 when jumping)” to “Acrobatics +16 (+20 when jumping)” and change the Perform (sing) skill bonus from “+24” to “+21”. In the Ancient Sky Dragon stat block, in the Senses entry, add “cloudsight” before “dragon senses”. Change the hp entry to read “**hp** 348 (24d12+192)”. Change the saving throw entry to “**Fort** +21, **Ref** +15, **Will** +23”. In the Melee entry, change the bite attack bonus from “+32” to “+33”, the claws attack bonus from “+31” to “+32”, the gore attack bonus from “+31” to “+32”, and the tail slap attack bonus from “+29” to “+30”. In the Special Attacks entry, change the DCs of breath weapon, crush, and tail sweep from “DC 28” to “DC 29” and change the crush damage from “2d6+18” to “4d6+18”. In the Spell-Like Abilities entry, change “CL 23th; concentration +30” to “CL 24th; concentration +31”. In the spells known section, in the 5th-level spells subentry, add “*dream*,” before *teleport*. Change the Base

- Atk, CMB, and CMD entries to read “**Base Atk** +24; **CMB** +40; **CMD** 49 (53 vs. trip)”. In the Skills entry, add “, Use Magic Device +23” after “Spellcraft +33”.
- **Page 100**—In the Adult Sovereign Dragon stat block, in the Special Attacks entry, change the breath weapon’s size from “40-ft. cone” to “50-ft. cone”.
 - **Page 101**—In the Adult Sovereign Dragon stat block, in the Skills entry, change the Fly skill bonus from “–4” to “–8”. In the Ancient Sovereign Dragon stat block, change the Senses entry to read “**Senses** dragon senses; Perception +42”. In the Skills entry, change its Fly skill bonus from “–9” to “–15” and the Perform (oratory) bonus from “+36” to “+33”.
 - **Page 102**—In the Young Underworld Dragon stat block, in the Melee entry, change the bite damage to “1d8+7” and the gore damage from “1d6+5” to “1d6+7”. Delete the entire spells known section. In the Adult Underworld Dragon stat block, change the AC entry to “**AC** 29, touch 9, flat-footed 29 (+20 natural, –1 size)”.
 - **Page 103**—In the Ancient Underworld Dragon stat block, change the AC entry to “**AC** 39, touch 7, flat-footed 39 (–1 Dex, +32 natural, –2 size)”. In the Speed entry, change the burrow speed from “burrow 50 ft.” to “burrow 60 ft.”. Change the Melee entry to read “**Melee** bite +33 (2d8+18/19–20), 2 claws +33 (2d6+12/19–20), gore +32 (2d6+18), tail slap +27 (2d6+18)”. In the Feats entry, replace “Greater Weapon Focus (claw)” with “Critical Focus”. In the Skills entry, change “Acrobatics +24 (+28 when jumping)” to “+21 (+25 when jumping)”.
 - **Page 105**—In the Desert Drake stat block, in the Special Abilities section, in the Sandstorm Breath entry, in the second sentence, change “3d6 points of damage” to “3d6 points of slashing damage”.
 - **Page 108**—In the Dybbuk stat block, in the Melee entry, change the attack bonus for pain touch from “+19” to “+25”. In the Spell-Like Abilities entry, in the 3/day subentry, change the DC of *dominate monster* from “22” to “26”. In the Feats entry, change “Weapon Finesse” to “Weapon Focus (pain touch)”.
 - **Page 110**—In the Unfettered Eidolon stat block, in the Defensive Abilities entry, change “evasion” to “improved evasion”. In the Melee entry, delete the slam attack entirely. In the SQ entry, in evolution points, delete “slam” and add “improved evasion” before “improved natural armor [2]”. In the Creating an Unfettered Eidolon section, in the second sentence, change “15” to “17”. In the fourth sentence change “5 evolution points” to “5 of its starting 8 evolution points”.
 - **Page 112**—In the Flying Squirrel stat block, in the Skills entry, change “Acrobatics +8 (+12 when jumping)” to “Acrobatics +16 (+12 when jumping)”. In Racial Modifiers, change “+11 Acrobatics (+8 when jumping)” to “+12 Acrobatics”.
 - **Page 113**—In the Otter stat block, in the Skills entry, change the Swim skill bonus from “+10” to “+11”. In the Raccoon stat block, in the Skills section, change the Climb skill bonus from “+7” to “+10”.
 - **Page 114**—In the Faun stat block, in the Spell-Like Abilities entry, in the 1/day subentry, change the DC of *hideous laughter* from “14” to “15”. In the Skills section, change the Perform (wind) skill bonus from “+9” to “+11”.
 - **Page 119**—In the Flumph stat block, in the Special Abilities section, in the Stench Spray ability, in both the second sentence and the sixth sentence, replace “DC 10” with “DC 11”.
 - **Page 120**—In the Foo Dog stat block, in the Speed entry, change “30 ft.” to “40 ft.”. In the Skills entry, change “Acrobatics +6 (+10 when jumping)” to “Acrobatics +6 (+14 when jumping)”. In the Foo Lion stat block, change the AC entry to “**AC** 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)”. In the Melee entry, change the claw damage to “1d4+6”. In the Space entry, change Reach from “10 ft.” to “5 ft.”. In the Special Attacks entry, change the rake attack bonus from “+7” to “+8” and the damage from “1d4+5” to “1d4+6”. In the Skills entry, change the Perception skill bonus from “+8” to “+9”, change “Stealth +6 (+14 in undergrowth)” to “Stealth +8 (+16 in undergrowth)”, and in Racial Modifiers, delete “when jumping”.
 - **Page 121**—In the Creating a Foo Creature section, under the Defensive Abilities heading, add the following entry after the Damage Reduction paragraph: “*Immunity (Ex):* A foo creature gains immunity to poison, disease, paralysis, and sleep.”
 - **Page 125**—In the Ghul stat block, in the Special Attacks entry, in rend, change “1d6+6” to “2 claws, 1d6+6”.
 - **Page 126**—In the Ash Giant stat block, in the Ranged entry, change the attack bonus from “+13” to “+12”.
 - **Page 127**—In the Cave Giant stat block, change the Ranged entry to “**Ranged** rock +6 (1d8+9)”. In the Skills entry, change the Climb skill bonus from “+6” to “+7”. Add a Languages entry after the Skills entry that reads “**Languages** Giant”.
 - **Page 128**—In the Desert Giant stat block, change the Ranged entry to “**Ranged** rock +12 (1d8+12)”.
 - **Page 131**—In the Globster stat block, in the ability scores entry, change the Str from “16” to “22”.
 - **Page 132**—In the Goblin Snake stat block, in the Melee entry, change the bite attack bonus from “+2” to “+4”.
 - **Page 138**—In the Graveknight stat block, change the CMB from “+18” to “+20”.
 - **Page 140**—In the Graven Guardian stat block, in the Spell-Like Abilities entry, change the CL from “5th” to “6th”. Under the Guardian Domains header, in the third sentence, change “CL 5th” to “CL 6th”.

- **Page 142**—In the Fuath stat block, in the Skills entry, change the Climb skill bonus from “+6” to “+9” and the Swim skill bonus from “+10” to “+13”.
- **Page 143**—In the Grodair stat block, in the Special Abilities section, in the Death Flood entry, in the first sentence, change “5d6 points of damage” to “5d6 points of bludgeoning damage”.
- **Page 144**—In the Grootslang stat block, in the Melee entry, change the stomps and tail slap attack bonuses from “+25” to “+27”. In the Skills entry, change the Intimidate skill bonus from “+15” to “+12”. In the Special Abilities section, in the Impaling Bite entry, in the first sentence, delete the words “with its tail”.
- **Page 146**—In the Hellwasp Swarm stat block, change the CMB and the CMD both to “—”.
- **Page 148**—In the Hodag stat block, in the Feats entry, add “Improved Iron Will,” before “Iron Will” and delete “Multiattack”.
- **Page 149**—In the Hollow Serpent stat block, in the Aura entry, change the DC from “16” to “26”. In the Special Abilities section, in the Desiccation Aura entry, in the final sentence, change “Constitution-based” to “Charisma-based”.
- **Page 150**—In the Huecuva stat block, in the Skills entry, change “Survival” to “Stealth”.
- **Page 151**—In the Humbaba stat block, in the Melee entry, change the longsword damage from “6d6+15” to “6d6+22”.
- **Page 152**—In the Hungry Fog stat block, change the Senses entry to “Senses blindsight 60 ft.; Perception –5”.
- **Page 153**—In the Iku-turso stat block, in the CMD entry, add “(can’t be tripped)” after “30”. In the Special Abilities section, in the Light Lure entry, in second sentence, change “DC 18” to “DC 19”.
- **Page 155**—In the Sapphire Jellfish stat block, in the Special Abilities section, in the Electricity Blast entry, in both the first sentence and the second sentence, change “DC 22” to “DC 23”, and at the end of that entry, add “The save DC is Constitution-based”.
- **Page 156**—In the Jorogumo stat block, in the Spell-Like Abilities entry, in the 3/day subentry, change the DC of *suggestion* from “19” to “20”.
- **Page 160**—In the Jinushigami stat block, in the Melee entry, change the first set of +5 *quarterstaff* attack bonuses to “+32/+27/+22/+17” and the off-hand *quarterstaff* attack bonus to “+32”.
- **Page 163**—In the Shikigami stat block, in the Special Abilities section, in the Improvised Weapon Mastery entry, add “A shikigami is proficient with improvised weapons.” to the end of the entry.
- **Page 164**—In the Toshigami stat block, in the Speed entry, change the fly speed to “fly 90 ft. (good, 60 ft. without *haste*)”. In the Melee entry, change the first quarterstaff attack bonus to “+24/+24/+19/+14/+9”, the off-hand quarterstaff’s attack bonus to “+24/+19/+14”, and the touch attack bonus to “+23”. Change the CMD from “39” to “42”.
- **Page 165**—In the Zuishin stat block, change the CMD from “34” to “32”.
- **Page 167**—In the Kech stat block, in the Skills entry, change “Acrobatics +9 (+13 when jumping)” to “Acrobatics +6 (+10 when jumping)”.
- **Page 169**—In the Kongamato stat block, in the Melee entry, change the bite damage from “2d6+2” to “2d6+12”. In the Special Attacks entry, in breath weapon, change the DC from “20” to “27”.
- **Page 171**—In the Augur stat block, in the Spell-Like Abilities entry, in the 3/day subentry, change the DC of *inflict light wounds* from “10” to “9”. In the Skills entry, change the Fly skill bonus from “+11” to “+15”.
- **Page 172**—In the Eremite stat block, in the Spell-Like Abilities entry, in the 3/day subentry, change the DC of *shades* from “29” to “30”.
- **Page 180**—In the Seaweed Leshy stat block, in the Ranged entry, change “+5” to “+5 touch”.
- **Page 182**—In the Cairn Linnorm stat block, in the Skills entry, change the Swim skill bonus from “+36” to “+28”.
- **Page 186**—In the Giant Chameleon stat block, in the Melee entry, change the bite attack bonus from “+6” to “+5”. In the CMD entry, after “19” add “(23 vs. trip)”.
- **Page 189**—In the Magmin stat block, in the Melee entry, change the touch damage from “1” to “1 fire” and the slam damage from “1d6+2 plus burn” to “1d6+3 plus 1 fire and burn”.
- **Page 191**—In the Kangaroo stat block, change the Skills entry to read “**Skills** Acrobatics +10 (+18 when jumping), Perception +4; **Racial Modifiers** +4 Acrobatics”.
- **Page 194**—In the Mobogo stat block, in the Speed entry, change “clumsy” to “poor”. In the Special Attacks entry, in crush, change “2d8+13” to “2d8+13, see page 92). In the Skills entry, in Racial Modifiers, add “+8 Acrobatics when jumping,” before “+8 Stealth”.
- **Page 195**—In the Moon-Beast stat block, in the Spell-Like Abilities entry, in the 3/day subentry, change the DC of *charm monster* from “20” to “21”.
- **Page 197**—In the Lunar Naga stat block, in the Special Abilities section, in the Hypnosis entry, in the second sentence, after “30 feet” add “who can see the naga”.
- **Page 200**—In the Nephilim stat block, in the saving throws entry, change the Reflex save bonus from “+5” to “+7”. Change the Speed entry to “**Speed** 40 ft. (30 ft. in armor)”. In the Feats entry, change “Improved Lightning Reflexes” to “Lightning Reflexes”. After the Skills entry, add a Languages entry that reads “**Languages** Celestial”.
- **Page 201**—In the Nixie stat block, in the SQ entry, in wild empathy, change the bonus from “+12” to “+14”.

- **Page 202**—In the Norn stat block, change the CMD from “30” to “40”. In the Skills entry, change the Heal skill bonus from “+12” to “+11” and change the Knowledge (all) skill bonus from “+25” to “+18”.
- **Page 203**—In the Nuckelavee stat block, in the Special Attacks entry, in trample, change the damage to “1d6+9”. In the Special Abilities section, in the Disease entry, after “save Fort DC 21;” add “onset immediate;”.
- **Page 206**—In the Fire Yai stat block, in the Melee entry, change the slams damage from “1d10+15” to “1d10+10”. In the Skills entry, change the Fly skill bonus from “+14” to “+19”.
- **Page 207**—In the Ice Yai stat block, in the Speed entry, change “fly 50 ft. (perfect)” to “fly 60 ft. (good)”. In the Ranged entry, change “+17” to “+17 touch”. In the Skills entry, change the Disguise skill bonus from “+13” to “+14” and the Fly skill bonus from “+20” to “+25”. In the Special Abilities section, in the Staggering Strikes entry, in the second sentence, change “DC 28” to “DC 27”.
- **Page 208**—In the Kuwa stat block, in the Melee entry, change the claws damage from “1d6+6” to “1d6+4”. In the Skills entry, change the Knowledge (arcana) skill bonus from “+9” to “+8” and the Spellcraft skill bonus from “+3” to “+5”.
- **Page 209**—In the Spirit Oni stat block, in the alignment entry, change “NE” to “LE”.
- **Page 210**—In the Void Yai stat block, in the Melee entry, change “2 slams +23 (2d6+25)” to “2 slams +38 (2d6+17)”. In the Feats entry, change “Weapon Finesse” to “Vital Strike”. In the Skills entry, change the Knowledge (nobility) skill bonus from “+14” to “+24”.
- **Page 212**—In the Water Yai stat block, in the Ranged entry, change “+23” to “+23 touch”. In the Skills entry, change the Bluff, Disguise, and Intimidate skill bonuses all to “+30”.
- **Page 213**—In the Giant Owl stat block, in the Skills entry, change all three Knowledge skill bonuses to “+11” and the Sense Motive bonus from “+14” to “+15”, and in Racial Modifiers, change the racial bonus on all Knowledge skills from “+4” to “+8” and add “+4 Sense Motive,” before “+8 Stealth”. In the Great Horned Owl stat block, in the Skills entry, change the Fly skill bonus from “+6” to “+8”.
- **Page 214**—In the Pale Stranger stat block, in the Ranged entry, in the pistols attack, delete the final “/45”. In the ability scores entry, change Con from “10” to “—”. Change the CMD from “30” to “33”. In the Feats entry, change “Quick Draw” to “Quick Draw^B”. In the Skills entry, change the Acrobatics skill bonus from “+13” to “+10”.
- **Page 215**—In the Rot Grub Swarm stat block, in the Melee entry, delete “+10”.
- **Page 216**—In the Penanggalan stat block, in the hp entry, change the hp from “35 (5d6+15)” to “45 (5d6+25)”. In the Witch Spells Prepared section, in the 3rd-level subentry, add “*dispel magic*,” before “*stinking cloud*,” and in the 0-level entry delete “bleed (DC 13).” In the Feats entry, add “, Toughness” at the end. In the Skills entry, change both the Fly and Stealth skill bonuses to “+20”. In the Special Abilities section, in the Hexes entry, in the first sentence, change “one” to “any”.
- **Page 218**—In the Peri stat block, in the Melee entry, change the +2 *flaming burst scimitar* damage to “1d6+11”.
- **Page 220**—In the Plasma Ooze stat block, in the Immune entry, after “electricity,” add “fire,”. In the Skills entry, change the Fly skill bonus from “+8” to “+2”.
- **Page 221**—In the Popobala stat block, in the Aura entry, change both the frightful presence and stench DCs from “26” to “25”. In the Skills entry, change the Acrobatics skill bonus from “+18” to “+15”, the Bluff skill bonus from “+27” to “+24”, the Disguise skill bonus from “+18” to “+15”, the Intimidate skill bonus from “+40” to “+33”, the Knowledge (local) skill bonus from “+24” to “+21”, the Perform (act) skill bonus from “+18” to “+15”, and the Sense Motive skill bonus from “+15” to “+12”.
- **Page 222**—In the Porcupine stat block, in the Skills entry, change the Climb skill bonus from “+4” to “+5”. In the Giant Porcupine stat block, change the Melee entry to “**Melee** tail slap +6 (2d6+4)”. Change the CMB from “+3” to “+5”. In the Feats entry, add “, Weapon Focus (tail slap)” to the end and delete “Agile Maneuvers,”.
- **Page 223**—In the Pukwudgie stat block, in the Ranged entry, change the quills attack bonus from “+14” to “+15”. In the Special Abilities section, in the Poison entry, change “Quill” to “Claw or quill”.
- **Page 225**—In the Dandasuka stat block, in the Spells Known entry, in the 1st-level subentry, change “7/day” to “5/day”.
- **Page 226**—In the Maharaja stat block, in the subtypes entry, add the subtype “rakshasa,” between “native,” and “shapechanger”. In the Spells Known entry, in the 5th-level subentry, add “, *teleport*” after “*mind fog*”.
- **Page 229**—In the Raktavarna stat block, in the Skills entry, change the Climb skill bonus from “+9” to “+14” and the Swim skill bonus from “+6” to “+11”.
- **Page 231**—In the Ratfolk stat block, in the hp entry, change the hp from “8” to “4”. In the Skills entry, delete “Disable Device +6,” and change the Use Magic Device skill bonus from “+11” to “+5”.
- **Page 232**—In the Rusalka stat block, in the CMB entry, change “+20 when using tresses” to “+23 tresses, +27 grapple with tresses”. In the Special Abilities section, in the Beckoning Call entry, change the fifth sentence to “This is a sonic mind-affecting effect.”
- **Page 233**—In the Sabosan stat block, in the Skills entry, change the Acrobatics skill bonus from “+14” to “+11”.
- **Page 234**—In the Sagari stat block, in the Skills entry, change the Fly skill bonus from “+10” to “+14”.

- **Page 238**—In the Giant Sea Anemone stat block, in the Special Attacks entry, in swallow whole, change “5 hp” to “3 hp”.
- **Page 239**—In the Sea Bonze stat block, in the Melee entry, change the slams damage from “4d10+15” to “4d10+10”. In the Special Attacks entry, in capsize, delete “(DC 35)”. In the Skills entry, change the Swim skill bonus from “+44” to “+47”.
- **Page 240**—In the Deep Sea Serpent stat block, in the Special Abilities section, in the Elusive entry’s title, change “(Ex)” to “(Su)”.
- **Page 241**—In the Shadow Mastiff stat block, in the Senses entry, after “darkvision 60 ft.” add “, scent”. In the Melee entry, change the bite damage from “1d8+6” to “1d8+4” and the tail slap damage from “1d6+3” to “1d6+2”. In the Special Abilities section, in the Bay entry, in the last sentence, after “Charisma-based” add “and includes a +2 racial bonus”.
- **Page 243**—In the Shedu stat block, in the Spell-Like Abilities entry, change the concentration bonus from “+18” to “+16” and in the 1/day subentry change the DCs of *dismissal* and *flame strike* from “18” to “19”. Change the CMD entry to “CMD 36 (38 vs. bull rush, 40 vs. trip)”. In the Skills entry, change the Fly bonus from “+13” to “+17”.
- **Page 245**—In the Simurgh stat block, in the Ranged entry, after “glaring ray +23” add “touch”. In the Skills entry, change the Knowledge (dungeoneering) skill bonus from “+23” to “+21” and the Knowledge (all others) skill bonus from “+13” to “+15”.
- **Page 246**—In the Siyokoy stat block, in the CMD entry, after “34” add “(36 vs. grapple)”. In the Special Abilities section, in the Stunning Shock entry, at the end add “The save DC is Constitution-based.”
- **Page 247**—In the Giant Skunk stat block, change the hp entry to “hp 32 (5d8+10)”. In the Feats entry, change “Weapon Finesse” to “Toughness”. In the Special Abilities section, in the Musk entry, in the second sentence, replace “DC 15” with “DC 17”.
- **Page 248**—In the Sleipnir stat block, in the Feats entry, add “, Weapon Focus (hoof)” to the end and delete “Flyby Attack.”.
- **Page 249**—In the Snake Swarm stat block, change both the CMB and CMD to “—”. In the Skills entry, change the Swim skill bonus from “+7” to “+10”. In the Venomous Snake Swarm stat block, change both the CMB and CMD to “—”.
- **Page 252**—In the Criosphinx stat block, in the Special Attacks entry, in swooping charge, change “4d6+12” to “4d4+12”.
- **Page 254**—In the Giant Crab Spider stat block, in the Skills entry, change the Stealth skill bonus from “+10 (+25 when stationary)” to “+10 (+21 when stationary)”. Delete the SQ entry.
- **Page 255**—In the Spider Eater stat block, in the Skills entry, after “Perception +15” add “; **Racial Modifiers** +4 Perception”.
- **Page 256**—In the Sprite stat block, in the Ranged entry, change “1d2–4” to “1d2–4/×3”. In the Skills entry, change the Sense Motive skill bonus from “+2” to “+6” and after “Stealth +19” add “; **Racial Modifiers** +8 Escape Artist”.
- **Page 257**—In the Stymphalidies stat block, in the Ranged entry, change the wing razors damage from “1d6+6 plus bleed” to “2d6+6 plus bleed”.
- **Page 258**—In the Suli stat block, in the Melee entry, change the scimitar damage from “1d6+2” to “1d6+3”.
- **Page 260**—In the Taotieh stat block, in the Special Attacks entry, in swallow whole, change “AC 17” to “AC 18”.
- **Page 261**—In the terra-cotta soldier’s Construction stat block, in the Price entry, change “19,000 gp” to “19,500 gp”.
- **Page 264**—In the Thraie Queen stat block, in the Spell-Like Abilities entry, in the 3/day subentry add “quickened” before “slow” and in the 1/day subentry delete “quickened” before “regenerate”. In the Feats entry, change “Quicken Spell-Like Ability (*regenerate*)” to “Quicken Spell-Like Ability (*slow*)”. In the Skills entry, change the Fly skill bonus from “+24” to “+28”.
- **Page 266**—In the Thraie Seer stat block, in the Melee entry, change the sting damage from “1d8+3” to “1d8+1”.
- **Page 268**—In the Hekatonkheires stat block, before “DR”, add “**Defensive Abilities** *spell turning*,” at the beginning of the line. In the Melee entry, change the slam attack bonus from “+37” to “+35” and its damage from “4d8+21” to “4d8+28”. In the Ranged entry, change the rock attack bonus from “+19/+14/+9/+4” to “+22/+17/+12/+7” and the damage from “4d8+31” to “8d8+31”.
- **Page 271**—In the Tophet stat block, in the Melee entry, change the slams attack bonus from “+16” to “+21”. In the Construction section, in the first sentence, after “active volcanoes” add “worth 2,000 gp.” In the tophet’s Construction stat block, in the cost entry, change “22,500 gp” to “23,500 gp”.
- **Page 272**—In the Jotund Troll stat block, in the Special Abilities section, in the Cacophonous Roar entry, in the second sentence change the DC from “19” to “20” and in the fourth sentence, after “Charisma-based”, add “and includes a +4 racial bonus.”
- **Page 273**—In the Moss Troll stat block, change the CMB from “+8” to “+7” and the CMD from “22” to “21”.
- **Page 275**—In the Construction section, in the first sentence, after “sinew” add “worth 750 gp”. In the tupilaq’s Construction stat block, in the Cost entry, change “10,500 gp” to “10,875 gp”.
- **Page 276**—In the Tzitzimitl stat block, in the Spell-Like Abilities entry, in the 3/day subentry, change the DC of *contagion* from “23” to “24”.

- **Page 278**—In the Jiang-Shi stat block, change the Melee entry to “**Melee** 2 claws +9 (1d8+3/19–20 plus grab), bite +9 (1d6+3)”. In the Feats entry, add “Deflect Arrows,” after “Combat Reflexes,” and “Power Attack,” after “Mobility^B”.
- **Page 282**—In the Vodyanoi stat block, in the Melee entry, change the shortspear damage from “1d6+3” to “1d6+4” and the bite attack bonus from “+2” to “+4”. Add a Ranged entry after the Melee entry that reads “**Ranged** shortspear +10 (1d6+3)”. In the Spell-Like Abilities entry, in the 1/day subentry, change “*cure disease*” to “*remove disease*”.
- **Page 283**—In the Voonith stat block, in the Skills entry, change the Swim bonus from “+17” to “+14”.
- **Page 284**—In the Giant Vulture stat block, in the Senses entry and the Skills entry, change the Perception bonus from “+13” to “+14”. In the Feats entry, delete “Skill Focus (Perception)”. In the Skills entry, in Racial Modifiers, change “+4 Perception” to “+8 Perception”.
- **Page 285**—In the Wolf-in-Sheep’s-Clothing stat block, in the CMB entry, change “+16 grapple” to “+18 grapple”. In the Feats entry, delete “Greater Weapon Focus (tentacle),” and add “Improved Lightning Reflexes,” after “Improved Initiative,”.
- **Page 286**—In the Yithian stat block, in the Skills entry, change “Knowledge (arcana, engineering, geography, history, planes)+24” to “Knowledge (arcana, engineering, geography, history) +21, Knowledge (planes) +24” and change the Linguistics skill bonus from “+24” to “+21”.
- **Page 288**—In the Zoog stat block, in the alignment entry, change “CN” to “CE”. In the Senses entry, after “darkvision 60 ft.,” add “*detect magic*,”. In the Skills entry, change the Climb skill bonus from “+12” to “+16”. In the description, in the final paragraph, in the second sentence, change “chaotic neutral” to “chaotic evil”.
- **Page 290**—In the advanced creature simple template, in the Ability Scores entry, after “+4 to all ability scores” add “(except Int scores of 2 or less)”.
- **Page 311**—In the Antelope Companions stat block, in the 4th-Level Advancement entry, after “Con +2” add “; **Special Attacks** powerful charge (gore, 2d4).”

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