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## Pathfinder slam attack

First time GM, wondering how the slam attack for the mummies work. Is this an unarmed attack? A natural attack? How do you calculate it? Which modifiers do you use? Page 2 10 comments -\$\$beginngroup-\$ Suppose a vampire is a two-armed fight. Should he drop a weapon to use his slam attack or can he use other parts of the body - kicking or striking the elbow for example - to attack with a slam? I ask this because usually a creature has to give up a natural attack for every tight weapon in a limb, but slam attacks are a little more nebulous. This material is published under the LMO Natural weapons are weapons that are physically part of a creature. A creature performing a melee attack with a natural weapon is considered armed and does not cause attacks of opportunity. Similarly, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of attack — usually, a creature can make a bite attack, a claw or tentacle attack, a gory attack, a sting attack, or a snapping attack (although large creatures with arms-likes can make a slap attack with each arm). See descriptions of individual monsters. Unless otherwise stated, a natural weapon threatens a critical hit on a natural attack roll of 20, and deals two damage on critical hits. When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the main weapon. All of the creature's remaining natural weapons are secondary. The main natural weapon of a creature is its most effective natural attack, usually by virtue of the physiology of the creature, training or innate talent with the weapon. An attack with a primary natural weapon uses the creature's full attack bonus, and its damage includes its full force modifier (1-1/2 times its force bonus if the attack is with the creature's only natural weapon). Attacks with secondary natural weapons are less effective and are made with a penalty of 5 euros on the attack roll, no matter how many there are, and add only 1/2 strength bonus from the creature to the damage. (Creatures with the Multiattack exploit only take a penalty of 2 on secondary attacks.) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack or as an opportunity attack. Natural weapons have types like other weapons. The most common are summarized Bite The creature attacks with its mouth, dealing piercing, sharp and bludgeoning damage. Claw or heel The creature rips with a sharp appendage, dealing sharp, sharp damage. Gore The creature throws the opponent with a similar wood, horn or appendage, dealing piercing damage. Slap or Slam The creature hits opponents with an appendage, dealing bludgeoned damage. Prick The creature stabs with a stinger, dealing piercing damage. Sting attacks damage caused by the poison in addition to the damage caused by the strike point. Tentacle The creature wears it on opponents with a powerful tentacle, dealing bludgeoned (and sometimes sharp) damage. Back to the main page -- 3.5th Open Game Content -- System Reference Document -- Combat Aura: Faint Transmutation; CL: 3rdSlot: Neck; Price: 3,600 gp; Wgt: 6 lbSPecial Notes / Rules: NoneSource: BCE, pg. 268Description: This Spiked Gauntlet is designed to fully encompass the hand, locking in place (or unlocking) with a standard action that doesn't cause. Although worn, it increases the unarmed damage of its wearer and damage to the basic weapon of the spiked glove itself as if the wearer were a larger size category. If it is worn by a creature with a slam attack, like a war, the slam attacks of this creature have its damage die type increased by two size categories. Unarmed damage and slamming damage can also be drilled or bludgeoned depending on the wearer's needs. Construction Requirements: Craft Magic Arms and Armor, Bull's StrengthConstruction Cost: 1,800 gp Most creatures have one or more natural attacks (attacks made without weapons). These attacks fall into two categories, primary and secondary attacks. Primary attacks are performed using the creature's full base attack bonus and add the creature's full strength bonus to the damage reels. Secondary attacks are made using the creature's basic attack bonus of 5 and add only 1/2 creature strength bonuses to the damage reels. If a creature has only one natural attack, it is still performed using the creature's full base attack bonus and adds 1-1/2 of the creature's strength bonus to the damage reels. This increase does not apply if the creature has multiple attacks, but only takes one. If a creature has only one type of attack, but has several attacks per turn, that attack is treated as a primary attack, regardless of its type. Table: Natural Attacks by Size lists some of the most common types of natural attacks and their classifications. Some creatures treat one or more of their attacks differently, such as dragons, which always receive 1-1/2 times their strength bonus on damage rollers with their bite attack. These exceptions are noted in the creature's description. Creatures with natural attacks and attacks made with weapons can use both as part of a complete attack action (although often a creature must give up a natural attack for each tight weapon in that limb, be it a claw, tentacle, or slam). These creatures normally attack with their weapons, but deal their natural attacks as secondary attacks during this attack, regardless of the original type of attack. The Damage column refers to the type of damage that natural attack usually deals: bludgeoning (B), cutting (S) or piercing (P). Some attacks deal more than one type of damage, depending on the creature. In such cases, all damages are considered to be of all types listed in order to overcome the reduction of damage. Some fey, humanoids, monstrous humanoids, and do not possess natural attacks. These creatures can make unarmed strikes, but treat them as weapons in order to determine attack bonuses, and they must use the two-weapon combat rules when making attacks with both hands. View Table: Natural attacks by size for typical damage values for natural attacks by creature size. Format: bite 5 (1d6-1), 2 claws 5 5 5 1d42), 4 tentacles 0 0 (1d4-1); Location: Mixed and remote. Just curious... Is the slam attack a tactile attack on the target's Touch Armor class? I've been wondering for a long time, but I haven't remembered asking and haven't found anything that meets that in the basic books, yet. Thank you. sign up or sign up to remove this Nope ad. It's just a generic term for bludgeoning an opponent with fists, arms, body slams, or otherwise, as a natural weapon (as opposed to an unarmed strike; yes, it's weird that way, since unarmed strikes are essentially the same thing). It's a normal melee attack. Okay, good, good, good. I did it as a normal melee attack. But, I got to think about it and how much more dangerous it could be if it was a tactile attack with some of the special powers that some attacking creatures have. Thank you! I did it as a normal melee attack. But, I got to think about it and how much more dangerous it could be if it was a tactile attack with some of the special powers that some attacking creatures have. The vampire has to bet your normal AC to slap the levels out of you. Indeed. There is one (or two) in the dungeon in which you are currently. They've met him once before, but I wanted to make sure he needed to hit their normal armor class instead of their tactile armor class to level the drain. What I hate about Vamps is that if they turn into Vampbat or Vampwolf shapes, they lose the special energy leak when they attack with their new natural attacks of the new form. They lose their slam attack and dominate the ability, but since they retain their other Su abilities (which you do when you use the alternative form; see MM pg. 305) and Energy Drain specifically mentions that it works through slam or any other natural weapon the vampire can possess, it would work very well in the form of a bat or wolf. Page 2 Page 3 Page 4 Page 5 Page 7 Page 7 Page 8 Page 9 Page 10 The following rules are standard and are (but not repeated) in monster stat blocks. Each rule includes a format guide for how it appears in a monster's list and its location in the stat block. Capacity Damage and Drains (Ex or Su) Some special attacks or abilities cause damage or capacity drains, reducing the capacity score designated by the specified amount. Capacity damage can be healed naturally. The capacity drain is permanent and cannot be magically restored. Format: 1d4 Str drain; Location: Location: Individual attacks or attacks. Vision all-around (Ex) The creature sees in all directions at once. He can't be flanked. Format: global vision; Location: Defensive capabilities. Amazing Initiative [MA] (Ex) The creature has a bonus on initiative controls equal to its mythical rank. As a free action in turn, it can spend a use of mythical power to take extra standard action during this turn. This additional standard action cannot be used to cast a spell. It cannot win an additional action this way more than once per turn. Format: amazing initiative; Location: Special attacks. Amorphous (Ex) The creature's body is malleable and shapeless. It is safe from precision damage (such as stealth attacks) and critical hits. Format: amorphous; Location: Defensive capabilities. Amphibious creatures (e.g.) of this particular quality have the aquatic subtype, but they can survive indefinitely on earth. Format: amphibious; Location: SQ. Attach (ex) The creature automatically clings to its target when it successfully performs the listed attack. The creature is considered grappling, but the target is not. The target can attack or attack the creature as usual, or break the tether with a successful grapple or escape artist check. Most creatures with this ability have a racial bonus for maintaining a grapple (listed in its CMB input). Format: join; Location: Individual attacks. Bleed (Ex) A creature with this ability causes injuries that continue to bleed, inflicting additional damage at each turn at the beginning of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill control or by applying any magical healing. The amount of damage at each turn is determined in the creature's input. Format: bleeding (2d6); Location: Special attacks and individual attacks. Blindsense (Ex) Using non-audiovisual senses, such as high-pitched smell or hearing, a blindsense creature notices things it cannot see. The creature usually does not need to do perception checks to locate a creature within range of its blindsense capability, provided it has an effect line to that creature. Any opponent that the creature cannot see still has a total cover-up against the creature with blindsense, and the creature still has the normal chance to miss when attacking enemies who have the cover.' Visibility always affects the movement of a creature with blindsense. A creature with blindsense is always denied its dexterity bonus to the armor class against attacks from creatures that it cannot see. Format: blindsense 60 ft; Location: Senses. Blindsight (Ex) This ability is similar to blindsense, but is much more Using non-visible senses, such as vibration sensitivity, vivid smell, acute hearing, or echolocation, a creature with blind vision maneuvers and combat as well as a sighted creature. Invisibility, darkness and most types of concealment are irrelevant, although the creature must have a line of effect to a creature or object to discern that creature or object. Object. The scope of the ability is specified in the creature's descriptive text. The creature usually does not need to do perception checks to notice creatures within range of its blindsight ability. Unless otherwise stated, the blind view is continuous, and the creature has nothing to do to use it. Some forms of blindsight, however, must be triggered as a free action. If this is the case, this is noted in the description of the creature. If a creature is to trigger its blindsight ability, the creature only gains the benefits of blind view during its turn. Format: blindsight 60 ft; Location: Senses. Blood Drain (Ex) The creature drains blood at the end of its turn if it attacks an enemy, inflicting damage to the Constitution. Format: blood drain (Constitution 1d2); Location: Special attacks. Blood Rage (Ex) When the creature takes damage in battle, on its next turn, it can fly in a rage as a free action. He earns a Constitution and a force, but takes a penalty of 2 euros to his AC. The rage lasts as long as the battle or 1 minute, depending on the shortest. He cannot voluntarily end his rage. Format: blood rage; Location: Special attacks. Breathing Weapon (Su) Some creatures may exhale a cone, line or cloud of energy or other magical effects. A blast weapon attack usually deals damage and is often based on a certain type of energy. Breathing weapons allow a Reflex to save half the damage (DC 10 - 1/2 breathing racial creature HD - respiratory creature Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breathing weapon, unless otherwise stated. Some breathing weapons allow a fortitude stop or a will save instead of a SLR save. Each breathing weapon also includes notes on how often it can be used, even if this number is limited in time per day. Format: breathing weapon (60 ft cone, fire damage 8d6, Reflex DC 20 for half, usable every 1d4 laps); Location: Special attacks; If the breath is more complicated than the damage, it also appears under special abilities with its own input. Burn (Ex) A creature with the special burn attack deals fire damage in addition to damage inflicted on a successful melee hit. People affected by the burn ability must also succeed on a SLR save or catch fire, taking the damage listed for an extra 1d4 rounds at the beginning of its turn (DC 10 -1/2 burning racial creature HD - engraving creature Con modifier). A burning creature can attempt a new rescue as a complete action. Abandonment and rolling on the field gives a bonus of 4 on this stop. Creatures that strike a fire with natural weapons or unarmed attacks as if they were hit by the burning creature and must make a reflex to avoid catching fire. Format: burn (2d6, DC 15); Location: Special attacks and individual attacks. Burrow (Ex) Note! Burrow details were not included in this game so the details shown here were copied from d20srd.org. A creature with a burrow speed can tunnel through the dirt, but not through the rock unless the descriptive text says otherwise. Contrary. cannot load or run while digging. Most digging creatures do not leave behind tunnels that other creatures can use (either because the material they dig through the fillings behind them or because they do not dislodge any material during burial); See descriptions of individual creatures for more details. Format: Burrow 30 ft. Location: Speed. Capsirer (Ex) A creature of this special quality may attempt to capsize a boat or ship by striking it as a load attack and performing a combat maneuver check. The DC of this control is 25, or the result of the profession of the master (marine) check, according to the highest. For each size category, the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative penalty of -10 when checking the combat manoeuvre. Format: capsizing; Location: Special attacks. Changing Shape (Su) A creature of this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a shape larger than a smaller or larger size category than its original shape. This ability works like a polymorphic spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains all other abilities of the creature it imitates). Unless otherwise stated, it may remain in an alternative form indefinitely. Some creatures, such as lycanthropes, can transform into unique shapes with special modifiers and abilities. These creatures adjust their ability scores, as stated in their descriptions. Format: shape change (wolf, animal shape I); Location: SQ, and in special abilities for creatures with a unique list. Channel Resistance (Ex) A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. A creature with channel resistance adds the listed bonus for this saving creature made to withstand the effects of channel energy, including effects that rely on the use of channel energy (such as the undead command exploit). Format: resistance to channel 4; Location: Defensive capabilities. Climb A creature with a climb speed has a racial bonus of 8 on all climb controls. The creature must do a climb check to climb any wall or slope with a DC greater than 0, but it can still choose to take 10, even if it rushes or threatened during climbing. If a creature with a climb speed chooses an accelerated climb, moves at double its climb speed (or base land speed, depending on the slowest) and performs a single climb check at a penalty of -5. Such a creature retains its dexterity bonus to the armor class (if any) while climbing, and opponents get no special bonuses for their attacks against it. However, he cannot use the running action during climbing. Format: 30 feet climb; Location: Speed. Compression (Ex) The creature can move through an area as small as a quarter of its space without pressing or an eighth eighth space during compression. Format: compression; Location: Special qualities. Constrict (Ex) - When a creature with a constraint attacks an enemy, when does it inflict constrict damage? A creature with additional damage deals that extra damage every time it makes a successful grapple check against an enemy. This includes the first check to establish the grapple (for example when using the universal monster grab rule). [Source] - A creature with this special attack can crush an opponent, dealing bludgeoned damage, when it performs a successful grapple check (in addition to any other effect caused by a successful check, including additional damage). The amount of damage is given in the creature's input and is usually equal to the amount of damage caused by the creature's melee attack. Format: constrict (1d8-6); Location: Special attacks. Construct Traits (Ex) Constructions are immune to the effects of death, disease, effects affecting the mind (charms, compulsions, fantasies, patterns and effects of morale), effects of necromancy, paralysis, poison, sleep, dizziness, and any effect that requires force saving (unless the effect also works on objects, or is harmless). Constructions are not prone to non-lethal damage, capacity damage, leakage ability, fatigue, exhaustion, or energy leakage. Buildings are not likely to die of massive damage. Format: models of construction strokes; Location: Immunized. Curse (Su) A creature with this ability grants a curse to its enemies. The effects of the curse, including its rescue, frequency and healing, are included in the creature's description. If a curse allows a life-saving jet, it is usually a recorded Testament (DC 10 - 1/2 cursing the racial Cha modifier of the creature's creature; the exact DC is given in the creature's descriptive text). Curses can be removed by removing the curse and similar effects. Format: Curse Name (Su) Slam — contact; Record Will DC 14, frequency 1 day, effect 1d4 Str drain; Location: Special attacks and individual attacks. Lycanthropy Curse (Su) Natural lycanthrope bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 denies). If the size of the victim is not in a size category the size of the lycanthrope, this ability has no effect. Format: curse of lycanthropy; Location: Individual attacks. Damage Reduction (Ex or Su) How does DR (damage reduction) interact with magical effects that deal bludgeoned, pierced or reduced damage? Although the definition of damage reduction states: The creature Normal damage from energy attacks (even non-magic), spells, spell-like abilities, and supernatural abilities, it's actually just referring to damage that isn't specifically called out as being of a particular type, such as fire damage or piercing. In other words, DR does not protect against typless ommages from magical attacks. However, if a magic attack specifically mentions that it deals with bludgeoning, piercing or cutting damage, dr normally affects that damage, as if it were a physical weapon. Physical. The magic attack might as well not have a type of damage, as it would interface with B/P/S damage in a very small corner case, as if or not a oozing separates from this attack.) For example, the ice storm period deals 3d6 bludgeoned damage and 2d6 cold damage. If you launch an ice storm on a group of zombies, the ZOMBIE DR 5/slashing protects them from 5 points from the bludgeoned damage of the spell. Their DR does not help them with cold damage because DR does not apply to energy attacks. [Source] A creature of this particular quality ignores the damage of most weapons and natural attacks. The wounds heal immediately, or the weapon bounces harmlessly (in both cases, the opponent knows that the attack was ineffective). The creature takes normal damage from energy attacks (even non-magic), spells, spell-like abilities, and supernatural abilities. A certain type of weapon can sometimes damage the creature normally, as shown below. The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that denies ability. Some monsters are vulnerable to drilling, bludgeoning or damage reduction. Others are vulnerable to certain materials, such as adamantite, alchemical silver or cold wrought iron. Weapon attacks that are not of the right type or make correct equipment have their damage reduced, although a high improvement bonus can overcome some forms of damage reduction. Some monsters are vulnerable to magical weapons. Any weapon with at least one Magic Improvement bonus on the attack and damage reels overcomes the damage reduction of these monsters. The natural weapons of these creatures (but not their attacks with weapons) are treated as magical weapons in order to overcome the damage reduction. Some very powerful monsters are vulnerable only to epic weapons, i.e. magic weapons with at least one bonus of improvement of 6. The natural weapons of these creatures are also treated as epic weapons in order to overcome damage reduction. Some monsters are vulnerable to good, evil, chaotic or legally aligned weapons. When a cleric throws the alignment weapon, the affected weapons could gain one or more of these properties, and some magical weapons have these properties as well. A creature with a subtype of alignment (chaotic, bad, good or legal) can overcome this type of damage reduction with its natural weapons and weapons that it wields as if natural weapons or weapons had an alignment (or alignments) that corresponded to the subtype of the creature. When a damage reduction input has a dash (—) after the slash, no weapon cancels the damage. Some creatures are injured by more than one type of weapon. A weapon that deals damage to one or the other type overcomes this damage reduction. Some other creatures need combinations of different types of attacks to overcome their damage reduction, and one weapon must be both

types to overcome this type of damage reduction. A weapon that is only still subject to damage reduction. Format: DR 5/silver; Location: Defensive capabilities. Demon Lord Traits (Ex, Sp, or Su) A demon lord is a powerful and unique demon who rules a layer of the Abyss. All demonic lords are chaotic evil aliens who are, at the very least, CR 26. Demonic lords have a particular sequence of traits (unless otherwise stated in the entrance of a creature) as summarized here. A demon lord can grant spells to his worshippers as if he were a deity. The domains of a demon lord are Chaos, Evil and two other areas relevant to his theme and interests. Like a deity, a demon lord has a privileged weapon. A demon lord's natural weapons, as well as all the weapons he wields, are treated as chaotic, epic and evil in order to overcome damage reduction. Abyssal Resurrection (Ex) A demon lord rules over an abyssal kingdom, a vast world that not only serves as a home, but provides him with power. If a demon lord is killed, his body quickly melts into corruption (leaving behind any equipment he owned or carried), his soul returns to a hidden place in his kingdom, and he is immediately restored to life (as a true resurrection) there. Once this happens, a demon lord cannot use this ability again until a full year has passed. A demon lord realizes that he is vulnerable during this period and generally does not risk further battles for the rest of this year, relying on the defenses of his kingdom and his legions of minions to protect him. A demon lord who is killed again in this year or is killed by unusual methods (such as by a true deity or artifact created for this purpose) is killed forever- his remains appearing somewhere deep in the Abyss among other demon lords who died of the ages. A demon lord who does not control a domain does not gain that ability. Scary Presence (Su) A demon lord can activate his frightening presence as a free action as part of any attack, spell-like ability, special attack, or by speaking aloud. Immunity to capacity damage, capacity drain, charm effects, stress effects, death effects, energy leakage, and petrification. Regeneration (Ex) Only epic and good damage, or damage of a creature of equal or greater power (such as an archdemon, deity, demonic lord, or protean lord) interrupts the regeneration of a demon lord. Resilient Demon Lords have 30 acid resistance, cold 30, fire 30, Summon The Demons (Sp) Three times a day as a quick action, a demon lord can summon any demon or combination of demons whose combined CR total is 20 or This works differently as the universal summoning monster rule with a 100% chance of success, and counts as a 9th level spell effect. Telepathy 300 feet. Illness (Ex or Su) A creature with this ability causes disease in those it contacts. The effects of the disease, including its rescue, frequency and healing, are included in the creature's description. The life-saving jet to deny the disease is usually a Fort Save (DC 10 -1/2 the racial HD of the infectious creature - con modifier of the creature; the exact exact DC in the creature's descriptive text). The disease can be eliminated by removal of the disease and similar effects. Format: Disease name (e.g. Bite — injury; Record Fort DC 15, start 1d3 days, frequency 1 day, effect 1 Damage con, heal 2 consecutive turns; Location: Special attacks and individual attacks. Force Display [MA] (Su) As a free action, the creature can spend using mythical power to attempt a feat of force, earning a contingency bonus of 20 on a force-based skill check or force ability check. Alternatively, the creature can use this ability to apply a circumstance bonus of 20 to its strength score for a certain number of hours equal to its mythical rank in order to determine its ability to charge. Format: Force display; Location: SQ, Distraction (Ex) A creature with this ability may nauseate the creatures it damages. Any living creature that takes damage from a creature with the ability to distraction is nauseous for 1 turn; a Fortitude stop (DC 10 - 1/2 CREATURE HD - Con Modifier creature) denies the effect. Format: distraction (DC 14); Location: Special attacks. Dragon Senses (Ex) Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in low light and twice as well in normal light. Format: sense of the dragon; Location: Senses. Double Initiative [MA] (Ex) The creature gets two rounds per turn, one on its initiative account and the other on its number of initiatives - 20. For example, if the monster's initiative is 23, for his first round he could make a full attack (and step 5 feet) to Initiative 23, and for his second round at Initiative 3, he could take a movement action and cast a spell. This allows the monster to perform two actions per turn that normally take an entire turn, such as using a summoning monster spell. For spells and effects that last one or more rounds or that trigger at the beginning of the creature's round or at the beginning of its turn (such as saving throws from continuous effects or suffering bleeding damage), only the creature's first round counts for such durations. Format: '21'; Location: Initiative. Earth Glide (Ex) When the creature digs, it can pass through stone, dirt, or almost any other type of earth except metal as easily as a fish swims in water. If protected from fire damage, it can even slide through the lava. Its burrow leaves no tunnel or hole behind it, nor does it create any ripples or other signs of its presence. A motion earth spell thrown over an area containing the terrier creature throws it back 30 feet, stunning it for 1 round unless it succeeds on DC 15 Fortitude save. Format: landslide; Location: Speed. Emotion Aura (Su) Source PRG:OB A creature with this ability surrounds itself with an area of swirling and chaotic emotions. These emotions make it difficult for spellcasters to cast spells with the emotion component. Creatures living within a 30-foot radius must pass a concentration check (DC - 10 - 1/2 THE HD of the with an aura of emotion - modifying this creature's charisma) to cast a spell with an emotional component. Failure to do so results in the loss of fate without effect. In addition, any spell spellcaster with emotion or fear descriptor on targets inside this aura must succeed in this control or the spell fails to affect the targets in the aura (although others outside the area are affected as usual). Creatures with this ability are immune to its effects and can cast spells normally. Format: Emotion (DC 17); Location: Aura. Empyrean Lord Traits (Ex, Sp, or Su) Empyrean Lords are the greatest members of the agathion, angel, archon, and azata races, and are sometimes worshipped as if they were deities. All empyrean lords are good strangers who are, at a minimum, CR 21. In addition to having traits of agathion, angel, archon or azata, empyrean lords have a particular sequence of traits (unless otherwise stated in the entrance of a creature) as summarized here. The natural weapons of an empyrean lord, as well as all the weapons he or she wields, are treated as epic and good in order to overcome the reduction of damage. If the empyrean lord is chaotic or legal, these attacks also count as this alignment in order to overcome the reduction of damage. The energy resistances of Agathion, angel, archon or azata are increased to 30. An empyrean lord can grant spells to his worshippers as if he were a deity. The domains of an empyrean lord are chaos (so chaotic), good, right (if legal), and two other areas relevant to his theme and interests (or three if it is neither chaotic nor legal). Like a deity, an empyrean lord has a privileged weapon. Blindsight 60 feet. Larger teleport (Sp) An empyrean lord can use a larger teleportation at will (20th roulette level). Immunity to capacity damage, capacity drain, charm effects, stress effects, death effects, energy leakage, and petrification. Primal Aura (Su) An aura of primitive power surrounds each empyrean lord. The effects of this aura are unique to each empyrean lord. Regeneration (Ex) Only epic and evil damage, or damage caused by a creature of equal or greater power (such as an archdary, a deity, a demonic lord or a protean lord) interrupts the regeneration of an Empyrean Lord. Seed of Life (Sp) An empyrean lord can touch a consenting creature and imbue it with a magical healing power. The target radiates an aura of good as if it were an outsider and earns a bonus of insight on all economy throws against negative energy and the effects of death. As a standard action, the target can release this energy, turning it towards as a healing spell on itself or outward as a serious injury mass remedy coming out on the allies within 30 feet (15th roulette level). If it is not released, the energy will dissipate safely after 24 hours. The empyrean lord can use this ability 5 times a day, but only on other creatures. Energy Drain (Su) This attack undermines the vital energy of a living opponent and occurs automatically when a melee or remote attack strikes. Each successful energy drain gives one or more levels (the description of the creature specifies how much). If an attack that includes an energy leak marks a critical hit, it grants twice the number of negative levels listed. Unless otherwise stated in the creature's description, a draining creature gains 5 temporary strike points for each negative level it grants to an opponent. These temporary hit points last a maximum of one hour. Negative levels remain until 24 hours have elapsed or until they are removed with a spell, such as restoration. If a negative level is not removed within 24 hours, the affected creature must attempt a fortitude backup (DC 10 - 1/2 draining the creature's racial HD - draining the cha modifier of the draining creature; the exact DC is given in the creature's descriptive text). On a success, the negative level disappears without any harm to the creature. In case of failure, the negative level becomes permanent. A separate savings throw is required for each negative level. Format: energy leakage (2 levels, DC 18); Location: Special attacks and individual attacks. Energy Drain (Su) - Can a creature hit by an attack with an energy drain get a first draft of savings at the time of the attack or only 24 hours later to try to remove it? Unless the monster or effect description SPECIFICALLY DIT you get an initial savings stream... you don't get an initial savings stream. The effects that grant initial savings jets against an energy leakage effect are quite rare. Actually, I can't think of everything that's in the rules right now, actually. [Source] This attack undermines the vital energy of a living opponent and occurs automatically when a melee or remote attack strikes. Each successful energy drain confers one or more negative levels (how many creature descriptions). If an attack that includes an energy leak marks a critical hit, it grants twice the number of negative levels listed. Unless otherwise stated in the creature's description, a draining creature gains 5 temporary strike points for each negative level it grants to an opponent. These temporary hit points last a maximum of one hour. Negative levels remain until 24 hours have elapsed or until they are removed with a spell such as restoration. If a negative level is not removed within 24 hours, the affected creature must attempt a recording force (DC 10 - 1/2 racial hd of the draining creature - cha modifier of the draining creature; the exact DC is given in the creature's descriptive text). On a success, the negative level disappears without any harm to the creature. In case of failure, the negative level becomes permanent. A separate savings throw is required for each level Form: energy leakage (2 levels, DC 18); Location: Special attacks and individual attacks. Engulf (Ex) The creature can engulf creatures in its path as part of a standard action. He cannot make any further attacks during a turn in which he engulfs. The creature only has to move on its opponents, affecting as much as it can cover. Targeted creatures can make attacks against the creature, but if they do, they are not entitled to a life-saving jet against the gobble-up attack. Those who do not attempt to attack the opportunity can attempt a reflex except to avoid being swallowed up — on a success, they are pushed away or sided (target choice) as the creature moves forward. The sunken opponents acquire the pinned condition, risk suffocation, are trapped in the creature's body until they are no longer pinned and may be subjected to other special attacks from the creature. The recording domain controller is force-based. Format: engulfed (DC 12, acid 1d6 and paralysis); Location: Special attacks. Trap (Ex or Su) The creature has a ability that restricts the movement of another creature, usually with a physical attack such as ice, mud, lava or webs. The target of a trap attack must make a force save or tangle for the specified duration. If a target is already entangled by this ability, a second trap attack means that the target must make a recording force or become powerless for the specified duration. Backup DCs are based on the Constitution. A target rendered powerless by this ability is conscious, but cannot take any physical action (except attempt to free itself) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can do a DC 20 concentration check. A tangled creature can perform a force check (at the same work point as the DC trap savings throw) as a complete action to free itself; the DC for a helpless creature is 5 euros larger than the DC Savings Jet. The destruction of the entrapping material frees the creature. Format: trap (DC 13, 1d10 minutes, hardness 5, hp 10); Location: Special attacks and individual attacks. Fast Healing (Ex) A creature with special fast healing quality recovers strike points at an exceptional rate, usually 1 or more hit points per turn, as is given in the creature's input. Unless noted here, rapid healing is just like natural healing. Rapid healing does not restore knock points lost due to starvation, thirst or suffocation, nor does it allow a creature to repel lost parts of the body. Unless otherwise stated, it does not allow lost parts of the body to be re-attached. Rapid healing continues to work (even at negative strike points) until a creature dies, just as the effects of rapid healing end immediately. Format: Rapid Healing 5; Location: hp. Swallow Fast (Ex) The creature can use its ability to swallow its entrest as a free action at any time during its turn, and not just at the beginning of its turn. Format: Fast; Location: Special attacks. Fear (Su or Sp) Fear attacks can have a variety of effects. Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function as the spell of fear. Other effects are possible. An aura of fear is a zone effect. The descriptive text gives the size and type of the area. Fear Cone (Sp) and Ray (Su) These effects generally function as the spell of fear. If a fear effect a savings stream, this is a Will save (DC 10 -1/2 fearsome racial creature HD - Creature Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks affect the mind. Format: aura of fear (30 ft, DC 17); Location: Aura. Format: Fear cone (50 ft, DC 19); Location: Special attacks. Ferocity (Ex) A ferocious creature remains conscious and can continue to fight even if its strike point total is less than 0. The creature is still staggered and loses 1 strike point each turn. A ferocious creature still dies when its total of strike points reaches a negative amount equal to its constitution score. Format: ferocity; Location: Defensive capabilities. Flight (Ex or Su) When a character or creature flies, and that creature decides to climb at a 45-degree angle, the rules state that it moves at half speed? Do diagonal square counting rules always apply when you move diagonally this way? Lol Since the game is generally supposed to be played in two dimensions, even when it represents three-dimensional combat, the rules for climbing are managed by speed reduction instead of asking players and GMs to check the diagonal vertical motion. [Source] A creature with this ability can stop or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly as long as the antimagic effect persists. Note: Fly Speed Creatures treat the Fly skill as a class skill. A creature with a natural fly speed receives a bonus (or penalty) on Fly skill checks based on its maneuverability: Clumsy 8 Poor 4 Average 0 Good 4 Perfect 8 Creatures without a handling rating are assumed to have average handling and take no penalty on fly controls. Format: fly 30 ft (average); Location: Speed. Formian Traits (Ex or Su) Formians are a spatial race of insect-like creatures from a forest world that aggressively colonizes other worlds. A shaper has the following traits (unless otherwise indicated in the entrance of a creature). Darkvision 60 feet and blindsense 30 feet. Hive Mind (Ex) Formians share a telepathic bond with other members of their hive that improves the perception of their hive companions. As long as a formian is within the telepathic range of at least one hive partner, he earns a racial bonus of 4 on initiative controls and perception controls. If at least one formian does not believe in an illusion, all the forms of his telepathic range are also considered not to believe in this illusion. If a trainee is aware of the combatants, all the other companions live in the field of his telepathy are also aware of these bonuses. Sonic resistance 10. Telepathic Roulette (Ex) Because of the telepathic nature of a formian, if he casts spells, he does it as spell-like abilities. Telepathy 60-foot fortification (Ex) The monster has a 50% chance of treating any critical hit or stealth attack as a normal hit, as if wearing moderate iquetctic fortif armor. Format: Format: (50%); Location: Defensive capabilities. Gel (Ex) The creature can stand so still that it appears to be an inanimate object of the appropriate shape (a statue, mushroom patch, and so on). The creature can take 20 on its stealth control to hide in plain sight like this kind of inanimate object. Format: gel; Location: Special qualities. Scary Presence (Ex) This special quality makes the very presence of a creature unsettling for enemies. Activating this ability is a free action that is usually part of an attack or charge. Opponents at hand who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 laps. This ability only affects opponents with less Hit Dice than the creature has. An opponent can withstand the effects with a successful will save (DC 10 -1/2 the scary creature's racial HD - the Scary Creature's Cha Modifier, the exact DC is given in the creature's descriptive text). An opponent who succeeds on the life-saving throw is protected from the frightening presence of the same creature for 24 hours. On a missed stop, the opponent is shaken, or panicked if he has 4 Hit Dice or less. The frightening presence is an effect of fear that affects the mind. Format: Scary presence (60 ft, DC 21); Location: Aura. Look (Su) A special look attack takes effect when enemies look at the eyes of the attacking creature. The attack can have any kind of effect; petrification, death and charm are common. The typical range is 30 feet, but check the creature's input for more details. The type of savings throw for a look attack varies, but it is usually a will or fortitude save (DC 10-1/2 looking at the racial creature HD - looking at the creature Cha modifier; the exact DC is given in the creature's text). A successful savings stream nullifies the effect. The attack of a monster's gaze is described in an abbreviated form in its description. Each opponent within range of a glance attack must attempt a life-saving throw each turn at the beginning of its turn in order of initiative. Looking directly at a creature with a look attack leaves a vulnerable opponent. Opponents can avoid the need to make the life-saving throw by not looking at the creature, in either way. Avoidance Eyes: Opponents avoid looking at the creature's face, instead of looking at the creature's body, looking at its shadow, following it into a reflective surface, etc. Each round, the opponent has a 50% chance of avoiding having to make a life-saving throw against the attack of the gaze. The creature with the look attack, however, wins the cover-up against that opponent. Wear a headband: The enemy cannot see the creature (also possible to reach in back to the creature or closing your eyes). The creature with the look attack wins the total concealment against the opponent. A creature with a look attack can actively look like an attack action by choosing a target within range. This opponent must attempt a life-saving throw, but may try to avoid this as described above. As a result, it is possible to save against the gaze of a creature twice during the same round, once before the action of the opponent and once in the turn of the creature. Eye attacks can affect ethereal opponents. A creature is safe from the gaze of others of its kind, unless otherwise stated. Allies of a creature with a look attack could be affected. All allies of the creature are considered to avoid their eyes from the creature with the eye attack, and have a 50% chance of not needing to make a life-saving jet against the eye attack at every turn. The creature can also hide its eyes, thus denying its ability to look. Format: look; Location: Special attacks. Grab (Ex) The jack rules say that the ability only works on creatures smaller than the monster, but the capture rules in Bestiary 2 say that the ability works on creatures up to the size of the monster. What's correct? Bestiary 2 is the newest and updated version: grab works on creatures up to the size of the monster with the ability to capture. [Source] If a creature with this special attack strikes with the indicated attack (usually a claw or bite attack), it deals normal damage and tries to start a grapple as a free action without provoking an opportunity attack. Unless otherwise stated, the capture can only be used against targets of a size equal to or less than the creature with that ability. If the creature can use the catch on creatures of other sizes, it is noted in the creature's line of special attacks. The creature has the ability to drive the grapple normally, or simply use the part of his body that he used in the socket to hold the opponent. If he chooses to do the latter, he needs a penalty of 20 on his CMB cheque to make and maintain the grapple, but does not win the condition itself. A successful take does not deal additional damage unless the creature also has the special restriction attack. If the creature does not contract, each successful check of the grapples it performs during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it also inflicts constriction damage (the amount is given in the creature's descriptive text). Creatures with the special take attack receive a bonus of \$4 on combat maneuver checks made to start and hold a grapple. Format: grab; Location: Individual attacks and special attacks. Greensight (Su) The monster can see through the thick plant matter as if it were transparent, usually with a range of 60 feet. Leaves, vines, greenery and undergrowth offer no at the sight of the monster, although the solid wood still blocks its line of sight. Format: greensight 60 ft. Location: Senses. Heat (Ex) The creature generates so much heat that its simple touch causes additional damage to the fire. The creature's metal melee weapons also drive this heat. Format: heat (fire 1d6); Location: Special attacks. Hold the Breath (Ex) The creature can hold its breath for a number of minutes equal to 6 times its constitutional score before it risks drowning. Format: hold your breath; Location: Special Special Immunity (Ex or Su) An immunity creature takes no damage from listed sources. Immunity can also apply to conditions, conditions, spells (based on school, level or type of registration) and other effects. A creature that is immune does not suffer from these effects, or side effects that are triggered due to an immune effect. Format: Immune acid, fire, paralysis; Location: Defensive capabilities. Incorporated (Ex) An intangible creature has no physical body. It can only be hurt by other intangible creatures, magical weapons or creatures that strike like magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all forms of non-magic attack. Even when hit by spells or magic weapons, it takes only half the damage from a body source (except for the energy of the channel). Although this is not a magical attack, holy water can affect the intangible undead. Body spells and effects that do not cause damage have only a 50% chance of affecting an intangible creature. Force spells and effects, like a magic missile, normally affect an intangible creature. An intangible creature does not have a natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least 1, even if the creature's charisma score does not normally provide a bonus). An intangible creature can enter or pass through solid objects, but must remain adjacent to the outside of the object, and therefore cannot pass entirely through an object whose space is larger than its own. It may sense the presence of creatures or objects in a square adjacent to its current location, but enemies have the total concealment (50% missed chance) of an intangible creature that is inside an object. To see beyond the object in which it is located and attack normally, the intangible creature must emerge. An intangible creature inside an object has total coverage, but when it attacks a creature outside the object, it has only the cover, so that a creature on the outside with a playback action could hit it as it attacks. An intangible creature cannot go through a force effect. Attacks of an intangible creature go through (ignore) natural armor, armor and shields, although deflection bonuses and force effects (such as mage armor) normally work against it. Intangible creatures pass through and operate in water as easily as they do in the air. Intangible creatures cannot fall or do damage. Intangible creatures cannot make trips or grapple attacks, or be stumbled or reaped. In fact, they may not take physical action that would move or manipulate an opponent or his equipment, and they are not subject to such actions. Intangible creatures have no weight and do not trigger traps that are triggered by weight. An intangible creature moves silently and cannot be heard with perception checks if it does not want to be heard. It has no strength score, so its dexterity modifier applies to its melee attacks, remote attacks, and CMB. Non-audiovisual senses, such as perfume and blind vision, are ineffective or only partially effective for intangible creatures. Intangible creatures have an innate sense of direction and can move at full speed, even when they can't see. Format: intangible; Location: Defensive capabilities. Jet (Ex) The creature can swim backwards as a full action at the indicated speed. It must move in a straight line while throwing, and does not cause attacks of opportunities when it does. Format: jet (200 ft); Location: Speed. Keen Scent (Ex) The creature can notice other creatures by perfume within a radius of 180 feet underwater and can detect blood in the water at distances of up to a mile. Format: bright fragrance; Location: Senses. Lifesense (Su) The creature notices and locates living creatures within 60 feet, as if it possessed the ability to blind sight. Format: lifesense; Location: Senses. Light blindness (Ex) Creatures with light blindness are blinded for 1 turn if exposed to bright light, such as sunlight or daytime. These creatures are dazzled as long as they remain in areas of bright light. Format: blindness of light; Location: Weaknesses. Light Sensitivity (Ex) Creatures with sensitivity to light are dazzled in areas of sunlight or within the radius of a daylight spell. Format: Sensitivity to weakness light; Location: Weaknesses. Low light vision (Ex) A low-light creature can see twice as far as a human in starlight, moonlight, torches and similar low-light conditions. It retains the ability to distinguish colour and detail under these conditions. Format: low-light vision; Location: Senses. Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and sympathize with animals related to their animal form. They can use diplomacy to change the attitude of such an animal, and in doing so earn a racial bonus of 4 on the check. The afflicted lycanthropes acquire this ability only in animal or hybrid form. Format: lycanthropic empathy (bear and bear say); Location: Special qualities. Mental Static Aura (Su) Source PRG:OB A creature with this ability creates a field around it that makes concentration difficult for those who don't have that ability. Creatures within 30 feet must pass a concentration check (DC - 10 - 1/2 HD of the creature with a mental static aura - charisma modifier of that creature) to cast a spell with a thought component. Failure to do so results in the loss of fate without effect. In addition, all spellcasters must attempt this check at the beginning of their rounds if they focus on an active spell or effect. Failing that, they stop focusing on fate or effect. The having this ability are immune to its effects and can cast spells normally. Format: mental static (DC 18); Location: Aura. Mistsight (Ex) The monster can see through fog, mist and murky water as if they were perfectly clear, ignoring the missed chance for these obstacles, up to its normal range of vision. Format: mistsight; Location: Senses. Mythical immortality (Su) If the creature is killed, it returns to life 24 hours later, regardless of the condition of its body or the means by which it was killed. When he comes back to life, he is not treated as if he had rested, and does not regain the use of abilities that recharge with rest until he rests afterwards. This ability does not apply if it is killed by a knockout or critical blow by a mythical creature (or a creature of even greater power) or a non-mythical creature wielding a weapon capable of circumventing the reduction of epic damage. If the creature is mythical tier 10, it can only be killed by a knockout or a critical hit made with an artifact. (This ability is called mmort in Mythic Adventures.) Format: Mythical Immortality; Location: SQ. Mythic Magic [MA] (Su) Up to three times a day, when the creature casts a spell, it can cast the mythical version instead (as with all mythical spells, the creature must spend mythical power to cast a mythical spell in this way). Format: Mythical Magic 3/day; Location: Special attacks. Mythical Power [MA] (Su) The mythical monster can rely on a source of power to perform amazing acts and deceive fate. Every day he can spend a number of uses of mythical power equal to his mythical rank. This amount is his maximum amount of mythical power. If an ability allows him to regain mythical power, he can never earn more than that amount. The monster automatically has The Surge ability, and can use this mythical power to activate it. It may have other abilities that rely on mythical power. Format: Mythical Power (3/day, Surge -1d6); Location: Special attacks. Multiarm Mastery (Ex) The creature never takes penalties on its attack rollers when fighting with multiple weapons. Format: multi-weapon mastery; Location: Special attacks. Natural Attacks Most creatures possess one or more natural attacks (attacks made without weapons). These attacks fall into two categories, primary and secondary attacks. Primary attacks are performed using the creature's full base attack bonus and add the creature's strength bonus to the damage rolls. Secondary attacks are made using the creature's basic attack bonus of 5 and add only 1/2 creature strength bonuses to the damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds 1-1/2 times the creature's strength bonus to the damage rollers. This increase does not apply if the creature has multiple attacks, but only takes one. If a creature has only one type of attack, but has several attacks per this attack is treated as a primary attack, regardless of its type. You don't receive any additional natural attacks for a high base attack bonus. Instead, you receive additional attack rollers for multiple members and body parts capable of making the attack (as indicated by your creature's statistics). Table: Natural Attacks by Size lists the most common types of natural attacks and their classifications. Table: Natural Attacks by Size lists additional attack base damage - Damage Type Fine Dim Attack Type. Tiny Small Medium Large Huge Garg. Collar. 1 1d2 1d3 1d4 1d6 1d8 2d6 2d8 4d6 B, P, and S Primary Claw - 1 1d2 1d3 1d4 1d6 1d8 2d6 2d8 B and S Primary Gore 1 1d2 1d3 1d4 1d6 1d8 2d6 2d8 4d6 P Primary Hoof, Tentacle, Wing - 1 1d2 1d3 1d4 1d6 1d8 2d6 2d8 B Secondary Pincers, Tail Slap 1 1d2 1d3 1d4 1d6 1d8 2d6 2d8 4d6 B Secondary Slam - 1 1d2 1d3 1d4 1d6 1d8 2d6 2d8 B Primary Sting - 1 1d2 1d3 1d4 1d6 1d8 2d6 2d8 P Primary Talons - 1 1d2 1d3 1d4 1d6 1d8 2d6 2d8 S Primary Other - 1 1d2 1d3 1d4 1d6 1d8 2d6 2d8 B, P, or S Secondary I'm confused by how to increase and decreased natural weapon damage dice when the weapon's size or effective size changes. There are a bunch of different graphics, and I don't know which one to use. When damage from the creature's weapons or natural attacks changes due to a change in size (or the size of its weapon), use the following rules to determine new damage. If the size increases by one step, look for the original damage on the graph and increase the damage by two steps. If the initial size is small or smaller (or is treated as small or small) or if the initial damage is 1d6 or less, increase the damage by one step instead. If the size decreases by one step, look for the original damage on the graph and reduce the damage by two steps. If the initial size is medium or lower (or is treated as medium or lower) or if the initial damage is 1d8 or less, instead reduce the damage by a step. If the exact number of original dice is not found on this graph, apply the following before adjusting the damage dice. If the damage is a number of d6, find the next lowest number of d6 on the graph and use that number of d8 as the original damage value (for example, 10d6 would rather be treated as 8d8). If the damage is a d8 number, find the next high number of d8s on the graph and use that number of d6 as the original damage value (for example, 5d8 would rather be treated as 6d6). Once you have the new damage value, adjust by the number of steps noted above. If the type of matrix is not referenced on this graph, apply the following rules before adjusting the damage dice. 2d4 counts as 1d8 on the graph, 3d4 counts as 2d6 on the chart, and so on for a higher number of d4. 1d12 counts as 2d6 on the graph, and so on for a higher number of d12. Finally, 2d10 increases to 4d8 and decreases to 2d8, regardless of the initial size, and so on for a higher number of d10s. Table: Total Damage Dice Progression Chart Step Dice (or Damage) 1 1 2 1d2 3 1d3 4 1d4 5 1d6 6 1d8 7 1d10 8 2d6 9 2d8 10 3d6 1 1 3d8 12 4d6 13 4d8 14 6d6 15 6d8 16 8d6 17 8d8 18 12d6 19 12d8 20 16d6 - Creatures vary from this value to the case. Some creatures treat one or more of their attacks differently, such as dragons, who always receive 1-1/2 times their strength bonus on damage rollers with their bite attack. These exceptions are noted in the creature's description. Creatures Creatures Natural attacks and attacks made with weapons can use both as part of a complete attack action (although often a creature must give up a natural attack for every weapon hung in that limb, whether it's a claw, tentacle, or slam). These creatures normally attack with their weapons, but treat all their available natural attacks as secondary attacks during this attack, regardless of the original type of attack. Some creatures do not have natural attacks. These creatures can make unarmed strikes like humans do. View Table: Natural attacks by size for typical damage values for natural attacks by creature size. Format: bite 5 (1d6-1, 2 claws 5 "5 1d4"2, 4 tentacles 0 "0 1d4-1); Location: Mixed and remote. Natural Invisibility (Ex or Su) This ability is constant: the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the spell of invisibility purge. Format: natural invisibility; Location: Defensive capabilities. Negative Energy Affinity (Ex) - How is negative energy affinity supposed to work? The intention of this ability is that the creature is healed by negative energy (like an undead) and wounded by positive energy (like an undead); it is automatic and has nothing to do with the intent of the target or the energizer. However, as written, the ability is a little confusing because of the term act, which does not have a clear definition. Update: In the description of negative energy affinity ability, replace the current input with the following: Negative energy affinity (e.g.) The creature is alive, but is treated as the undead for all effects that affect the undead differently from living creatures, such as healing spells and channeled energy. Format: negative energy affinity; Location: Defensive capabilities. [Source] - The creature is alive but is healed by negative energy and wounded by positive energy, as if it were a living creature. Format: negative energy affinity; Location: Defensive capabilities. No breath (Ex) The monster does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing. Format: no breath; Location: Special qualities. Paralysis (Ex or Su) This special attack makes the victim immobile. Paralyzed creatures cannot move, talk or take physical action. The creature is rooted on the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a fortitude economy jet (DC 10 -1/2 the crippling creature's racial HD The con modifier of the crippling creature; DC is given in the description of the creature). Unlike the holding person and similar effects, a paralysis effect does not allow a new record each turn. A winged creature flying through the air when it is paralyzed cannot flap its wings and falls. A swimmer cannot swim and can drown. The duration of paralysis varies and is included in the creature's description. Format: paralysis (1d4 1d4 DC 18); Location: Special attacks and individual attacks. Plantbringer [MA] (Su) All plants within a 1 mile radius of the creature grow at double their normal rate and do not suffer from any disease or disease. Plant creatures allied within 30 feet of the creature acquire a rapid healing effect to the creature's mythical rank. If the creature uses the plant form or the wild form to take the form of a plant, it acquires this rapid healing in the form of a plant. Format: plantbringer; Location: The plant traits of the SQ (ex) Plants are immune to all effects that affect the mind (charms, compulsions, moral effects, patterns and fantasies), paralysis, poison, polymorphic, sleep and dizziness. Format: plant traits; Location: Immunized. Poison (Ex or Su) A creature with this ability can poison those it attacks. The effects of the poison, including its rescue, frequency and healing, are included in the creature's description. The life-saving spray to resist a poison is usually a Fort Save (DC 10 -1/2 the racial HD of the poisoned creature - the creature's Con modifier; the exact DC is given in the creature's descriptive text). The poisons can be removed by neutralizing poison and similar effects. Format: Poison name (ex) Sting — injury; save Fort DC 22, frequency 1/round for 6 rounds, effect 1d4 Con, cure 2 consecutive stops; Location: Special attacks and individual attacks. Toxic Blood (Ex) Any creature that confirms a critical hit against the monster with a sharp or sharp melee weapon is sprayed with poison. (Melee weapons with range do not endanger their users in this way.) The type of poison depends on the monster. Unless otherwise stated, this poison uses normal dc poison, although some monsters might have a DC poison that is based on the Constitution. Format: toxic blood (dragon bile); Location: Defensive capabilities. Can a creature with leaping make iterative attacks with weapons as part of my full attack? Any melee attack sequence that you can perform as a full attack is allowed as part of the load-to-full attack. For example, a barbarian with the largest beast totem rage power gains the universal monster ability leaping and could make iterative attacks with melee weapons manufactured as part of his charge-pounce-full attack. [Source] If a creature with leap is under a slow effect, and it charges, is it still getting its full attack to pounce? According to the rules as written, would leap would allow the creature to all its attack, despite the slow effect. (This happens because there is no biased action). [Source] If a creature with leaping is under a haste effect, and it charges, does it get extra of haste? Yes. This is a revised decision on how haste interacts with effects that are essentially a complete attack, even if the creature does not specifically use full attack action (as required by haste). The earlier decision implied that the leap did not authorize the additional haste attack because pounce did not use the full attack action. [Source] When a creature with this Attack makes a charge, it can make a complete attack (including rake attacks if the creature also has the ability to rake). Format: pounce; Location: Special attacks. Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals additional damage in addition to the normal benefits and dangers of a charge. The attack and the amount of damage from the attack are given in the creature's description. Format: powerful charge (gore, 4d8-24); Location: Special attacks. Psychic Magic (Sp) Source PRG:OB A creature with this ability can use the power of its mind to cast certain spells. Each spell cast using psychic magic consumes an amount of psychic energy. The creature has a maximum amount of psychic energy (PE) per day that cools down after a night of rest. A creature with this ability can cast any of the spells listed in this entry as long as it has enough psychic energy remaining to pay the pe cost of the spell. The DC for one of these spells is equal to 10 - the amount of psychic energy used to cast the spell - the creature's charisma or intelligence modifier (depending on the highest). Creatures that access under-expressed spells via this ability can cast a sub-cast version of the spell by spending 1 PE less for each lower level than the spell is cast. A psychic magic spell with a PE cost of 0 can be cast any number of times, and can be cast even if the creature has 0 PE remaining. The psychic magic accorded by this ability has the same components of thought and emotion as psychic spells. The monster can apply metamagic exploits to these spells by spending an additional amount of PE equal to the metamagic feat level increase and increasing the casting time as usual to spontaneously cast a metamagic spell. Because this ability grants psychic spellcasting, it also allows the creature to use occult states of unlocking skills. Format: Psychic Magic (Sp) (Cl 10th; concentration 14) 12 PE— charm person (1 PE, DC 14), disguise self (2 PE), mind thrust III (3 PE, DC 16), tower of iron will (5 PE); Location: Before spell-like abilities. Psychic Resilience (Ex): Creatures with this ability are resistant to the effects of many psychic spells. They earn a bonus of 4 on saving throws against all psychic spells. Format: 4 vs. Psychic Spells; Location: After stops and in defensive abilities. Shoot (Ex) A creature with this ability can choose to do a free combat maneuver check with a successful attack. If successful, this check brings a creature closer together. The distance drawn is defined by this ability. The type of attack that causes the attraction and the distance drawn are included in the description of the This ability only works on creatures of a size equal to or less than the pulling creature. Creatures drawn in this way do not cause attacks of opportunity and do not stop if the attraction moves them into a solid object or creature. Format: traction (tentacle, 5 feet); Location: Special attacks and individual attacks. Push (ex) A creature with the ability to push can to do a free combat maneuver check with some successful attack (often a slam attack). If successful, this check directly repels a creature as with a bull rush, but the distance moved is defined by this ability. The type of attack that causes the thrust and distance traveled are included in the creature's description. This ability only works on creatures of equal size or smaller than the pushing creature. Creatures pushed in this way do not cause attacks of opportunity and do not stop if the thrust moves them into a solid object or creature. Format: push (slam, 10 feet); Location: Special attacks and individual attacks. Rake (Ex) A creature with this special attack gains additional natural attacks under certain conditions, usually when it attacks its enemy. In addition to the options available to all grapplers, a monster with rake ability gains two free claw attacks that he can only use against a grappling enemy. The bonus and damage caused by these attacks are included in the creature's description. A monster with rake ability must start his turn already struggling to use his rake, he can not start a grapple and rake in the same turn. Format: rake (2 claws - 8, 1d4-2); Location: Special attacks. Recovery [MA] (Ex) The creature is restored to full strike points after 8 hours of rest until it is dead. In addition, by spending a use of mythical power and resting for 1 hour, he finds a number of strike points equal to half of his full strike points (up to a maximum of his full strike points) and regain the use of all class features that are limited to a number of uses per day (such as barbaric rage , bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest does not refresh the uses of mythical power or mythical abilities that are limited to a certain number of times a day. Format: recovery; Location: SQ. Regeneration (ex) A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with rapid healing, but they can't die as long as their regeneration still works (although creatures with regeneration still fall unconscious when their strike points are below 0). Some forms of attack, usually fire and acid, stop a creature's regeneration from working in the post-attack cycle. During this turn, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that stop how regeneration works. Attack forms that do not deal damage at the strike point are not healed by regeneration. Regeneration also does not restore knock points lost due to starvation, thirst or suffocation. Regenerative creatures can repel lost parts of their bodies and reattach limbs or body parts if they are reunited within 1 hour of separation. Cut parts that are not reattached and die normally. A creature must have a constitutional score to have the Ability. Format: regeneration 5 (fire, acid); Location: hp. Renders (Ex) If it strikes with two or more natural attacks in 1 round, a creature with special attack makes can cause huge damage by clinging to the opponent's body and tearing the flesh. This attack deals an additional amount of damage, but no more than once per turn. The type of attacks that must hit and additional damage are included in the creature's description. Additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 times the creature's strength bonus. Format: renders (2 claws, 1d8-9); Location: Special attacks. Resistance (Ex) A creature of this particular quality ignores certain damage of the type indicated each time it takes such damage (usually acidic, cold, electrical or fire). The entry indicates the amount and type of damage ignored. Format: Resist acid 10; Location: Defensive capabilities. Rock Capture (Ex) The creature (which must be at least large) can catch small, medium or large rocks (or projectiles of similar shape). Once a turn, a creature that would normally be hit by a rock can make a SLR except to catch it as a free action. The DC is 15 for a small rock, 20 for a Medium, and 25 for a Grand. (If the projectile provides a magic bonus on the attack rollers, the DC increases that amount.) The creature must be aware of the attack in order to make an attempt to capture rock. Format: rock capture; Location: Defensive capabilities. Rock Throwing (Ex) This creature is an accomplished stone thrower and has a racial bonus of 1 on the attack rollers with discarded stones. A creature can throw rocks up to two categories smaller than its size; for example, a giant of the big hill can throw small rocks. An er is any large, bulky and relatively regularly formed object made of any material with a hardness of at least 5. The creature can throw the rock up to five increments of range. The size of the beach increment varies depending on the creature. Damage caused by a discarded rock is usually twice as much as the creature's damage, plus 1-1/2 times its strength bonus. Format: throwing stones (120 ft); Location: Special attacks (damage is listed in remote attack). Perfume (Ex) This special quality allows a creature to detect approaching enemies, sniff hidden enemies and follow the sense of smell by smell. Creatures with the ability to perfume can identify familiar odors just as humans make familiar views. The creature can detect opponents within 30 feet by sense of smell. If the opponent is in the wind, the range increases to 60 feet; if in the wind, it falls to 15 feet. Strong odours, such as smoke rotten waste, can be detected twice the ranges shown above. Overwhelming fragrances, such as skunk musk or troglodyte stench, can be detected at a normal triple range. When a creature detects a scent, the exact location of the source is not revealed, but only its presence somewhere within range. The creature can take a movement action to note the direction of the smell. When the creature is 5 feet from the source, it indicates the location of the source. A creature with the ability to perfume can follow tracks by smell, making a wisdom (or survival) check to find or follow a lead. The typical DC for a cool trail is 10 (regardless of the type of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's smell, the number of creatures, and the age of the track. For every hour that the trail is cold, the DC increases by 2. Capacity follows the rules for survival skill in a different way. Creatures that follow by perfume ignore the effects of surface conditions and poor visibility. Format: perfume; Location: Senses. See in Darkness (Su) The creature can see perfectly in the darkness of all kinds, including that created by deeper darkness. Format: see in the dark; Location: Senses. Smother (Ex) If the creature's opponent holds his breath, the creature can reduce the time until the target must attempt choking controls. As a free action, the creature can attempt a grapple fighting maneuver against the opponent. If he succeeds, the opponent reduces the remaining time, he can hold his breath of 1d6 rounds. Format: smother; Location: Special attacks. Its Mimicry (Ex) The creature perfectly imitates certain sounds or even specific voices. The creature makes an opposite Bluff check by the listener's Sense Motive check to recognize the mimicry, although if the listener is not familiar with the person or type of creatures imitated, he takes a penalty of 8 on his Sense Motive check. The creature has a racial bonus of 8 on its Bluff control to mimic sounds (including accents and speech patterns, if a voice imitate) it listened for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as the bardic performance or the captivating song of a harpy), although it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it does not know. Format: sound mimicry (voice); Location: Special qualities. Spell-Like Abilities (Sp) Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They disappear into an antimagic field and are subject to spell resistance if the spell on which the ability is based would be subject to spell resistance. A spell ability usually has a limit on how often it can be used. A constant spell-like capability or ability that can be used at will has no limit of use; unless otherwise stated, a creature can only use a constant spell-like ability on itself. Reactivating a constant spell-like ability is a Fast. Using all other spell-like abilities is a standard action unless noted otherwise, and this causes opportunity attacks. It is possible to do a concentration check to use a spell-like ability defensively and avoid provoking an opportunity attack, just like when casting a spell. A charm ability can be disrupted just as

a spell comes out Bve. Spell capabilities cannot be used to counter the counterattack, nor counter-push. For creatures with spell-like abilities, a designated roulette level defines how difficult it is to dispel their spelling effects and define any level-dependent variables (such as range and duration) that abilities might have. The creature's roulette level never affects the spell-like abilities of the creature a; sometimes the given roulette level is below the level a spellcasting character would need to cast the spell of the same name. If no roulette level is specified, the roulette level is equal to the creature's hit dice. The record throw (if any) against a spell-like ability is 10 - the level of the spell of the ability looks or duplicates - the creature's charisma modifier. Some spelling abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell abilities are presumed to be the wizard/witch versions. If the spell in question is not a sorcerer/witch spell, then by default to cleric, druid, bard, paladin, and tidy, in that order. Format: At will — burning hands (DC 13); Location: Spell-like capabilities. Spell Resistance (Ex) A creature with spell resistance can avoid the effects of spell-like and spell-like abilities that directly affect it. To determine whether a spell-like spell or ability works against a creature with spell resistance, the pitcher must do a roulette level check (1d20-level roulette). If the result is equal to or greater than the creature's spell resistance, the spell will work normally, although the creature is still entitled to a life-saving throw. Format: SR 18; Location: Defensive capabilities. Split (Ex) The creature is divided into two identical copies of itself if it is subjected to certain attacks or effects. Each copy has half of the original's current strike points (rounded down). A creature reduced below the listed strike points cannot be further divided and can be killed normally. Format: split (piercing and slashing, 10 hp); Location: Defensive capabilities. Stench (Ex) A creature with special stench ability secretes an oily chemical that almost every other creature finds offensive. All living creatures (except those with the stench of special ability) within a 30-foot radius must pass on a fortitude record (DC 10 - 1/2 stench of the hd racial creature - stench creature Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sick state is given in the creature's descriptive text. Creatures that successfully record cannot be affected by the stench of the same creature for 24 hours. A poison delay or neutralize the poison spell removes the effect of the sick creature. Creatures with poison immunity are not affected, and poison-resistant creatures receive their normal bonus on their life-saving throws. Format: stench (DC 15, 10 laps); Location: Aura. Strangling (Ex) An opponent battling the creature cannot speak or cast spells with verbal components. Format: Strangling; Location: Location: Attacks. Summon (Sp) A creature with summoning ability can summon other specific creatures of its kind as much as if casting a monster summon spell, but it usually has only a limited chance of success (as specified in the creature's input). Roll d%: On a failure, no creature responds to the assignment. The summoned creatures automatically return from where they came from after 1 hour. A creature summoned in this way cannot use spell-like spells or abilities that require hardware components costing more than 1 gp unless these components are provided, nor can use its own summoning ability for 1 hour. An appropriate spell level is given for each summoning ability for the purposes of will recordings, roulette level checks and concentration controls. No experience point is awarded for defeating summoned monsters. Format: 1/day—summon (level 4, 1 hezrou 35%); Location: Spell-like capabilities. The impotence of sunlight (Ex) If the creature is in full sun (but not in an area of daylight or similar spells), it cannot attack and is staggered. Format: impotence of sunlight; Location: Weaknesses. Surge [MA] (Su) The creature can use its mythical power to overcome difficult challenges. It can spend using mythical power to increase any d20 roll it has just made by rolling a roll and adding it to the result. The use of this ability is an immediate action taken after the original roll is done and the results are revealed. The bonus matrix depends on the creature's mythical rank. The monster can use this ability even if it is senseless or intelligence at the animal level. Surge has no separate entry into the monster stat block: the surge matrix is listed in the Mythical Power capability. Swallow Whole (Ex) For The Swallow Whole ability, once you've dealt enough damage inside a monster, what kind of action is needed to escape? A swallowed character must use a standard action, move the action, or 5 foot-step to escape. This applies if the acting character is the one who cut his free path or another swallowed character making use of the exit carved by another character. [Source] If a creature with this special attack begins its turn with an opponent struggling in his mouth (see Grab), he can attempt a new combat maneuver check (as if trying to pin the opponent). If he succeeds, he swallows his prey, and the opponent takes bite damage. Unless otherwise stated, the opponent may be up to a smaller size category than the swallowing creature. Being swallowed causes a creature to take damage at every turn. The quantity and type of vary and are given in the creature's statistics. A swallowed creature maintains the grappling state, while the creature that made the swallowing does not. A swallowed creature can try to cut its free path with any small weapon cutting or drilling (the amount of cutting damage needed to free itself is equal to 1/10 total strike points of the creature), or it may just try to escape the grapple. The armor class inside a creature that swallows everything is normally 10-1/2 1/2 Natural armor bonuses, without modifiers for size or dexterity. If a swallowed creature moves to the exit, the swallowing creature can no longer swallow the whole thing until the damage is healed. If the swallowed creature escapes from the grapple, success puts it back in the attacker's mouth, where it can be bitten or swallowed again. Format: whole swallow (acid damage 5d6, AC 15, 18 hp); Location: Special attacks. Telepathy (Su) The creature can communicate mentally with any other creature in a certain range (specified in the entrance of the creature, usually 100 feet) that has a tongue. It is possible to approach multiple creatures at once by telepathy, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as talking and listening to multiple people at the same time Format: 100 ft telepathy; Location: Languages. Thoughtsense (Su) Source PRG:OB Creatures with this ability to automatically detect and locate conscious creatures within the specified range (usually 60 feet). This ability works in the same way as blind vision. Nondetection, empty mind, and similar effects can block thoughtsense. Thoughtsense can distinguish between sensitive (Intelligence 3 or more) and non-sensitive creatures (Intelligence 1-2), but otherwise does not provide any information about the creatures it detects. Format: thoughtsense 60 ft. Location: Senses. As a complete action, a creature with the ability to trample can attempt to overtake any creature that is at least a smaller size category than itself. It works just like the passing combat maneuver, but the trampling creature doesn't need to make a check, just move on the opponents in its path. The targets of a trampling take an amount of damage equal to the slam damage of the trampling creature - 1-1/2 times its Str modifier. Targets of a trampling can make an opportunity attack, but at a penalty of 4. If targets forgo an opportunity attack, they can try to avoid the trampling creature and receive a rescue reflex to take half the damage. The DC's backup against a creature's trampling attack is the creature's 10-1/2 HD - the creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once a turn, no matter how many times its movement brings it over a target creature. Format: trampling (2d6-9, DC 20); Location: Special attacks. Tremor (Ex) A creature with tremor is sensitive to vibrations in the ground and can automatically locate the location of anything in contact with the ground. Aquatic creatures with tremorsense can feel the location of creatures moving through the water. The range of capacity is specified in the creature's descriptive text. Format: tremorsense 60 ft; Location: Senses. Trip (Ex) A creature with special travel attack may attempt to stumble his opponent as a free action without provoking a used attack if it strikes with the Attack. If the attempt fails, the creature is not stumbled back. Format: travel (bite); Location: Individual attacks. The features of the undead (Ex) The undead are immune to the effects of death, disease, effects affecting the mind (charms, compulsions, moral effects, fantasies and motives), paratysis, poison, sleep, dizziness, and any effect that requires a saving force (unless the effect also works on objects or is harmless). The undead are not subject to capacity draining, energy leakage or non-lethal damage. The undead are protected from damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), both to the effects of fatigue and exhaustion. The undead are not at risk of dying from massive damage. Format: undead traits; Location: Immunized. Undersized Weapons (Ex) The creature uses manufactured weapons as if it were a smaller size category than the creature's actual size. Format: undersized weapons; Location: Special qualities. Unnurtured Aura (Su) Animals do not voluntarily approach the creature unless the animal's master controls empathy, wrinkle or wild empathy. Format: aura unnatural (30 ft); Location: Aura. Unstoppable [MA] (Ex) The creature can spend a single use of mythical power as a free action to immediately end one of the following conditions that currently affect it: bleed, blind, confused, curled up, stunned, dazed, dazed, stunned, entangled, exhausted, fascinated, tired, frightened, nauseating, panicked, paralyzed, shaken, sick, staggered, or stunned. All other conditions and effects remain, even those resulting from the same fate or effect that caused the selected condition. He can use this ability at the beginning of his turn, even if a condition would prevent him from acting. Format: unstoppable; Location: Defensive capabilities. Vulnerabilities (Ex or Su) A creature with vulnerabilities takes another half as much damage (up 50%) a specific type of energy, whether a savings throw is allowed or if the registration is a success or failure. Creatures with a vulnerability that is not a type of energy instead take a penalty of 4 on backups against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures may experience additional effects, as indicated in their descriptions. Format: vulnerability to fire; Location: Weaknesses. Water Breathing (Ex) A creature with this special ability can breathe underwater indefinitely. It can freely use any blast weapon, spells, or other abilities while submerged. Format: breathing water; Location: SQ. Water dependence (ex) A creature with Special capacity can survive out of the water for 1 minute per Constitution point. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning. Format: water dependence; Location: SQ. Web (Ex) Creatures with web ability can use webs to support themselves and up to an additional creature of the same size. In addition, these creatures can cast a web up to eight times a day. it's it's to an attack with a net, but has a maximum range of 50 feet, with a range increase of 10 feet, and is effective against targets up to a size category larger than the web spinner. A tangled creature can escape with a successful escape artist check or burst the web with a force check. Both are standard actions with a DC equal to the creature's 10-1/2 HD - the creature's Con modifier. Attempts to break a canvas by those caught in it take a penalty of 4. Web spins can create sticky strap sheets up to three times their size. They usually position these leaves to trap flying creatures, but can also try to trap prey on the ground. Creatures approaching must pass during a DC 20 perception check to notice a web; otherwise, they stumble in and find themselves trapped as if by a successful web attack. Attempts to escape or break the strap earn a bonus of 5 euros if the trapped creature has something to walk or grab while shooting freely. Each 5-square-foot section of the Web has a number of hit points equal to the hit dice of the creature that created it and DR 5/—. A creature can move on its own web at its rising speed and can locate any creature touching its web. Format: web (8 remote, DC 16, 5 hp); Location: Special attacks. Whirlwind (Su) Some creatures can turn into whirlpools and stay in this form up to 1 turn for every 2 HD they have. If the creature has a fly speed, it can continue to fly at the same speed as a vortex; otherwise, it gains a fly speed equal to its basic land speed (average maneuverability) while in the form of a whirlpool. The vortex is still 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). The width of a vortex at its peak is always half its height. The creature controls the exact height, but must be at least 10 feet high. The swirling shape does not cause attacks of opportunity, even if the creature enters the space occupied by another creature. Another creature can be caught in the vortex if it touches or penetrates the vortex, or if the vortex moves in or through the creature's space. A creature in the form of a vortex cannot make its normal attacks and does not threaten the area around it. Creatures one or more categories smaller than the vortex can be damaged when caught in the vortex (usually damage equal to the monster's slam attack for a creature of its size) and can be lifted into the air. An affected creature must succeed on a SLR save 10 - half monster HD - modifying the strength of the monster) when it comes into contact with the vortex or take damage as if it was hit by the slam attack of the vortex creature. It must also succeed on a second SLR stop or be physically picked up and kept suspended in strong winds, automatically taking the damage indicated at each turn. A creature that can fly is allowed a Reflex to save each turn to escape the whirlwind. The creature takes damage, but can leave if the registration is successful. Creatures trapped in the vortex cannot move, except to go where the whirlpool carries them or to escape the whirlwind. Trapped creatures can act normally, but must pass on a concentration check (DC 15 - spell level) to cast a spell. Creatures caught in the vortex take a penalty of 4 to dexterity and a penalty of 2 on the attack rollers. The vortex can only have as many creatures trapped inside at some point that will adapt inside the volume of the vortex. The whirlpool can eject all the creatures carried when it wishes as a free action, depositing them in its space. If the base of the vortex touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the height of the vortex. The cloud obscures any vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while more distant creatures have total concealment. Those caught in the debris cloud must pass on a concentration check (DC 15 - spell level) to cast a spell. Format: whirlpool (3/day, 10-30 ft high, 1d6-6 damage, DC 15); Location: Special attacks. Section 15: Pathfinder RPG Bestiary Copyright Notice, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. 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