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MONSTERS (VERMIN)

These creatures operate on instinct, driven by simple needs such as food and reproduction. Except where noted, vermin attack only when hungry or threatened.

Vermin Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

—**Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—**Darkvision** out to 60 feet.

—**Alignment:** Always neutral. Vermin are not governed by a human sense of morality.

—**Treasure:** Vermin generally possess no treasure. For those that do, this treasure consists of possessions formerly owned by a creature that the monster has killed.

GIANT ANT

	Giant Ant, Worker	Giant Ant, Soldier	Giant Ant, Queen
	Medium Vermin	Medium Vermin	Large Vermin
Hit Dice:	2d8 (9 hp)	2d8+2 (11 hp)	4d8+4 (22 hp)
Initiative:	+0	+0	–1
Speed:	50 ft. (10 squares), climb 20 ft.	50 ft. (10 squares), climb 20 ft.	40 ft. (8 squares)
Armor Class:	17 (+7 natural), touch 10, flat-footed 17	17 (+7 natural), touch 10, flat-footed 17	17 (–1 size, –1 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple:	+1/+1	+1/+3	+3/+10
Attack:	Bite +1 melee (1d6)	Bite +3 melee (2d4+3)	Bite +5 melee (2d6+4)
Full Attack:	Bite +1 melee (1d6)	Bite +3 melee (2d4+3)	Bite +5 melee (2d6+4)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab	Improved grab, acid sting	Improved grab
Special Qualities:	Scent, vermin traits	Scent, vermin traits	Scent, vermin traits
Saves:	Fort +3, Ref +0, Will +0	Fort +4, Ref +0, Will +1	Fort +5, Ref +0, Will +2
Abilities:	Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 9	Str 14, Dex 10, Con 13, Int —, Wis 13, Cha 11	Str 16, Dex 9, Con 13, Int —, Wis 13, Cha 11
Skills:	Climb +8	Climb +10	—
Feats:	Track ^B	Track ^B	Track ^B
Environment:	Temperate plains	Temperate plains	Temperate plains
Organization:	Gang (2–6) or crew (6–11 plus 1 giant ant soldier)	Solitary or gang (2–4)	Hive (1 plus 10–100 workers and 5–20 soldiers)
Challenge Rating:	1	2	2
Treasure:	None	None	1/10 coins; 50% goods; 50% items
Advancement:	3–4 HD (Medium); 5–6 HD (Large)	3–4 HD (Medium); 5–6 HD (Large)	5–6 HD (Large); 7–8 HD (Huge)
Level Adjustment:	—	—	—

Giant ants are among the hardiest and most adaptable vermin. Soldiers and workers are about 6 feet long, while queens can grow to a length of 9 feet.

Acid Sting (Ex): A giant soldier ant has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round (+3 attack bonus). A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Improved Grab (Ex): To use this ability, a giant ant must hit with its bite attack. A giant soldier ant that wins the ensuing grapple check establishes a hold and can sting.

Skills: *Giant ants have a +4 racial bonus on Survival checks when tracking by scent and a +8 racial bonus on Climb checks. A giant ant can always choose to take 10 on Climb checks, even if rushed or threatened.

GIANT BEE

	Medium Vermin
Hit Dice:	3d8 (13 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 80 ft. (good)

Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/+2
Attack:	Sting +2 melee (1d4 plus poison)
Full Attack:	Sting +2 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +3, Ref +3, Will +2
Abilities:	Str 11, Dex 14, Con 11, Int —, Wis 12, Cha 9
Skills:	Spot +5, Survival +1*
Feats:	—
Environment:	Temperate plains
Organization:	Solitary, buzz (2–5), or hive (11–20)
Challenge Rating:	1
Treasure:	No coins; 1/4 goods (honey only); no items
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

Although many times larger, growing to a length of about 5 feet, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d4 Con. The save DC is Constitution-based. A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.

Skills: Giant bees have a +4 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

GIANT BOMBARDIER BEETLE

Medium Vermin

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+1/+2
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid spray
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Warm forests
Organization:	Cluster (2–5) or click (6–11)
Challenge Rating:	2
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.

Acid Spray (Ex): When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

GIANT FIRE BEETLE

Small Vermin

Hit Dice:	1d8 (4 hp)
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Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+0/−4
Attack:	Bite +1 melee (2d4)
Full Attack:	Bite +1 melee (2d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +0, Will +0
Abilities:	Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7
Skills:	—
Feats:	—
Environment:	Warm plains
Organization:	Cluster (2–5) or colony (6–11)
Challenge Rating:	1/3
Advancement:	2–3 HD (Small)
Level Adjustment:	—

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long.

GIANT STAG BEETLE

	Large Vermin
Hit Dice:	7d8+21 (52 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	19 (−1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+5/+15
Attack:	Bite +10 melee (4d6+9)
Full Attack:	Bite +10 melee (4d6+9)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Trample 2d8+3
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +8, Ref +2, Will +2
Abilities:	Str 23, Dex 10, Con 17, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Temperate forests
Organization:	Cluster (2–5) or mass (6–11)
Challenge Rating:	4
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10 feet long.

Trample (Ex): Reflex half DC 19. The save DC is Strength-based.

GIANT PRAYING MANTIS

	Large Vermin
Hit Dice:	4d8+8 (26 hp)
Initiative:	−1
Speed:	20 ft. (4 squares), fly 40 ft. (poor)
Armor Class:	14 (−1 size, −1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple:	+3/+11

Attack:	Claws +6 melee (1d8+4)
Full Attack:	Claws +6 melee (1d8+4) and bite +1 melee (1d6+2)
Space/Reach:	10 ft (4 squares)/5 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +6, Ref +0, Will +3
Abilities:	Str 19, Dex 8, Con 15, Int —, Wis 14, Cha 11
Skills:	Hide –1*, Spot +6
Feats:	—
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	3
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	—

This patient carnivore remains completely still as it waits for prey to come near.

Improved Grab (Ex): To use this ability, a giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (at its full +6 attack bonus).

Skills: A giant praying mantis has a +4 racial bonus on Hide and Spot checks. *Because of its camouflage, the Hide bonus increases to +12 when a mantis is surrounded by foliage.

GIANT WASP

	Large Vermin
Hit Dice:	5d8+10 (32 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3/+11
Attack:	Sting +6 melee (1d3+6 plus poison)
Full Attack:	Sting +6 melee (1d3+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +6, Ref +2, Will +2
Abilities:	Str 18, Dex 12, Con 14, Int —, Wis 13, Cha 11
Skills:	Spot +9, Survival +1*
Feats:	—
Environment:	Temperate forests
Organization:	Solitary, swarm (2–5), or nest (11–20)
Challenge Rating:	3
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Skills: Giant wasps have a +8 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

MONSTROUS CENTIPEDE

	Monstrous Centipede, Tiny	Monstrous Centipede, Small	Monstrous Centipede, Medium
	Tiny Vermin	Small Vermin	Medium Vermin
Hit Dice:	1/4 d8 (1 hp)	1/2 d8 (2 hp)	1d8 (4 hp)
Initiative:	+2	+2	+2
Speed:	20 ft. (4 squares), climb 20 ft.	30 ft. (6 squares), climb 30 ft.	40 ft. (8 squares), climb 40 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14,	14 (+1 size, +2 Dex, +1	14 (+2 Dex, +2 natural), touch

	flat-footed 12	natural), touch 13, flat-footed 12	12, flat-footed 12
Base Attack/Grapple:	+0/−13	+0/−7	+0/−1
Attack:	Bite +4 melee (1d3−5 plus poison)	Bite +3 melee (1d4−3 plus poison)	Bite +2 melee (1d6−1 plus poison)
Full Attack:	Bite +4 melee (1d3−5 plus poison)	Bite +3 melee (1d4−3 plus poison)	Bite +2 melee (1d6−1 plus poison)
Space/Reach:	2-1/2 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +2, Will +0	Fort +2, Ref +2, Will +0	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 15, Con 10, Int —, Wis 10, Cha 2	Str 5, Dex 15, Con 10, Int —, Wis 10, Cha 2	Str 9, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +18, Spot +4	Climb +10, Hide +14, Spot +4	Climb +10, Hide +10, Spot +4
Feats:	Weapon Finesse ^B	Weapon Finesse ^B	Weapon Finesse ^B
Environment:	Underground	Underground	Underground
Organization:	Colony (8–16)	Colony (2–5) or swarm (6–11)	Solitary or colony (2–5)
Challenge Rating:	1/8	1/4	1/2
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Monstrous Centipede, Large	Monstrous Centipede, Huge
	Large Vermin	Huge Vermin
Hit Dice:	3d8 (13 hp)	6d8+6 (33 hp)
Initiative:	+2	+2
Speed:	40 ft. (8 squares), climb 40 ft.	40 ft. (8 squares), climb 40 ft.
Armor Class:	14 (−1 size, +2 Dex, +3 natural), touch 11, flat-footed 12	16 (−2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+2/+7	+4/+15
Attack:	Bite +3 melee (1d8+1 plus poison)	Bite +5 melee (2d6+4 plus poison)
Full Attack:	Bite +3 melee (1d8+1 plus poison)	Bite +5 melee (2d6+4 plus poison)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Poison	Poison
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +3, Ref +3, Will +1	Fort +6, Ref +4, Will +2
Abilities:	Str 13, Dex 15, Con 10, Int —, Wis 10, Cha 2	Str 17, Dex 15, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +6, Spot +4	Climb +11, Hide +2, Spot +4
Feats:	Weapon Finesse ^B	—
Environment:	Underground	Underground
Organization:	Solitary or colony (2–5)	Solitary or colony (2–5)
Challenge Rating:	1	2
Advancement:	4–5 HD (Large)	7–11 HD (Huge)
Level Adjustment:	—	—

	Monstrous Centipede, Gargantuan	Monstrous Centipede, Colossal
	Gargantuan Vermin	Colossal Vermin
Hit Dice:	12d8+12 (66 hp)	24d8+24 (132 hp)
Initiative:	+2	+1
Speed:	40 ft. (8 squares), climb 40 ft.	40 ft. (8 squares), climb 40 ft.
Armor Class:	18 (−4 size, +2 Dex, +10 natural), touch 8, flat-footed 16	20 (−8 size, +2 Dex, +16 natural), touch 4, flat-footed 18
Base Attack/Grapple:	+9/+27	+18/+42
Attack:	Bite +11 melee (2d8+9 plus poison)	Bite +18 melee (4d6+12 plus poison)
Full Attack:	Bite +11 melee (2d8+9 plus poison)	Bite +18 melee (4d6+12 plus poison)

Space/Reach:	20 ft./15 ft.	30 ft./20 ft.
Special Attacks:	Poison	Poison
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +9, Ref +6, Will +4	Fort +15, Ref +9, Will +8
Abilities:	Str 23, Dex 15, Con 12, Int —, Wis 10, Cha 2	Str 27, Dex 13, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide –2, Spot +4	Climb +16, Hide –7, Spot +4
Feats:	—	—
Environment:	Underground	Underground
Organization:	Solitary	Solitary
Challenge Rating:	6	9
Advancement:	17–23 HD (Gargantuan)	25–48 HD (Colossal)
Level Adjustment:	—	—

Monstrous centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison.

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	10	1 Dex	Huge	14	1d6 Dex
Small	10	1d2 Dex	Gargantuan	17	1d8 Dex
Medium	10	1d3 Dex	Colossal	23	2d6 Dex
Large	11	1d4 Dex			

Poison (Ex): A monstrous centipede has a poisonous bite. The details vary by the centipede’s size, as shown on the table above. The save DCs are Constitution-based. The indicated damage is both initial and secondary damage.

Skills: Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous scorpions can take 10 on Climb checks, even if threatened or distracted.

MONSTROUS SCORPION

	Monstrous Scorpion, Tiny	Monstrous Scorpion, Small	Monstrous Scorpion, Medium
	Tiny Vermin	Small Vermin	Medium Vermin
Hit Dice:	1/2 d8+2 (4 hp)	1d8+2 (6 hp)	2d8+4 (13 hp)
Initiative:	+0	+0	+0
Speed:	20 ft. (4 squares)	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	14 (+2 size, +2 natural), touch 12, flat-footed 14	14 (+1 size, +3 natural), touch 11, flat-footed 14	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+0/–8	+0/–4	+1/+2
Attack:	Claw +2 melee (1d2–4)	Claw +1 melee (1d3–1)	Claw +2 melee (1d4+1)
Full Attack:	2 claws +2 melee (1d2–4) and sting –3 melee (1d2–4 plus poison)	2 claws +1 melee (1d3–1) and sting –4 melee (1d3–1 plus poison)	2 claws +2 melee (1d4+1) and sting –3 melee (1d4 plus poison)
Space/Reach:	2-1/2 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Constrict 1d2–4, improved grab, poison	Constrict 1d3–1, improved grab, poison	Constrict 1d4+1, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +4, Ref +0, Will +0	Fort +4, Ref +0, Will +0	Fort +5, Ref +0, Will +0
Abilities:	Str 3, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 9, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +0, Hide +12, Spot +4	Climb +3, Hide +8, Spot +4	Climb +5, Hide +4, Spot +4
Feats:	Weapon Finesse ^B	Weapon Finesse ^B	—
Environment:	Warm deserts	Warm deserts	Warm deserts
Organization:	Colony (8–16)	Colony (2–5) or swarm (6–11)	Solitary or colony (2–5)
Challenge Rating:	1/4	1/2	1
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	3–4 HD (Medium)
Level Adjustment:	—	—	—

	Monstrous Scorpion, Large	Monstrous Scorpion, Huge
	Large Vermin	Huge Vermin
Hit Dice:	5d8+10 (32 hp)	10d8+30 (75 hp)
Initiative:	+0	+0
Speed:	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	16 (–1 size, +7 natural), touch 9, flat-footed 16	20 (–2 size, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple:	+3/+11	+7/+21
Attack:	Claw +6 melee (1d6+4)	Claw +11 melee (1d8+6)
Full Attack:	2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison)	2 claws +11 melee (1d8+6) and sting +6 melee (2d4+3 plus poison)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Constrict 1d6+4, improved grab, poison	Constrict 1d8+6, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +6, Ref +1, Will +1	Fort +10, Ref +3, Will +3
Abilities:	Str 19, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 23, Dex 10, Con 16, Int —, Wis 10, Cha 2
Skills:	Climb +8, Hide +0, Spot +4	Climb +10, Hide –4, Spot +4
Feats:	—	—
Environment:	Warm deserts	Warm deserts
Organization:	Solitary or colony (2–5)	Solitary or colony (2–5)
Challenge Rating:	3	7
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	6–9 HD (Large)	11–19 HD (Huge)
Level Adjustment:	—	—

	Monstrous Scorpion, Gargantuan	Monstrous Scorpion, Colossal
	Gargantuan Vermin	Colossal Vermin
Hit Dice:	20d8+60 (150 hp)	40d8+120 (300 hp)
Initiative:	+0	–1
Speed:	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	24 (–4 size, +18 natural), touch 6, flat-footed 24	26 (–8 size, –1 Dex, +25 natural), touch 1, flat-footed 26
Base Attack/Grapple:	+15/+37	+30/+58
Attack:	Claw +21 melee (2d6+10)	Claw +34 melee (2d8+12)
Full Attack:	2 claws +21 melee (2d6+10) and sting +16 melee (2d6+5 plus poison)	2 claws +34 melee (2d8+12) and sting +29 melee (2d8+6 plus poison)
Space/Reach:	20 ft./15 ft.	40 ft./30 ft.
Special Attacks:	Constrict 2d6+10, improved grab, poison	Constrict 2d8+12, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +15, Ref +6, Will +6	Fort +25, Ref +12, Will +13
Abilities:	Str 31, Dex 10, Con 16, Int —, Wis 10, Cha 2	Str 35, Dex 8, Con 16, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide –8, Spot +4	Climb +16, Hide –12, Spot +4
Feats:	—	—
Environment:	Warm deserts	Warm deserts
Organization:	Solitary	Solitary
Challenge Rating:	10	12
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	21–39 HD (Gargantuan)	41–60 HD (Colossal)
Level Adjustment:	—	—

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion’s size, as follows. The save DCs

are Constitution- based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	12	1 Con	Huge	18	1d6 Con
Small	12	1d2 Con	Gargantuan	23	1d8 Con
Medium	13	1d3 Con	Colossal	33	1d10 Con
Large	14	1d4 Con			

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

MONSTROUS SPIDER

	Monstrous Spider, Tiny	Monstrous Spider, Small	Monstrous Spider, Medium
	Tiny Vermin	Small Vermin	Medium Vermin
Hit Dice:	1/2 d8 (2 hp)	1d8 (4 hp)	2d8+2 (11 hp)
Initiative:	+3	+3	+3
Speed:	20 ft. (4 squares), climb 10 ft.	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.
Armor Class:	15 (+2 size, +3 Dex), touch 15, flat-footed 12	14 (+1 size, +3 Dex), touch 14, flat-footed 11	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+0/–12	+0/–6	+1/+1
Attack:	Bite +5 melee (1d3–4 plus poison)	Bite +4 melee (1d4–2 plus poison)	Bite +4 melee (1d6 plus poison)
Full Attack:	Bite +5 melee (1d3–4 plus poison)	Bite +4 melee (1d4–2 plus poison)	Bite +4 melee (1d6 plus poison)
Space/Reach:	2-1/2 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Poison, web	Poison, web	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +2, Ref +3, Will +0	Fort +2, Ref +3, Will +0	Fort +4, Ref +3, Will +0
Abilities:	Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2	Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2	Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +15*, Jump –4*, Spot +4*	Climb +11, Hide +11*, Jump –2*, Spot +4*	Climb +11, Hide +7*, Jump +0*, Spot +4*
Feats:	Weapon Finesse ^B	Weapon Finesse ^B	Weapon Finesse ^B
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Colony (8–16)	Colony (2–5) or swarm (6–11)	Solitary or colony (2–5)
Challenge Rating:	1/4	1/2	1
Treasure:	None	None	1/10 coins; 50% goods; 50% items
Advancement:	—	—	3 HD (Medium)
Level Adjustment:	—	—	—

	Monstrous Spider, Large	Monstrous Spider, Huge
	Large Vermin	Huge Vermin
Hit Dice:	4d8+4 (22 hp)	8d8+16 (52 hp)
Initiative:	+3	+3
Speed:	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (–1 size, +3 Dex, +2 natural), touch 12, flat-footed 11	16 (–2 size, +3 Dex, +5 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+9	+6/+18
Attack:	Bite +4 melee (1d8+3 plus poison)	Bite +9 melee (2d6+6 plus poison)
Full Attack:	Bite +4 melee (1d8+3 plus poison)	Bite +9 melee (2d6+6 plus poison)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Poison, web	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +5, Ref +4, Will +1	Fort +8, Ref +5, Will +2

Abilities:	Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2	Str 19, Dex 17, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +3*, Jump +2*, Spot +4*	Climb +12, Hide –1*, Jump +4*, Spot +4*
Feats:	—	—
Environment:	Temperate forests	Temperate forests
Organization:	Solitary or colony (2–5)	Solitary or colony (2–5)
Challenge Rating:	2	5
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	5–7 HD (Large)	9–15 HD (Huge)
Level Adjustment:	—	—

	Monstrous Spider, Gargantuan	Monstrous Spider, Colossal
	Gargantuan Vermin	Colossal Vermin
Hit Dice:	16d8+32 (104 hp)	32d8+64 (208 hp)
Initiative:	+3	+2
Speed:	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.
Armor Class:	19 (–4 size, +3 Dex, +10 natural), touch 9, flat-footed 16	22 (–8 size, +2 Dex, +18 natural), touch 4, flat-footed 20
Base Attack/Grapple:	+12/+31	+24/+50
Attack:	Bite +15 melee (2d8+10 plus poison)	Bite +26 melee (4d6+15 plus poison)
Full Attack:	Bite +15 melee (2d8+10 plus poison)	Bite +26 melee (4d6+15 plus poison)
Space/Reach:	20 ft./15 ft.	40 ft./30 ft.
Special Attacks:	Poison, web	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +12, Ref +8, Will +5	Fort +20, Ref +12, Will +10
Abilities:	Str 25, Dex 17, Con 14, Int —, Wis 10, Cha 2	Str 31, Dex 15, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide –5*, Jump +7*, Spot +4*	Climb +16, Hide –10*, Jump +10*, Spot +7*
Feats:	—	—
Environment:	Temperate forests	Temperate forests
Organization:	Solitary	Solitary
Challenge Rating:	8	11
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	17–31 HD (Gargantuan)	33–60 HD (Colossal)
Level Adjustment:	—	—

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can. A hunting spider has a base land speed 10 feet faster than the figures given in the statistics blocks.

Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	10	1d2 Str	Huge	16	1d8 Str
Small	10	1d3 Str	Gargantuan	20	2d6 Str
			n		
Medium	12	1d4 Str	Colossal	28	2d8 Str
Large	13	1d6 Str			

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They

usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—. A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Size	Escape Artist DC	Break DC	Hit Points
Tiny	10	14	2
Small	10	14	4
Medium	12	16	6
Large	13	17	12
Huge	16	20	14
Gargantuan	20	24	16
Colossal	28	32	18

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.