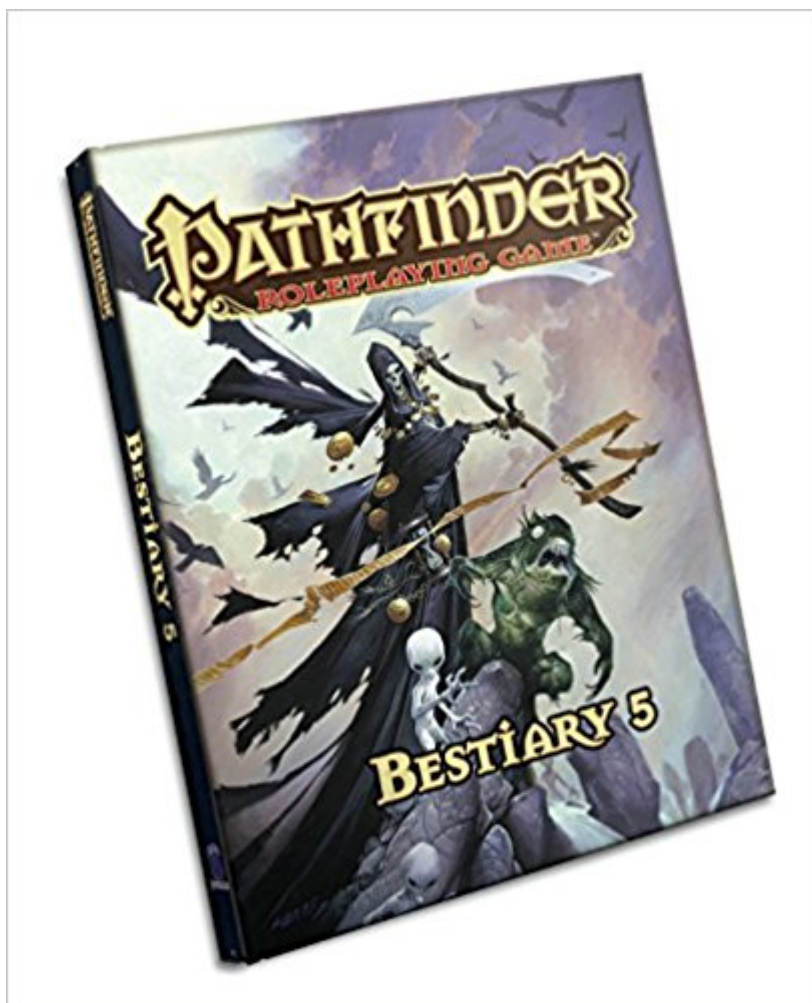


The book was found

Pathfinder Roleplaying Game: Bestiary 5



Synopsis

Inside Bestiary 5 lurk hundreds of new monsters ready for use in the Pathfinder Roleplaying Game. You[™]ll find the death-dealing grim reaper, menacing deep ones, and the ground-shaking wood colossus. Alongside such terrors, there are also allies to be found, such as the whimsical leshi, the inscrutable esoteric dragons, and the powerful aerial servant! Pathfinder Roleplaying Game: Bestiary 5 is the fifth indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder Roleplaying Game Core Rulebook and Pathfinder Roleplaying Game Bestiary. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder Roleplaying Game Bestiary 5 includes:

- More than 300 different monsters
- Creatures that can warp the minds of their victims, including the caller in darkness, thought eater, and the bizarre brain mole
- Two new types of creature from beyond, the mysterious manasaputra and the truly vile sahkil, alongside new types of angels, demodands, and devils
- Monsters from the stars and beyond, like the insidious grays, twisted mutants, and advanced robots
- New familiars, animal companions, and other allies
- New templates to help you get more life out of classic monsters
- Appendices to help you find the right monster, including lists by Challenge Rating, monster type, and habitat
- Expanded universal monster rules to simplify combat
- Challenges for every adventure and every level of play
- AND MUCH, MUCH MORE!

Book Information

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Customer Reviews

This review is based on the PDF version directly from Paizo.com. This latest installment in the Bestiary series follows the same formats as the previous Bestiaries, and continues the iconography themes from the last two in the series. It also continues the tradition of one page one monster. There are a couple creatures that spill over to the next page, but they reeled this in more than they did with Bestiary 4. A lot of the creatures here expand on the ecologies of creature types already in print. There are more Demons, Devils, Aeons, Archons, Angels, and Dragons. There are more than a couple new creatures also, some of which are space based. Grey Aliens, and Annunaki, inspired more by Zechariah Sitchins than the Babylonian mythology are standouts in that category. If you need more or different creatures for your game, get this book.

If you're looking for some modern threats to add into a game you want this book, very well written up to fit into a D&D type game, adapting some modern things to game play. If your character encounters some things in this book you'll be writing up a new character but that's part of the fun of the game, and a reason to buy new dice. I don't play anymore but find the material interesting to read and this doesn't fail to entertain my warped mind.

I'm a role-player who loves the new monsters in this book. Whether you're running traditional fantasy, pulp adventure, or even downright strange; you certainly can't go wrong with this on your shelf.

Great fun, but sometimes your left wondering "was this really needed?"

5 bestiaries and they are still good? Yes indeed! Paizo does it again!

Another solid source book from paizo for pathfinder.

Good product, decent monster designs that go along with their Occult Adventures product.

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