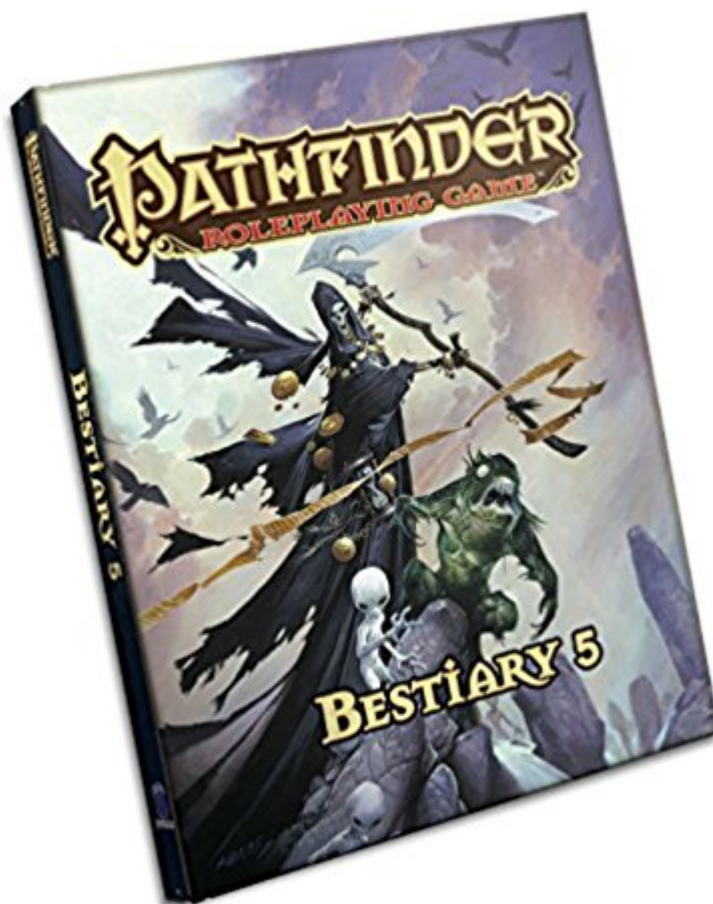




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Pathfinder Roleplaying Game: Bestiary 5



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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

Series: Pathfinder

Hardcover: 320 pages

Publisher: Paizo Inc. (December 1, 2015)

Language: English

ISBN-10: 1601257929

ISBN-13: 978-1601257925

Product Dimensions: 8.5 x 0.8 x 10.9 inches

Shipping Weight: 2.4 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 859 customer reviews

Best Sellers Rank: #102,512 in Books (See Top 100 in Books) #31 in Books > Science Fiction & Fantasy > Gaming > Pathfinder #2879 in Books > Science Fiction & Fantasy > Fantasy >

Customer Reviews

I finally stopped leeching off the various online resources (d20PFSRD, Archives of Nethys, etc.) and bought myself a copy of the CRB. I was very pleasantly surprised by the quality. The binding is the best I have seen for any book in my collection -- not just RPG books, I mean ALL my books. I felt like I was flipping pages from a beloved and well-worn tome I had owned for years. Of course, the print quality is top notch, and the information within is exhaustive and organized in a naturally intuitive manner. This, I think, will be the first of many Pathfinder volumes to be added to my shelf.

After getting the Beginner's Box, we were all hyped up for more. We're ready to try some new adventures and campaign settings, as well as have more in depth characters! I love the detail it includes for the classes and races, among other things, getting you a step further into the Pathfinder experience without throwing you all the information of the advanced guides. Everyone is excited to get going!

Using the 3.5 OGL system, the Pathfinder Core Rulebook is fairly comprehensive in presenting the rules of the Pathfinder Roleplaying Game. Though I can imagine how this would intimidate a beginner in the game (the Pathfinder Beginner Box is best for newbie players and GMs), it does present the rules in the old-school systematic way, beginning with an overview of RPGs, a glossary of common terms, character creation (with each major step as choosing a race and class presented in detail in its own chapter), gameplay, and material for the gamemaster. What I find personally helpful are the running heads that provide the chapter number and the content, making jumping from chapter to chapter quicker. The only downside to this book is that it is a large and literally heavy book. At 575 pages hardbound by sturdy covers, it is pretty hefty. I suppose the size and weight is the price one pays for having everything one needs to play crammed in one volume (compared to D&D's three core books). With the sixth printing, I'm hoping that it's stitch-binding has solved the issue of pages falling from the binding that one reviewer pointed out.

This will be a short review, but a positive one. This book is like a D20 Player's Handbook on steroids. I loved the D20 system, consider it the pinnacle of gaming rules (and I've been at it since Chainmail...), and I was saddened by the horrible edition of D&D that replaced it. This goes back to the basic D20 rules, gives you the classes, the spells, the feats, the skills, the items, all you need to

kick off a campaign. I say it is the PHB on steroids because it also includes many of the rules that you'd find in a DMG as well. All that's missing is monsters. If you want a great fantasy game, want to supplement your D20 stuff, or just want to replace the D20 without buying decade old used books, Pathfinder is the way to go. Great art, great rules, well written, sturdy book (though the pages are a bit thin and don't seem like they will wear well).

Unlike other game systems that make the player buy other core books to have their animal companions or magic items. This book comes with it all. It has great examples to explain some of the trickier rules.

I've been playing D&D and other RPGs for 25 years or so. Paizo puts out some great quality stuff. I've mainly stuck with 2nd Ed. but some friends got me into the 3/3.5 stuff and we've been running with that for a few years. My latest gaming group wanted to play Pathfinder so we picked up these books. Can't say anything bad about it. It's great. It's nice that they combined a player's handbook and DM guide into one book. I know it sounds silly except to those of you that know, but this is a high quality printing and has "that smell" when you open it.

Some great stuff but a lot of superfluous rules-bloat. The Wounded rules and alternate Unchained classes are very good but I found the rest of the book containing a lot of unnecessary material. All in all, it's a 4-lb. book that is just that much more weight to carry to your next game. My advice is to photocopy the dozen or so pages you need and leave the rest at home.

Fantastic book. Binding and quality of materials are excellent.

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