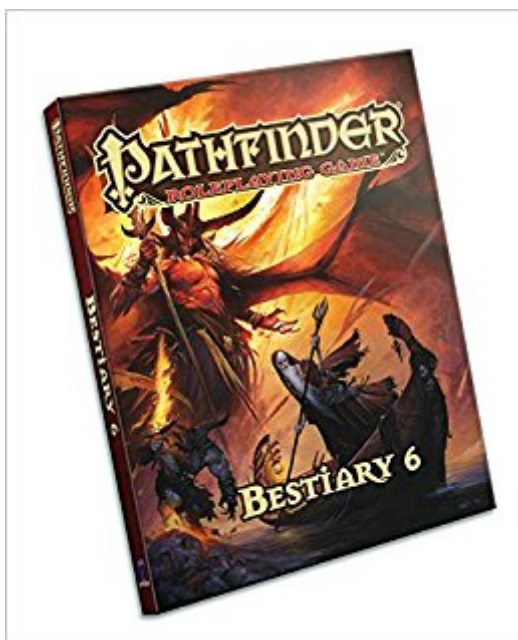


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Pathfinder Roleplaying Game: Bestiary 6



Synopsis

The End is Nigh! Truly legendary heroes require truly legendary foes, and now these world-ending menaces have arrived! Within this book, you'll find hundreds of monsters for use in the Pathfinder Roleplaying Game. Test your mettle against Archdevils and the Horsemen of the Apocalypse, two-headed dragons and the Wild Hunt, conqueror worms or living statues haunted by dead gods, troops of goblins or strangely sentient oozes, and myriad other menaces suitable for all levels of play! Yet not every legend needs to tell of foes, and within these pages you'll also find that new empyreal lords, dragons from Heaven, and the mythical Green Man all stand ready to aid you on your quests if you prove yourself worthy. Pathfinder RPG Bestiary 6 is the latest indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG 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 a new era. Pathfinder Roleplaying Game Bestiary 6 includes:

- More than 200 different monsters.
- Strange new player-character-suitable races like the canine rougarou, the watery fey naiad, the crazed monkey goblin, and the Lovecraftian yaddithian, Darklands-dwelling munavri.
- Powerful foes from myth and legend, such as the Archdevil Mephistopheles, Charon of the River Styx, and that notorious haunter of holidays known as Krampus!
- New animal companions, constructs waiting creation by skilled spellcasters, and a new category of true dragon from the Outer Planes.
- New templates to help you get more life out of classic monsters, including the shape-changing vermin-themed entothrope and the intelligent hivemind swarm.
- 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

I rather like this book. Mainly for the new races, cool constructs, troops, and entothropes (insect lycanthropes). The downside is some of these monsters seem like they were either rushed or plain forgotten. One such example is a construct that gets a racial bonus while in "sentinel mode" meanwhile the only thing listed was it's standby mode with no luck of finding the ability in the universal monster rules in the back of the book. Aside from that a great book for high level play with a little for lower level play as well.

I'm not into pathfinder or D&D. I like SFRPGs but I bought this for a friend who is into pathfinder. (I kinda sold him on it when he was unhappy with D&D 4e) and he read it overnight and gives it 4*s.

Excellent book. They keep getting better & better will they ever run out of Monster?

Although I haven't played in yrs I found the creatures in this book to be ones I would not want to encounter. The art is great.

Book looks pretty, but it came with over 50 missing pages.

good book but it was damaged when i got it

As the description hypes this up, it is packing the biggest bads in Pathfinder, with dozens of creatures well over 20 CR. Aside from the Archdevils and the Four Horsemen, there are also empyreal lords, and Charnel Gods which are angry remnants of dead gods. These entries offer as much lore as they do new stats, so you can add to your world even if these aren't planned for your roster. Of course, there are plenty of "normal" monsters too. But what I'll probably use this book the most for is something they really should have explored more, instead of just giving some examples: Troops. Troops are basically swarms of larger, intelligent creatures. Your players might scoff at the

consequences of raising the alarm in a goblin camp, but when a few dozen of them can move as a group and surround them? "Just killing them all" isn't a great plan B anymore, because the GM can actually sic all 100 of them on the PCs. Same for the local cult, undead army, and drunken mob. If Troops sound useful or you actually want to pit your players against Archdevils and the like, it's another solid addition to your library. Don't be in a rush to buy this if you or your players are still getting started though. Oh, and the "Green Man" in the description is sadly just a mythical figure in druidic lore, and not an Always Sunny reference. Boring...

I was very excited for this book. Reading through it though it feels less like a bestiary and more of a splat book. It is awesome to have extremely powerful foes just to chuckle at the absurdity but in actual practice, I think few GM's will find them useful. Each of the archdevils have 2 page stat blocks with a lot of fluff thrown in. I enjoyed reading about the horsemen but ultimately they were just rehashed from the Horsemen of the Apocalypse book. Regardless, the book offers a ton of new non Demi God monsters and my new personal favorite of (entropic) wereinsects. You can have weremantis, werespider and werewasps. The art is really good but one monster looks like garbage. I'm drawing a blank at the moment what it is. The artist drew the picture too small and you can see the pixel edges from how much the picture was enlarged. Comical but sad it made it through to print. If you like fluff, this book is for you. If you like crazy or 20+ monsters, this book is absolutely for you. If you're intrigued about the laughable creatures that are entropic.. buy this book.

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