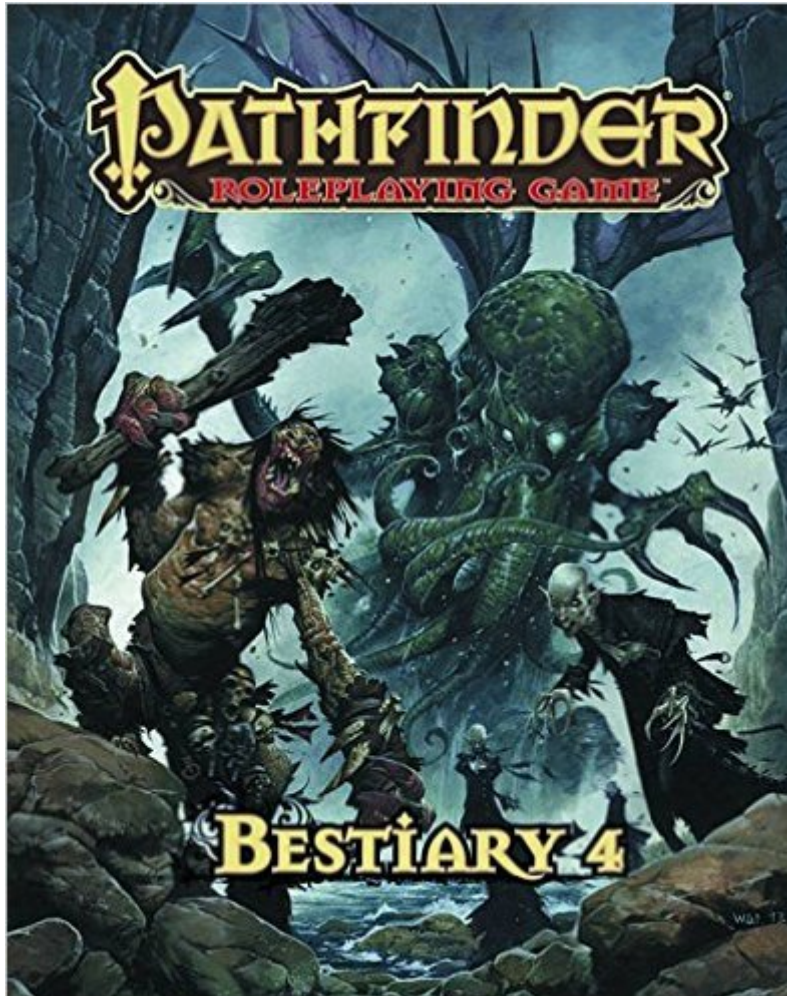


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Pathfinder Roleplaying Game: Bestiary 4



Synopsis

The mightiest monsters and foulest foes of nightmare and legend rampage into your Pathfinder Roleplaying Game campaign with Bestiary 4! This collection of creatures shatters all past thresholds of danger and destructiveness with phenomenally powerful beings like demon lords, kaiju, juggernauts, and Great Old Ones – including invincible Cthulhu! Terrors like nosferatu vampires, clockwork dragons, twisted fleshwarps, and sadistic tooth fairies number among the more than 250 monsters collected to challenge heroes of every level of play – from first-level novices to mythic champions. New familiars, player-friendly races, and other allies also rise to aid characters in combating this host of horrors, while new templates – like mummified and fungal creatures – breathe fearsome new menace into your existing monstrous arsenal. Strike fear in the hearts of the mightiest heroes and shake the foundations of your campaign with Pathfinder Roleplaying Game: Bestiary 4.

Book Information

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Customer Reviews

There are a lot of new creatures in this book, there are Old Ones for the Lovecraft fans out there (Cthulhu, Hastur, one other old one, the Colour out of Space, the King in Yellow), Japanese mythical creatures including 3 Kaiju (giant monsters). There are a lot of creatures over CR 20, including Demon Lords, some of these high level creatures come with Mythic levels. There are also a full range of low and mid level creatures in here. I liked a lot of what I saw in there, the CR2, Death Dog is a 2 headed Wolf-like creature, there are lots of low level creatures I might mix into my Second Darkness campaign. When I get to a higher level in the campaign I will be able to crash test

a lot more of the higher level creatures.

I think I've made it very clear that I am a huge geek and have been for many, many years. If you are unsure of this claim, just glance back at some of my posts from earlier this year where I discuss collecting comics and whatnot. So I'm sure that it will come as no surprise to anyone when I confess that I love roleplaying games. From Dungeons & Dragons to R.I.F.T.S. to DragonLance, I love just about all things fantasy related. A couple of years ago, I stumbled upon the Pathfinder Roleplaying Game, and now I have a new obsession. Pathfinder is an amazing gaming system that both old and new role-players will love. If you are a visual person for the most part, like me, then you'll love this new bestiary. The book is crammed full of creatures and monsters alike, complete with stats, origin histories and color pictures. The detailed graphics of each entry are an excellent companion to help describe who or what is attacking your party. My favorite aspect of this bestiary is the inclusion of the Great Old Ones, which are none other than deities that exist in the worlds of H.P. Lovecraft. As a HUGE Lovecraft fan, this was an amazing surprise, and I am whole-heartedly inserting some of these beasties into my own campaigns. Of particular note is the great Cthulhu himself! It just doesn't get much better. The PATHFINDER ROLEPLAYING GAME: BESTIARY 4 is a huge win for me and it's a definite must-own if you enjoy RPGs. But whether you play or not, you should certainly pick this one up anyway, if just to see the detailed artwork. The book is available now.

Some people might say, "Why keeping adding creatures?", "Why do I need Cthulhu?", or even, "What's a Grendel?" Well, Bestiary 4 answers all these questions with a loud and boisterous, "Because." Seriously though, this has been my favorite Bestiary so far. There are new characters all the way from level 1 to 30 (yes, Cthulhu is a CR30) and it also offers new and unique races to play as. Per the usual, the art and fluff for the races/monsters are amazing. On top of the standard affair CR creatures they have a few MR leveled creatures for your mythic level characters to fight against. I highly recommend this book for any GM wanting to build your Pathfinder library or add to the organized chaos of your campaign. As a side note, my favorite additions are the kaiju (yes, kaiju) and Lovecraftian creatures. This book officially adds Elder gods and kaiju as specific classes of monster. Have fun and go roll some twenties!

I'm always wary of more monster manuals, as they tend to get crazy after the second one or so. Paizo, however, has avoided the awful monsters that seem to be a mismatch of generic fantasy

things and actually theme their successive Bestiaries around something. In this case, it seems to be Lovecraftian lore. They also expand on monster types introduced in previous Bestiaries and pull in some more classical mythology-based monsters that have managed to escape the first three books. I appreciate that they keep things fresh, but also don't go off the rails. Anyone remember monkey-bees from 3.5? Yeah...

WAAAAAAAAAAAAAAAAAYYYYYYYY BETTER THAN D&D BESTIARY!!!!!!!!!!!!the art is phenomenal, the descriptions are great, and everything is usable in any RPG you could possibly make up or participate in or DM for that matter. There's even enough information given in the descriptions of each monster to be able to turn him into a race of your own or even a player character if you wanted to. I tell you, I wish I'd known about Pathfinder before I ever got into D&D and bought other systems books. Total waste of my money having invested in anything other than Pathfinder.

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