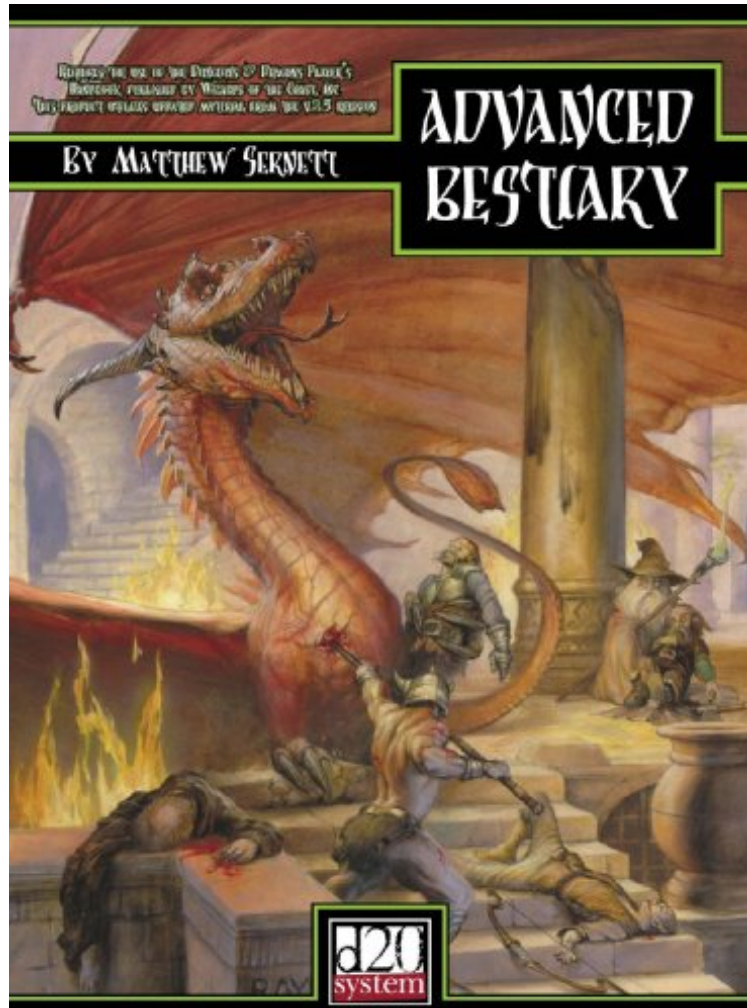


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Bestiary does. The concept is simple: the book has zero original monsters and instead has about 100 templates. This could be boring, but many of the templates are engaging and interesting. The series of "dread" undead templates are wonderful, allowing for non-humanoid undead creatures in ways never before possible. The outsider touched series is also very interesting. Many of the templates are unique twists and are inspired by a specific source and really illustrate the mechanics of creatures that many people might have always wanted. The book does have its share of fillerish stuff, namely the para-elemental templates, but the vast majority is useful and inspiring. Some let help me make what I've always wanted, others make me want to make new things. The book has two main weaknesses. First, the CR/LA on the templates are very haphazard. They can't be used as anything other than a very loose guideline. Notes on setting these would have helped a great deal, in many cases they are practically useless. The second is the poor editing. For whatever reason, this problem abounds in most roleplaying books, regardless of company. Generally, this book is wonderful. It makes every other monster book you own better. I highly recommend it, certainly more so than Monster Manual II, Monster Manual IV and most 3rd party theme compilation books. It takes more effort than ripping a monster out of a hat, but with pretemplated examples, you can actually do that too. All in all, it's the best monster supplement I own.

Awaiting you between the covers of the Advanced Bestiary are over 100 new templates that put the power back into your hands! With concepts ranging from the apocalyptic four horsemen to the bizarre ooze and stone idol, this book offers unprecedented flexibility for campaigns of any style. These templates can be combined with monsters from any other source to create an endless variety of new creatures, making every monster book you already own even more valuable. In addition, to enhance this book's usefulness, each template includes a sample creature, showing ways to overlay templates on a variety of creatures, while giving monster stats ready to play right out of the book. Used by itself, or in conjunction with Green Ronin's Advanced Player's Manual and the Advanced Gamemaster's Guide, your games will never be the same. Inside the Advanced Bestiary you will find: Extensive guidelines for applying templates to any creature in the d20 system. Over 100 new templates with CR modifiers ranging from -4 to +6. Dozens of new templates applicable for player character use. Templates within templates, with variations among existing templates like the devil bound, demon possessed, and metal clad creatures. Templates to create all your favorite undead, from ghouls and mummies to their more powerful varieties like dread horrors and dread wraith sovereigns. Sample creatures for every template with CRs ranging from 1/2 to 24. Beautiful illustrations by top artists like Julian Allen, Kent Burles, Mike Vilardi, Kev Crossley, Toren "Macbin" Atkinson, Tyler Walpole, Ilya Astrakhan, Caleb Cleveland, and Britt Martin. Each template identified by complexity level to enhance the book's utility for time when you need a template in a hurry. The ability to surprise your players with an assortment of terrifying foes! Written by Plot Poison author and Dragon Magazine editor-in-chief Matthew Sernett, the Advanced Bestiary is a monster-building toolkit like none other! Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc. This product utilizes updated material from the v. 3.5 revision.