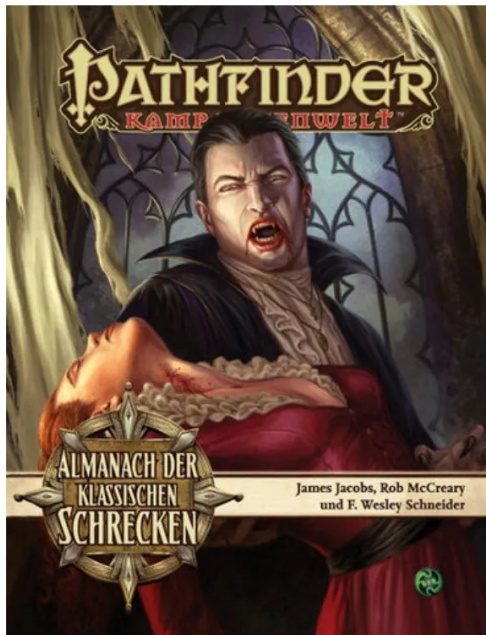


Item no.: 337382

**US51015 - Pathfinder - Almanac of Classical Horrors, paperback, 64 pages (DE edition)**



**8,97 EUR**

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## Product Description

Pathfinder - Almanac of Classical Horrors, paperback (DE), 64 pages

Dark beings from the crypt, terrifying figures from ancient myths, sagas and even from modern films and books, like mummies, vampires, werewolves, and zombies, often populate our nightmares. They are also often opponents of heroic adventurers! Together with meat golems, gargoyles, ghosts, ghouls, vettles and the mysterious Derro, these monsters form a basis of ten types of monsters from horror literature, a veritable horror cabinet for countless would-be heroes.

This book illuminates the origins of these creatures (both in the game world and in the history of the real world), as well as their creation, their places of residence, their social order, their motivations and their role in the campaign. The individual chapters of each creature also contain information about new and deadly variations of the creature, such as nosferatu vampires, corpse-cold mummies, gem gargoyles, host-body zombies and phantasmagoric spirits.

In addition, each chapter offers several new and outstanding examples for each creature, as well as an example monster completely provided with game values and ready to play immediately, whether it is a meat golem barbarian, a derro magister, a ghoule necromancer, a water witch hag or even a werewolf, who is himself a lycanthrope hunter.

Regardless of whether your campaign is the typical fantasy monster hunt, a romantic horror story, or a finger exercise of horror, the almanac of classic monsters offers you historical information as well as fresh and fresh interpretations of these traditional legends of fear!

Warning! Not for children under 36 Months.

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