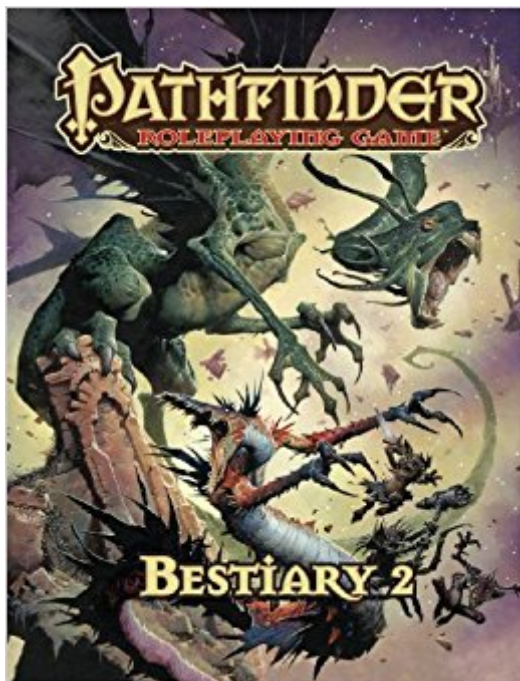


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# Pathfinder Roleplaying Game: Bestiary 2



## Synopsis

A good Game Master never has enough monsters, and a good player always has time to kill a few more! The newest hardcover rulebook for the Pathfinder Roleplaying Game presents more than 300 new creatures for all your fantasy RPG needs. From classic creatures like undead dragons, hippogriffs, and the Jabberwock to denizens of the outer planes like daemons, proteans and the all-new aeons, the Pathfinder RPG Bestiary 2 is packed from cover-to-cover with exciting surprises and fuel for a thousand campaigns!

## Book Information

Series: Pathfinder Roleplaying Game

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Average Customer Review: 4.8 out of 5 stars 58 customer reviews

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## Customer Reviews

The Bestiary 2 for Pathfinder is definately a worthy addition to the existing game. Are your players are getting a bit too used to the bestiary 1 creatures? I am finding I have to spend a lot of time creating variants in order to surprise them. The Bestiary 2 has a lot of new creatures across a range of CR's - some quite fantastic and probably only useful to very specific game settings but the multitude are easily slotted into your existing campaigns. There are new members of existing creature types - lots of new demons and devils, new dragons and giants etc (Adamantine golem anyone?!). The best thing is discovering creatures from the forgotten realms/dragon lance series e.g. Salvatore's Red Caps, Lewis Carroll's Jabberwock etc. Additonally it is nice to see new creature types - most have 5 or more members e.g. Daemons, Aeons, Gremlins, Inevitables and Nightshades to name a few. Finally, the artwork is beautiful and it is nice to see the continuation of full pages dedicated to each creature as per the Bestiary 1.

If nothing else, a great deal of creatures found in the modules and adventure paths appear here. I would say Bestiary 1 and this really give you a solid pile of monsters to throw at the party. The art is top notch as usual with Paizo's main books. I love just paging through it to get adventure and encounter ideas. Also, always love the high quality of the Pathfinder books. Sometimes they will arrive with ever-so-slight scuffs or corner damage from shipping (don't let that turn you off, you can always exchange if you're unhappy with it) - my copy arrived in absolute pristine condition, I was almost afraid to open it.

There isn't much I can say about this product. You're a GM. You need monsters. This book has them, plus over 200 beautiful artistic renditions of them. The book's theme is outsiders, introducing the Proteans, the Inevitables, the Agathions, the Daemons, and a slew of other outsiders. Other creature types are far from neglected and in true Paizo style this book pulls from mythology and literature, including C.S Lewis's Jabberwocky who dominates the cover illustration. If you're a GM, you want this book. Even if you think you don't, you actually do.

Lots of fun, new, and exciting monsters for Pathfinder campaigns.

I've bought all three of the pathfinder Beastiary's. So I'll keep it short. It does exactly what it says it does, perfectly well, beautifully illustrated, and creatively. It's got 100s of Monsters or strange races, all drawn well, stated and with smallish blurbs. In a perfect world each of these would be 1000s of pages long with 10 pages or more per entry. Sadly that'd cost 100s of Dollars per and isn't realistic. All three Bestiary's are great.

This book is an excellent addition to the growing library of the Pathfinder series. While necessary for the core gameplay, it is also recommended beyond that for the sheer quality of the volume. The love and work that has been put into this book is apparent in every piece literature and image in it. It's a **MUST BUY**, for any tabletop RPG fan!

I've been very happy with all the Pathfinder resources that I've purchased. The books seem sturdy. The artwork is good. The content is good. I have a small problem with the monsters they chose to add in the follow-up Bestiaries. I don't think most DMs are going to find uses for them unless characters are doing LOTS of planar travel or higher-end adventures.

I bought the book with all intentions of running my own campaign. Unfortunately life got too busy and Pathfinder ended up needing to be cut. Gave the book to my brother though and he's getting some good use out of it. Definitely a good buy for any Pathfinder DM.

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