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These usually add some new mechanics for the monsters as well as ways to make them more or less powerful to suit your campaign. Lastly, the book provides a full index divided by Environment, Challenge Rating, and Type. These are always handy to quickly find the perfect monster. Books format and layoutPhysical book qualityThe physical book
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out some of the monsters, I made a First Thoughts flip-through over on Twitter. I plan on doing this on future products I review if I can, so be sure to follow me if you enjoy it:Let's flip through some pages, shall we?The book is Tome of Beasts II, by @KoboldPress Between the three books we've got 10cm of monster goodnessIn case you can't see it
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Kickstarter campaign that saw over 6,500 backers provide more than $400,000 to create this 400-monster tome. With a value of $1,000 per creature, expectations are really high! For those interested in purchasing, the volume is available at Kobold Press site, but also in other online stores like Amazon, DrivethruRPG or IBS.it. The price ranges from
$29.99 (about 25) for the digital version to about $55 ( 45 at current exchange rates) for the physical version. The Tome of Beasts II is a heavy handbook that gives satisfaction in handling it. The smooth and hard cover, the thick pages that do not slip through the hands, the good smell of printed paper are all signs of a quality product. There are 409 is a few parts of the physical version to about $55 ( 45 at current exchange rates) for the physical version to about $55 ( 45 at current exchange rates) for the digital version to about $55 ( 45 at current exchange rates) for the physical version.
pages that end with 3 lists of creatures sorted by type, by challenge and by terrain. There is an adjective that immediately came to mind when I first looked at this work: the Tome of Beasts II is impudent. Most monsters look you in the face. Laughing. And they challenge you. No limits have been set in experimenting with daring inventions of crossing
elements and types of animals. The creatures strike the reader and strike hard. Some for the madness, still others for the madness for the
couple of paragraphs; then statistics and skill descriptions. Among them there are also some monsters proposed by backers of the Exceptions and talented Kobold Press team. I browsed through the pages of the manual to look for the best examples that can fully convey the meaning of this
review of the Tome of Beasts II. Well, it was difficult to choose. There is a frightening brute born from a pun: the Ab-errant Knight. You can find imaginative chimeras such as the Alpamac, half trout half bear, or the chameleon hydra or unlikely unions between a wolf and a locust or between a caterpillar and a tiger. There are also various declinations
of the most common monsters. Dragon skin or shroud golems; oozes of tar or ichor. And many varieties of constructs, undead, demons, plants. Four hundred monsters are also in large numbers. The range of choice is very wide. There are
monstrous but also somewhat surreal creatures, such as the Morgrik, a kind of crocodile with a second mouth on its belly that flies by twirling a tail made up of twelve tentacles. Creatures with a more horror and macabre cut, worthy inhabitants of the worst nightmares. Finally, there are powerful, epic and majestic monsters, for those who want to
make their players hearts beat faster. And I have only scratched the surface. There are four hundred monsters. The layout of Tome of Beasts II doesnt get much prominence in this review as it has marginal relevance. It is well done, and rightly the same on every page. On the other hand, the art is a central part of the success of this volume. In the end
monsters are a collection of numbers, modifiers and abilities. To light the sacred fire of combat, it is necessary to give numbers a shape, a flavor, an intensity. A real creature. And art is the vector that brings the idea into the world, which makes what is described an objective reality shared by all the players. The art of Tome of Beasts II is captivating
and impudent, like the soul of the manual itself. There is a lot of life and a lot of color in the poses of the creatures. Fire and flames, open jaws, sly grins, tense muscles, sinister tendrils and aggressive carapaces. Turning the pages is fun and makes you want to play. As a dungeon master I look at the images and I anticipate the unlikely looks my
players will make when Ill give shape to their imagination. The final thought of this Tome of Beasts II review is very simple. I think its the best monster manual Ive reviewed so far. There is a lot of quality, great indexing. Above all there are well-made, unique, endearing creatures that attract and make you want to play. They are cocky
they have a playful spirit and they are structured with experience. Those who know and appreciate Tome of Beasts I will be able to find design and construction continuity. A lifetime may not be enough to exhaust the desire to confront all the monsters of the Tome of Beasts II, and at least once in your life you have to face its pages. Contrassegnato 5e
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Something Lurks in the Shadows! Available for preorder now for a Winter 2022 release, this tome places over 400 monsters at your fingertips, plus 23 mapped adventures in the Tome of Beasts III Lairs collection. Tome of Beasts 3 is sure to challenge, delight, and even terrify your players. The Book of Lairs for 5th Edition is the perfect companion to
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wildly original, often lethal, and highly entertaining 5E-compatible monsters to challenge new players and veterans alike. The Tome of Beasts 2 brings 400 new monsters to 5th edition, from angelic enforcers, sasquatch, and shriekbats, to psychic vampires, zombie dragons, and so much more. In addition to the hardcover volume and PDFs, theres also
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surprises me with their kobolds, and this book is no exception. They chaotically ride a war machine, allowing the kobolds from attacks, making it excellent for high-level play. Cackling Skeleton: A skeleton that continually laughs at its enemies.
mocking them so hard they have a difficult time hitting the skeleton. If I was to reflavor this, I would make it a Dad Jokes Skeleton. I really need to do that. This book offers at the back a Fantasy Wildlife appendix. Whereas the previous two books gave us humanoid NPC templates to use, this one decided to go full-on weird creatures. Having the other
two books I dont have a problem with this. I have more than enough NPC templates, so these creatures are pretty handy, even though none of them really caught my attention. It feels like the Beast section from the Monster Manual, except these are more exotic. Last but not least, all monsters come with prose for DMs to use when describing the
creature the first time the players come upon one. When I reviewed the Creature Codex, I found monsters that used a prose description that was way too specific and could not be used in particular situations. Ive noticed they fixed that here, as I couldn't find any monster that had that problem. All in all, excellent! FormatThe way the book is formatted
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it. How the creature behaves, where it usually lives, and which other monsters it usually interacts with are usually part of these descriptions. They come separated in different subheadings to easily recognize what the monster is all about just by reading them. If you look at the Bonespitter below you may think of it as your typical giant worm, but just
by looking at the subheadings I instantly know those bones coming out from it are made from its victims. If I wanted to, I can read the rest of the extra details. This saves a lot of time! The book often adds sidebars to offer ways to import the monsters to Midgard (Kobold Press default setting). These usually add some new mechanics for the
monsters as well as ways to make them more or less powerful to suit your campaign. Lastly, the book provides a full index divided by Environment, Challenge Rating, and Type. These are always handy to guickly find the perfect monster. Books format and layout Physical book quality The physical book quality is, just like with the Creature Codex, top-
notch. Its sturdy and feels like it wouldn't get easily damaged. I usually have my books imported as they are difficult to get in my country. D&D books often arrive with the bottom edge and cover slightly damaged from the shipping. This book arrived splendidly, with no marks at all. That speaks greatly of its endurance! The pages definitely feel high
guality as well. If the 100+ gold pieces worth pages you can get in D&D do exist in real life, Im pretty sure this book has those. All in all, far superior to the official books quality. As you can see in the images, the Tome of Beasts 2 is about the same size as the other Kobold Press books, and the amount of pages is very similar (I go into further details in
the flip-through). In comparison with the official D&D books, the Tome of Beasts II has 416 pages whereas the Monster Manual has 356 pages. Consequently, we can understand that despite being much wider than the Monster Manual has 356 pages. Consequently, we can understand that despite being much wider than the Monster Manual has 356 pages.
sacrificing portability for quality. Personally, that is not a problem for me, but if you are running out of space in your bookshelf you might have to think twice before you buy it. Lastly, just so you know, the tome is HEAVY. It really feels like a tome, weighing 3.44 pounds (1,56kg). If you usually travel to a friends house to DM, you might need to get the
digital version of the book (I dont personally have a digital version, but if it is like the one from the Creature Codex it should come indexed and be just as great). The book is much bigger than the official monster books, but only has about 100 pages more than the Monster ManualFlip-throughIf you want to check out some of the monsters, I made a
First Thoughts flip-through over on Twitter. I plan on doing this on future products I review if I can, so be sure to follow me if you enjoy it:Let's flip through some pages, shall we?The book is Tome of Beasts II, by @KoboldPress Between the three books we've got 10cm of monster goodnessIn case you can't see it properly, Tome of Beasts II is 3cm
long. That's as wide as the Tome of Beasts 1, and wider than the CC! pic.twitter.com/o1dPcuRKZd Tomas Gimenez Rioja || Playing games (@TGimenezrGM) January 19, 2021 Final ThoughtsTheres no room for doubt. This book, just like the previous monster books that predate this one, is amazing. Kobold Press seems to have learned to better balance
the monsters from the first books, and came up with extremely imaginative ones. As always, if you are looking for unique monsters to surprise your players with, this supplement is another must-have. I personally plan on using these monsters not only in my D&D games but in some other RPGs as well. Is it better than the previous two? Its more
monsters, and all books have great monsters I want to use in my game. I didnt notice a huge amount of creatures from one type in this book like the previous ones had (the previous one
Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential
cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Kobold Press has released a new bestiary filled with hundreds of interesting threats for Dungeons & Dragons. After a successful Kickstarter earlier this year, Kobold Press has
officially released Tome of Beasts 2, their third bestiary of monsters made for Fifth Edition Dungeons & Dragons. The book is a standalone bestiary with over 400 different monsters, ranging from high-level threats like ancient imperial dragons and demon lords to weirder creatures like the Snake With a Hundred Mage Hands or the very seasonal from high-level threats like ancient imperial dragons.
Snow Terror, which looks like a Frosty the Snowman pulled straight out of hell. The monsters in Tome of Beasts 2 are appropriately diverse, with everything from bizarre new golems to strange new undead creatures like the Windy Wailer, a crescent moon-shaped spirit that streaks across the sky like a comet, appearing within its pages. Many
monsters are pulled out of non-European folklore, while others flesh out the world of Midgard, the campaign setting for the companys adventures. While the new tome explains how certain creatures fit within Midgard, all of these monsters can be easily slotted into any campaign
setting, whether its an official world like the Forgotten Realms or an entirely homebrew setting. Where Tome of Beasts 2 contains over 40 new fey creatures, which almost equals the number of fey found in official
D&D books. Whats more the book contains entries for high-level fey threats (such as archfey) for those campaigns who actually want a substantive campaign set in the Feywild. While there are over 20 high CR creatures included in Tome of Beasts 2, this particular bestiary seems to focus mostly on Tier 2/Tier 3 level threats, with the majority of
monsters having a challenge rating between 5 and 15. And while the first Tome of Beasts (published about two years after the launch of Fifth Edition) had a few monsters that punched high above its CR, a cursory inspection of the monsters during my readthrough didnt reveal any monsters that seemed significantly more threatening than what their
rating indicated. If youre a DM looking for new monsters to throw at your D&D players or need a creature that they cant metagame around, Tome of Beasts 2 is a must-have book. One readthrough already has me brimming with ideas for future campaign and adventure hooks that I know will delight my players. A PDF version of Tome of Beasts 2 is
available for $29.99 while a hardcover version is available for $49.99. Wanted to be sure folks who mainly only frequent the D&D 5E forum didn't miss out on this! Tome of Beasts 2From the creators of the original Tome of Beasts! Kobold Press is wrangling a new horde of wildly original, often lethal, and highly entertaining
challenge new players and veterans alike. The Tome of Beasts II will bring 400 new monsters to 5th edition, from angelic enforcers, sasquatch and shriekbats, to psychic vampires, zombie dragons, and so much more. In addition to these lethal creatures to spring on players, if you back the Tome of Beasts II Kickstarter at the $25 level and up you can
submit an original monster design for possible publication! The original Tome of Beasts 2 Kickstarter has more than $254,000 so far! Please consider becoming a backer! If you've
already joined us, please spread the word! Back TOME OF BEASTS 2 on Kickstarter Today! log in or register to remove this ad Planning on picking it up later. Very happy with the other Midgard books and part 1. They had me at "enforcer angel." Sadly I'll have to wait for Amazon or NobleKnight to get it, shipping for most US things is so prohibitive.
But best of luck! In addition to these lethal creatures to spring on players, if you back the Tome of Beasts II Kickstarter at the $25 level and up you can submit an original monster design for possible publication! The original Tome of Beasts published 40 such backer monsters, including some extremely popular creations! Does this sound to anybody
else like we're being asked to pay for the privilege of writing content? Not at all!! Quite the opposite in fact! Submitting a monster is in no way required! In fact, the majority of backers typically don't - they simply back the project and then receive the
book (we've done this for the original Tome of Beasts and the Creature Codex, as well as a similar option to submit a spell for the recent Deep Magic Kickstarter). This is just a cool option for those that think it would be fun to see if they can design and submit an original monster and get it selected for publication in the book!ALSO, not only are you
not "paying for the privilege of writing content"... if your monster IS selected for publication in the book, we actually pay YOU a little something! Last edited: Feb 7, 2020 So, a lot of people liked ToB but a common thought was that the monsters weren't quite in line
with 5e and were a bit more 3.x-ish. Have they maintained the same style or moved towards/away 5e design? Lot of lair and legendary actions? I didn't see any full sample writeups on the kickstarter. Page 2 Page 3 Page 4 Page 5 Jump to ratings and reviewsThe Tome of Beasts 2 from Kobold Press brings nearly 400 new monsters to 5th edition-
designed by some of the most talented, and wildly creative, designers working today. You'll find monsters for almost every location your heroes might journey: from farmlands to forests...dungeons to deserts...and from bustling cities to fantastical planar realms. Tome of Beasts 2 brings you: Angelic Enforcers and Alligator Turtles. Befouled Weirds and
Clockwork Tigers. Hoard drakes and zombie dragons. Death Vultures and Dragonflesh Golems. Imperial dragons and swordbreaker skeletons. Swamp Nagas and Magma Octopuses. Sasquatch and Shriekbats. Walled Horrors and Wraith Bears. Keep your players surprised, entertained, and terrified with all-new opponents they've never seen before-and
won't be expected. Genres Fantasy Role Playing Games Gaming Dungeons and Dragons 4 people are currently reading Displaying 1 - 5 of 5 reviews October 31, 2022 Another collected assembly of monsters for D&D (and general story-telling) enjoyment. There's nothing in here that you can't go without, as a GM. But it's always handy to have more
monsters in your bag, especially ones that the players may never have even heard of, let alone know any stats for. There were a lot of new cultural pools to dip into, this collection explored the legends of Asian ghost and devil, North American Indigenous peoples monster legends, etc. So if you're doing a themed setting there are some gems in
here. Also an obsession with mosquitos. Additionally, I think they used anything tiny and just added a "swarm of.." prefix. But hey, whatever works. September 2, 2023Good addition to your monster list for the DM that wants to throw some new twists as their players. Artwork is usual good quality one comes to expect from Kobold Press. February 16,
2021This is the third of the monster compendiums by Kobold Press for 5th edition Dungeons and Dragons. I love what Kobold Press has done with these books and I find any one of them more useful for a DM than Volo's Guide to Monsters and Mordenkainen's Tome of Foes put together. I would recommend any one of the three books (Tome of Beasts,
Creature Codex and this one, Tome of Beasts 2) as your first purchase after the three core books for any DM planning on making their own material. The monsters are different, evocative and conducive to story telling. The question then becomes should you buy this one. If you buy all three you have 1200 additional monsters on top of what is in the
Monster Manual. Surely no one needs that, Well, that's probably true, but it didn't stop me and I have no regrets. Anyone who has already bought the first two books can decide for themselves if they want this, for everyone else the guestion is where to start. I would say generally speaking, that the monsters in the Tome of Beasts are on average
slightly more interesting than Creature Codex and that book is slightly more interesting than Tome of Beasts 2. It's worth noting that the original Tome of Beasts 2. It's worth noting that the maritime and arctic
monsters were more interesting in Tome of Beasts 2 than in the other two volumes. The big standout for Tome of Beasts 2 is the large variety of monsters above CR 10 than the other books, or at least that's my impression. I'll just add a tip for using
the monsters in these book. I have a tendency to treat Kobold Press Monsters as unique and put "The" in front of the name when you use them (not always but usually). This has many advantages. It makes the world seem more magical and fantastic. Players also remember and interact more strongly with monsters when they think that they are unique
so having a bazillion is great. Honestly, I have been playing D&D since the Red Box and have played every edition, except 4th (because I am immensely old), and the Kobold Press monster books are my favorite supplemental monster books to the Monster Manual ever. I use them all the time. They are as classic to me as White Plume Mountain or the
original Planescape box. Displaying 1 - 5 of 5 reviewsGet help and learn more about the design. We all know Kobold Press, creators of many wonderful supplements for the worlds greatest roleplaying game and many other systems such as Pathfinder. Three years ago, I managed to get hold of the great Creature Codex. I even made a review for it,
considering it one of the best 3rd party supplements for the system. Of course, I ended up getting the original Tome of Beasts after that, which Ive put to good use during the Feywild arc in my campaign Ive talked about several times on Twitter. Now, it was time for the new Tome of Beasts to get into my hands. The TOME OF BEASTS 2 (which is
different from Tome of Beasts 2 Electric Beastaloo, as many call the Creature Codex). I didnt manage to get one copy sent from the UK (thanks BookDepository for not charging shipping with the purchase), and now Im all ready to talk about it! Spoiler alert: The book is amazing. Whats the difference between
the Creature Codex and Tome of Beasts 2?Heh, this was fun. I was really intrigued to know why they went from the series being called Tome of Beasts, then Creature Codex, and then returning to the original name for its sequel. I tried to decipher the puzzle but found no difference in these books apart from the color difference. Thats why I contacted
Wolfgang Baur himself over Twitter to solve this unanswered riddle. His response was much funnier than I imagined, but I guess I would have made a similar mistake, so I dont blame him nor his team: The Codex was named later, and with the thought that it was an all-new volume and not a series. This was perhaps not a great idea, as the Tome of
Beasts name seems better known and better liked. And thus the next one was Tome of Beasts 2. Wolfgang Baur (@monkeyking) January 19, 2021 Then theres the other answer that the Kobolds did write on the Kickstarter FAQ for the book, which I found funny enough to share: ArtA Zombie DragonThe first thing that catches your eyes when you see
this book is the art. It is the ultimate marketing strategy, as its pretty difficult not to judge a book by its cover. The cover is stunning, but still isnt my favorite of the bunch. I dont know why, but when I see these types of covers with player characters battling a menacing enemy the first thing that springs to my mind is that it is some kind of book
directed towards players. If you take a look at the Creature Codexs one, it shows many intimidating monsters on it, but no player character. Thats a minor complaint and doesn't really affect my actual opinion, but I wanted to point it out. As regards the art displayed for the many monsters in the book. Kobolds Press took a very similar approach to the
one they did with the Creature Codex. The many monsters are amazing to look at (making me want to do a full flip-through over on Twitter, that I linked below). If there is one thing I love these books for is that whenever I need some inspiration for my games I can open them on any page and instantly come up with an adventure hook just by looking at
the art. Props to the many artists who participated in this! All the other things I stated for the Creature Codex art still apply as well. It is big enough to show to your players from the book when they face the creature. The art design allowed for the monsters to feature heavily on the pages without feeling intrusive. Its all extremely well put together,
and I am a big fan of it. Monsters La crme de la crme. The thing you actually come for when you buy this book. How good are the monsters? Taking into consideration this is Kobold Press we are talking about, with some of the best freelancing designers out there, of course it is great. The stat blocks are clean and easy to read, with tons of new abilities.
They definitely are not scared to innovate and allowed some monsters to have wacky abilities that no other official monster has. Some of my favorites include the following: Carnivorous ship: Its a mimic that looks like a ship and creates crew out of its very skin. Whats more, it launches cannonballs made from pieces of metal it consumed.
Terrifying!Chamrosh: A winged celestial dog that is extremely loyal. When a dog is just the best doggo, they reincarnate into these beings. They help people find their way back to their planes when lost and sniff out evil creatures to destroy. As this was not enough, their licks can heal wounds. A paladins best pal!Chronomatic Enhancer: A construct
that can manipulate time itself during combat. And I mean it! When you attack them they receive the damage on the next turn, They can fast forward allies or slow enemies. IT CAN EVEN CHANGE TIMELINES moving everyone in combat to a timeline in which the attacker rolled damage poorly. Super cool!Degmadu: A Sarlacc from Star Wars that is
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more than enough NPC templates, so these creatures are pretty handy, even though none of them really caught my attention. It feels like the Beast section from the Monster Manual, except these are more exotic. Last but not least, all monsters come upon one.
When I reviewed the Creature Codex, I found monsters that used a prose description that was way too specific and couldnot be used in particular situations. Ive noticed they fixed that here, as I couldn't find any monster that had that problem. All in all, excellent! FormatThe way the book is formatted is clean and elegant. The pages are not entirely
white and the text isnt the darkest tone of black, allowing for an easy read without tiring your eyes with the contrast. All monsters include a lore/description section, its stat block, and some art for it. The lore/description for the monster gives the DM a huge amount of inspiration and details on how to run it. How the creature behaves, where it usually
lives, and which other monsters it usually interacts with are usually part of these descriptions. They come separated in different subheadings to easily recognize what the monster is all about just by looking at the subheadings I instantly know at the monster is all about just by looking at the subheadings I instantly know at the monster is all about just by reading them. If you look at the Bonespitter below you may think of it as your typical giant worm, but just by looking at the subheadings I instantly know at the monster is all about just by reading them.
those bones coming out from it are made from its victims. If I wanted to, I can read the rest of the extra details. This saves a lot of time! The book often adds sidebars to offer ways to import the monsters to Midgard (Kobold Press default setting).
or less powerful to suit your campaign. Lastly, the book provides a full index divided by Environment, Challenge Rating, and Type. These are always handy to quickly find the perfect monster. Books format and layout Physical book quality The physical book quality is, just like with the Creature Codex, top-notch. Its sturdy and feels like it wouldnt get
easily damaged. I usually have my books imported as they are difficult to get in my country. D&D books often arrive with the bottom edge and cover slightly damaged from the shipping. This book arrived splendidly, with no marks at all. That speaks greatly of its endurance! The pages definitely feel high quality as well. If the 100+ gold pieces worth
pages you can get in D&D do exist in real life, Im pretty sure this book has those. All in all, far superior to the official books quality. As you can see in the amount of pages is very similar (I go into further details in the flip-through). In comparison with the
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plan on doing this on future products I review if I can, so be sure to follow me if you enjoy it:Let's flip through some pages, shall we?The book is Tome of Beasts II, by @KoboldPress Between the three books we've got 10cm of monster goodnessIn case you can't see it properly, Tome of Beasts II is 3cm long. That's as wide as the Tome of Beasts 1, and
wider than the CC! pic.twitter.com/o1dPcuRKZd Tomas Gimenez Rioja || Playing games (@TGimenezrGM) January 19, 2021 Final ThoughtsTheres no room for doubt. This book, just like the previous monster books that predate this one, is amazing. Kobold Press seems to have learned to better balance the monsters from the first books, and came up
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with extremely imaginative ones. As always, if you are looking for unique monsters to surprise your players with, this supplement is another must-have. I personally plan on using these monsters, and all books have great monsters I want to

use in my game. I didnt notice a huge amount of creatures from one type in this book like the previous ones had (the previous ones did include tons of Fey creatures). This one feels more balanced in that aspect.GET THE TOME OF BEASTS IICLICK HERE FOR THE CREATURE CODEXS REVIEW

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