

# NUMENERA™

## Ninth World Bestiary 2



MAY 2017

### **Ninth World Bestiary 2**

MSRP \$44.99

MCGo89

ISBN 978-1-939979-64-3

192-page hardcover

### The Numenera setting comes to life with 170 new creatures

The Ninth World is unlike any other fantasy setting: weird, imaginative, dangerous, and often a bit creepy. The creatures of the Numenera setting are no different—and the *Ninth World Bestiary 2* gives you 170 new ones to populate your campaign.

Lavishly illustrated, wildly imaginative, and cleverly organized to make the GM's job as easy as possible, *Ninth World Bestiary 2* gives you great GM advice on using pre-made creatures as well as creating your own, and includes lots of additional details about the Ninth World's complex far-future, post-apocalyptic ecology. Ninth World parasites, transdimensional creatures, mechanical automatons, extraterrestrials, and loads and loads of creatures for characters to face and fight are just the beginning in the weird and wonderful setting of Numenera.

- ◆ Following the release of *Torment: Tides of Numenera* in February, the Numenera: Strand short film, and Cypher Play organized play, Numenera is HOT HOT HOT.
- ◆ Got customers buying the Numenera Starter Set? They're going to be looking for new purchases as they launch their Numenera campaigns.
- ◆ Monster books are always popular—expect this to be a best-selling supplement and an evergreen title for the life of the line.

### Related Titles



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MCGoo1

ISBN 978-1-939979-00-1



#### **Ninth World Guidebook**

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MCGoo6

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#### **Ninth World Bestiary**

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MCGoo3

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