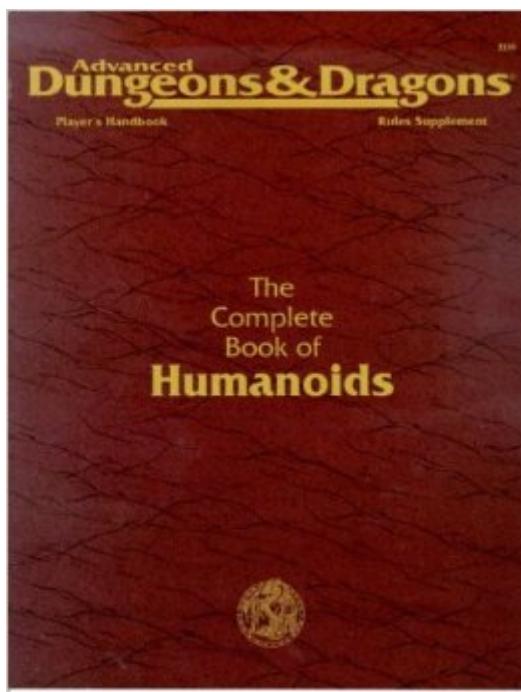


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# Advanced Dungeons & Dragons, The Complete Book Of Humanoids : Player's Handbook Rules Supplement



## **Synopsis**

Part of the bestselling rules for players, this exciting new rulebook allows players to run a "monster" as a character at last. Following on the success of the handbooks dealing with elves, gnomes, and dwarves, it provides all the information necessary to play intelligent humanoid creatures as PC's. Illustrations, many in color.

## **Book Information**

Paperback: 128 pages

Publisher: TSR Inc.; 2nd edition (May 18, 1993)

Language: English

ISBN-10: 1560766115

ISBN-13: 978-1560766117

Product Dimensions: 0.5 x 8.5 x 10.8 inches

Shipping Weight: 12.8 ounces

Average Customer Review: 4.3 out of 5 starsÂ  [See all reviewsÂ \(27 customer reviews\)](#)

Best Sellers Rank: #686,128 in Books (See Top 100 in Books) #363 inÂ Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons

## **Customer Reviews**

Humanoids can gain skills and levels too. This supplement is perfect for one DM one player style games where Goblin Characters can be more fun than a sack of angry dwarves! But why not as a supplement to the DM tool box as well? What if that orc leading the troops was a full on high level NPC with a whole set of skills, and specialty skills? The Wemic details are re-introduced here as well. This book can give cause to the monsters. It can make humanoids come to life and detail. A must have for the shelf.

The basis of this guide is to open up and define the possibilities for playing different, often VERY different races as player characters. In that sense, it has achieved its goal, for The Complete Book of Humanoids by far excels the details in Skills And Powers. In fact, there are a number of contradictory themes within these books, and for realism and playability, the CHH comes out on top. Covering not only races, but also kit specifications, superstitions as well as height, weight and age stats, this book is essential for this purpose. So, if you want to play a Wemic Tribal protector, Alaghi Druid or a Wood Giant Ranger, this is the ONLY book that will give you everything you need.

This is a 2nd Edition Dungeons & Dragons player handbook. This is my favorite player handbook. While your Dungeon Master may not always allow you to play a humanoid, when he or she does, this is going to be fun. In our group our DM let us do a humanoid campaign, it was a blast. There's great variety here. If you are the DM, you may want to generate an NPC (non-player character) from this or better yet a villain. Vast vistas of role playing open up when you allow this book.

Bought this supplement again after giving away the original one I bought in the nineties. Actually, ended up buying the 5th edition books and playing that instead of 2nd edition. But these books are great to lean on once in awhile for inspiration. Also, the content can easily be adapted to play with the new edition.

My AD&D2 group bought this book collectively. It was one of the best purchases we have bought. The character races in it are superb, and the races are written in such depth it is great. The skills are great. The new races are great. The modified races from the Monsters handbook are great. Basicaly it is great.

Once again TSR comes up with a truly great idea but pulls up just short of classic status. The only reason this didn't get 5 stars from me is that many of the races detailed have their powers weakened (couldn't the old D&D Orcs of Thar and Tall Tales of the Wee Folk system of gaining powers at higher levels been used?) and many races are left out entirely (aww, c'mon, moondogs would make awesome characters!). Still, this book is a winner, particularly as a start.

Well it's me again, Look this book is really good for a few things. First, if your char does get reincarnated your set..no more confusion on what that "thing" you have become can do and what it can't. One message to DM's please please read this book before allowing it into your game. This thing makes playing a human pointless, it makes wanting to play an elf..settling for something you really didn't want! It is crazy...stats are way too high new players see this book and don't want to play a human or a gnome they want to be a Quaggoth or a half ogre...limit it's use to moderation...but hey i wouldn't sell it off either.

This, like almost all of the Dungeons and Dragons material, is flawed. It extols so many rules that seem pointless but when there is something you actually need or want to know then it is either vague or ignored completely. Don't get me wrong, it is still useful if you are running a 2nd edition

campaign and want to spice it up but be prepared for A LOT of guess work.

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