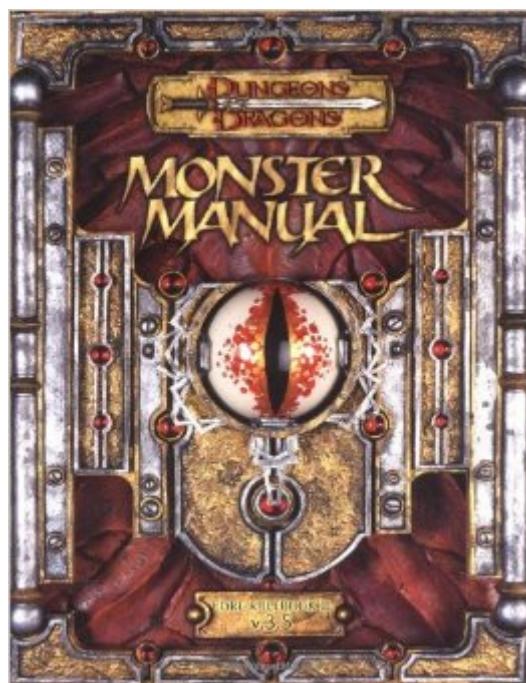


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# Monster Manual: Core Rulebook III V. 3.5 (Dungeons & Dragons D20 System)



## **Synopsis**

Fearsome and formidable foes lurk within. Encounter a horde of monsters armed and ready to battle your boldest heroes or fight alongside them. The fully illustrated pages of this book are overrun with all the creatures, statistics, spells, and strategies you need to challenge the heroic characters of any Dungeons & Dragons roleplaying game. Over 200 creeps, critters, and creatures keep players on their toes. From aboleths to zombies, the revised Monster Manual holds a diverse cast of enemies and allies essential for any Dungeons & Dragons campaign. There are hundreds of monsters ready for action, including many new creatures never seen before. The revised Monster Manual now contains an adjusted layout that makes monster statistics easier to understand and use. It has 31 new illustrations and a new index, and contains expanded information on monster classes and playing monsters as heroes, along with information on how to take full advantage of the tie-in D&D miniatures line planned for the fall of 2003 from Wizards of the Coast, Inc.

## **Book Information**

Hardcover: 319 pages

Publisher: Wizards of the Coast; 1st edition (July 1, 2003)

Language: English

ISBN-10: 078692893X

ISBN-13: 978-0786928934

Product Dimensions: 8.4 x 0.9 x 11.1 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 4.5 out of 5 stars See all reviews (86 customer reviews)

Best Sellers Rank: #36,184 in Books (See Top 100 in Books) #18 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons

## **Customer Reviews**

I'm not going to talk about the controversy over the release of these books and will only be reviewing the information as it's written, and commenting on improvements or setbacks since the last edition. The previous Monster Manual was a good guide to the basic monsters necessary for a DM to attempt to kill his PCs. The problem is, at that time the rules for 3rd edition were still fairly skeletal, and as time passed and rules were published enabling players and DMs alike to use monsters as PCs, these rules were not in the Monster Manual. Also, some terms were redefined, and even the manner in which the stats of a monster are to be determined changed. Adding to the confusion, the book was designed a little haphazardly, making it difficult to tell just where you're

supposed to look for the information you need. All these rules changes and additions have been incorporated into the new Monster Manual, and this book is now a complete, up-to-date, bound volume of WoTC's holy writ. The problem is, a lot of the organizational problems still exist or were expanded on. The book boasts a few nice new illustrations, and they're more closely linked to the appropriate monster entry, but there are still some times where there'll be only a portion of a paragraph about a monster on the page that carries that monster's illustration. Also, the templates have been shuffled in with all the monsters. I have no idea why they did this. There are monsters, and then there are templates to add to monsters. It makes perfect sense to separate the two. I must admit, though, making zombies and skeletons into templates, rather than monsters of dubious usefulness, was a great idea. Some additions were simply wonderful, though.

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