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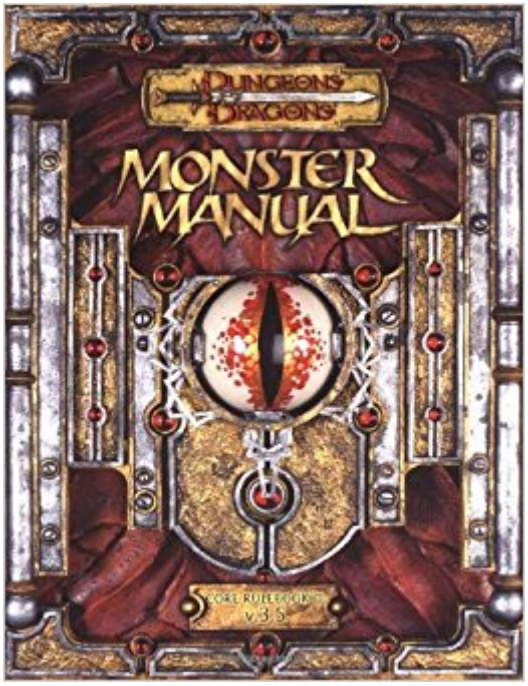
Monster Manual: Core Rulebook III V. 3.5 (Dungeons & Dragons D20 System)



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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

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Customer Reviews

Despite being combat rules heavy, one of the best editions of D&D. This is the "Monster Manual" so remember to get the Player’s Handbook and Dungeon Masters Guide as well, since those contain the actual rules you need for 3.5 Edition D&D. This is encyclopedia of monsters. While it is technically possible to play without this book, you will be at a disadvantage if you don’t have it, as many adventures refer to it for complete standard monster stats. It also serves to take away a great deal of work from the Dungeon Master when creating adventures.

Out of the three re-released core D&D rulebooks, the Monster Manual has the most outstanding

changes. The differences between the 3E and 3.5E versions are vast, and the changes made in 3.5E are almost all for the better.Monster statistics now come equipped with base attack bonuses, grapple bonuses, and level adjustments (if you want to build your own monstrous character, either as a player or DM).The book now includes rules and guidelines, both new and improved, for creating your own monsters, as well as increasing the power of those already provided. Monster skills and feats have been addressed in far greater detail, as well.More importantly, the book includes both monsters from other books and new monsters, though the new monsters are often simply enhanced versions of older ones.Lastly, the book includes a lot of new and very cool artwork.The only thing that disappointed me was how they changed damage reduction. Enhancement bonuses to weapons are no longer relevant for purposes of damage reduction--now it has a lot more to do with the alignment of your weapon and what it's made out of. To me, this seems like an unnecessary change, one that makes it difficult to bring 3E monsters that feature damage reduction up to date with 3.5E.

Pros: -Great illustrations help immersion and tactical role playing for DM -Concise breakdown of stats so DMs can spend more time designing and planning -A 'decent' (read: barely satisfactory) rundown of different monstersCons: -Overpriced due to increased demand and nil supply -Mediocre value (see above) -Leaves a thorough wanting for more content to consumer for designing/planningOther Thoughts:I'm trying to not pull any punches with my above notes. Honestly, this book is useful. It's not useful at the price point, but that's the cost of business with out of print books. It's one of the books that I want in hand for quick reference, and not in cache as a PDF.So, new and old players alike who are getting into 3.5: Suck it up and buy it. Also, if you are more than just a PC and plan to DM or help design, bet on spending another $50-$100 on monster manuals for the content you may want. Ouch.

I have previous experience with this particular product before, so I knew what to expect whenever I ordered it, having actually played the game for the better part of ten years now, so with the product itself I was very happy to be able to nab an extra copy; better yet was the chance to order it from the sender at the price offered and what I was even happier with was the condition and the timely delivery of the product. Keep up the good work and thank you very much.

I recently set up a Dungeons and Dragons group and I was having a bit of trouble coming up with different creatures (as far as what their stats should be and what type of attacks/spells different

creatures have). The Monster Manual lists several different creatures and any stat that you will need to fight them. It has everything from how they attack to how strong they are (challenge rating). Definitely an invaluable source for Dungeon Masters who are starting out or even seasoned Dungeon Masters. It also teaches you how to eventually make your own creatures or characters so that you don't even need the book anymore.

This tome contains some fascinating monsters for use in the Dungeons and Dragons 3.5 edition universe. They'll fit most campaign settings from level 1 to beyond level 20, whether you want to use an official Wizards setting, or just take the Animals section in the back of the book and make them the scariest critters ever for your own setting. It even contains rules for making your own monsters, if you really want to get creative. A must-own for the DM, not so much for the players.

More essential reading for my son!

Im loving it ^_^

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