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Monster Manual II (Dungeons & Dragons D20 3.0 Fantasy Roleplaying Supplement)



Synopsis

Even Greater Threats Await! As heroes grow in power, they seek out more formidable adversaries. Whether sinister or seductive, ferocious or foul, the creatures lurking within these pages will challenge the most experienced characters of any campaign. This supplement for the D&D game unleashes a horde of monsters to confront characters at all levels of play, including several with Challenge Ratings of 21 or higher. Inside are old favorites such as the death knight and the gem dragons, as well as all-new creatures such as the bronze serpent, the effigy, and the fiendwurm. Along with updated and expanded monster creation rules, Monster Manual II provides an inexhaustible source of ways to keep even the toughest heroes fighting and running for their lives. To use this supplement, a Dungeon Master also needs the Player's Handbook and the Dungeon Master's Guide. A player needs only the Player's Handbook.

Book Information

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Customer Reviews

Jeff Grubb is an award-winning game designer whose recent credits include the D&D accessory Manual of the Planes and the three Ice Age Cycle novels, set in the Magic: The Gathering (r) world. He lives in Washington State. Rich Redman has written the Dark-Matter (tm) Arms & Equipment Guide and the D&D guidebook Defenders of the Faith. He lives in Washington State. Steve Winter has worked on numerous products as editor, designer, developer, and manager. He lives in Washington State. Ed Bonny has had many articles published in Dragon (r) magazine, including his well-received AD&D (r) Planescape (r) and Skills & Powers articles. He lives in New Jersey.

It's the second monster manual for D&D v3.5. There are a lot more monsters for your campaigns, and the artwork is on par with the rest of the publications for this version. If you're looking for more, this can't be beat. The book came in the condition it was supposed to, with no surprises or hidden defects. I would purchase again.

Pros: -Beautiful descriptions to help DMs roleplay this great variety of monsters easily -Great illustrations and concise, detailed information on HEAPS of enemies -Incredible value (\$12 August 2011) -Minimal "3.5 fluff" Cons: -Why weren't some of these monsters included in MM1? -Still missing a handful of creatures to round out my group's capabilities and let them all shine in their own way. Other Thoughts: I shouldn't have to buy several books for "core creatures", because an artist went nuts with several versions of the same "archetype" in MM1. That may come off as harsh, but as so many people know, starting up a DnD group usually involves significant overhead costs. Specifically, I'm talking about the two most precious resources: time and money. I feel that these monster manual books are marketed in an ambiguous way. This lack of clarity keeps players in the dark so that they will eventually "have" to buy them all. This isn't exactly breaking news, but it sure makes Pathfinder all the more attractive to my group. After complaints are filed and tears dried, this book still stands as a great purchase and addition to any nerd's collection.

This will add years of gameplay to my belt, very very good buy. Totally recommend, especially if you're looking for some higher level monsters.

As a DM, monster books are definitely one of my favorite kinds. I own quite a few of the d20 ones: Monster Manual 1, Monsters of Faerun, Monsternomicon, and the latest, Monster Manual 2. So let's get into it. First the good: 1) The whole first section of the book before we even get to the monsters is great. The authors explain the creature abilities, special abilities, attack routines, and monster advancement in a much more clear and concise way than MM 1. You understand exactly how improved grab works, right? And swallow whole does bite damage how many times? These things and more are now explained quite nicely. 2) If you're a big psionics fan as I am, MM 2 offers something new. They have rules for how to use the Psionics Handbook to make the MM 2 creatures with psionic powers (such as the thri-kreen) truly "psionic". They have spell to power conversions, what combat modes they'd get, etc. Very cool. 3) Monsters as playable classes. If a monster could potentially take class levels, there's information for ECL and preferred class. If the creature is psionic, it even further breaks down the information into psionic/non-psionic ECL. 4) High CR

monsters. There's a lot of baddies in this book that will challenge mid-high level parties. I was a bit worried there would be nothing for lower level groups, but there's plenty of low CR mobs too.5) Cool templates. You will like these... promise.6) Old favorites from 1E and 2E done up with 3E stats. Welcome back the Myconids!Now the bad:1) Too many damn constructs. Yes I know it's hard to make a monster that challenges a high-level group, but it doesn't have to be a construct! Really the constructs are fine. They are neat. I just feel they could have diversified a bit more.2) Recycled monsters. About 20% of the monsters are re-writes from other WotC products. If you already own the books from which the original creature came, these are not new to you. Still, it's nice to have them all in one source. No more looking through web enhancements for the gem dragons, and MotW for legendary animals. If it wasn't for those 2 faults, MM2 would have gotten 5 stars, as it is, it gets a solid 4. Worth owning.

Perfect seemed to take a long time to get here but it came from central Florida and no matter what it is a very long way to Iowa thanks much very very happy with the book and the condition of the book

Fantastic book in great condition

loved it

Just as described

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