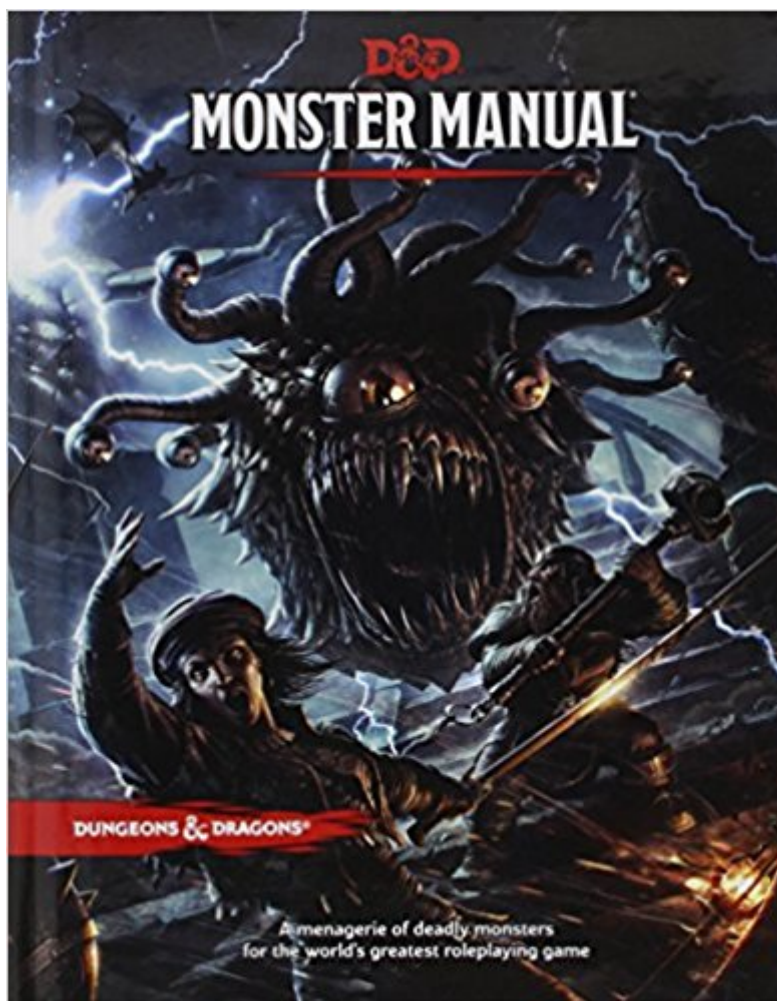




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Monster Manual (D&D Core Rulebook)



Synopsis

A menagerie of deadly monsters for the world's greatest roleplaying game. The Monster Manual presents a horde of classic Dungeons & Dragons creatures, including dragons, giants, mind flayers, and beholders—a monstrous feast for Dungeon Masters ready to challenge their players and populate their adventures. The monsters contained herein are culled from the D&D game's illustrious history, with easy-to-use game statistics and thrilling stories to feed your imagination. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide. The second of three core rulebooks, this book details all manner of creatures that characters might encounter over the course of their adventures. An essential resource for Dungeon Masters to use in populating any type of challenge they might contrive for their players. Created as part of a massive public playtest involving more than 170,000 fans of the game.

Book Information

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Customer Reviews

I am an old school D&D gamer/Dungeon Master who cut his teeth on the 'Red' basic set and then moved into "Advanced Dungeons and Dragons" (1st ed.), all the while trying other stuff like Star Frontiers and I.C.E. By the time 2nd edition came out, I had moved on. Just recently, I decided to

get back into it and started up a 1st edition campaign. As the new 5th edition material came out, I bought them initially 'out of curiosity' and have now started a 5th edition campaign. I may move exclusively into 5th edition because of the common sense ideas, ease of play, and stunning packaging. Having the basic set of rule for 5th edition available on line for free makes it easy for new players to prepare before committing to buying anything. That said, I have to say that I love the "Monster Manual". The artwork is amazing and each monster pretty much gets its own page, with loads of details in an easy-to-read format. In the back of the book is a section of creatures that are not as much monster as wild animal or giant-sized animal and then a section of sample NPCs. In each case, the information presented is easily usable "as is" or in a modified form. I find the information throughout the book easy to reference and access. From a nostalgic point of view, I still love the 1st editions of Monster Manual, Monster Manual II, and the Fiend Folio for their diverse artwork (some good and some not so good) and background information. The 5th edition is much more consistent in terms of information presented and quality of artwork. First edition had a lot more monsters, but the 5th edition ones are the ones you'd actually use frequently. In essence, this one book serves me just as well as those three volumes did. Overall, my advice to older gamers who'd think they like to maybe get back into it - start here with the 5th edition. The three core books (PHB, MM, DMG) are superb in presentation and in content. New gamers? In my opinion, the 5th edition is very easy to jump into and have fun with. Start here!

This book is essential for all serious 5E Dungeon Master's and is a vital compliment to the Player's Handbook and Dungeon Master's Guide. The content is that valuable. It really does a good job of spelling out everything you need to know about general design and use of the Monsters and Non-Player Character's it contains while offering flexibility to meet the needs of your unique adventure. Some may not like the way that content is laid-out but if you use it often, lay-out will become less an issue. Custom organize the data within so that it works best for your personal campaign. If necessary, tweak them with the suggestions provided, or make your own. The artwork is also superb but it was a secondary consideration for me. That said, the artwork may inspire you to use some of these monster's for your next adventure or it may inspire the adventure itself. There are endless possibilities.

For as expensive as it is the Monster Manual and my Player's Handbook, both should be better bound. All of the pages have are out of the Monster Manual now. At first 1/3 of the book fell out and now numerous pages have fallen out. This process began 8 months after purchase but alas now the

monster manual only has the introduction. Considering how much care I gave the book, this should not have happened. PS: My Player's Handbook had about 1/2 of the pages fall out. I gave it 3 stars because that although I don't like what happened, I have gotten quite a bit of entertainment from them and enjoy the Monster Manual's wide array of monsters and colorful artwork!

I really feel these get better every edition. The stat blocks are easy to understand, they have tables to look up creatures by CR, Name, Set, etc. Nothing bad to say about it, and it's even easy for some on-the-fly encounters when I'm wanting to stick to a theme. As always, good quality on the book itself, and the artwork is very consistent and inspiring. I freaking love it!

Great artwork. Nice background information. Table of contents could be more complete. Had to go page by page to find a monster that wasn't in the content section. But overall a great resource.

Came with the edges bent, but it is an incredible book!

Gift. They were excited and happy with it

Went through the book the printing and binding are great. This is the final book of the core that I needed. Now I'm ready to DM my own game.

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