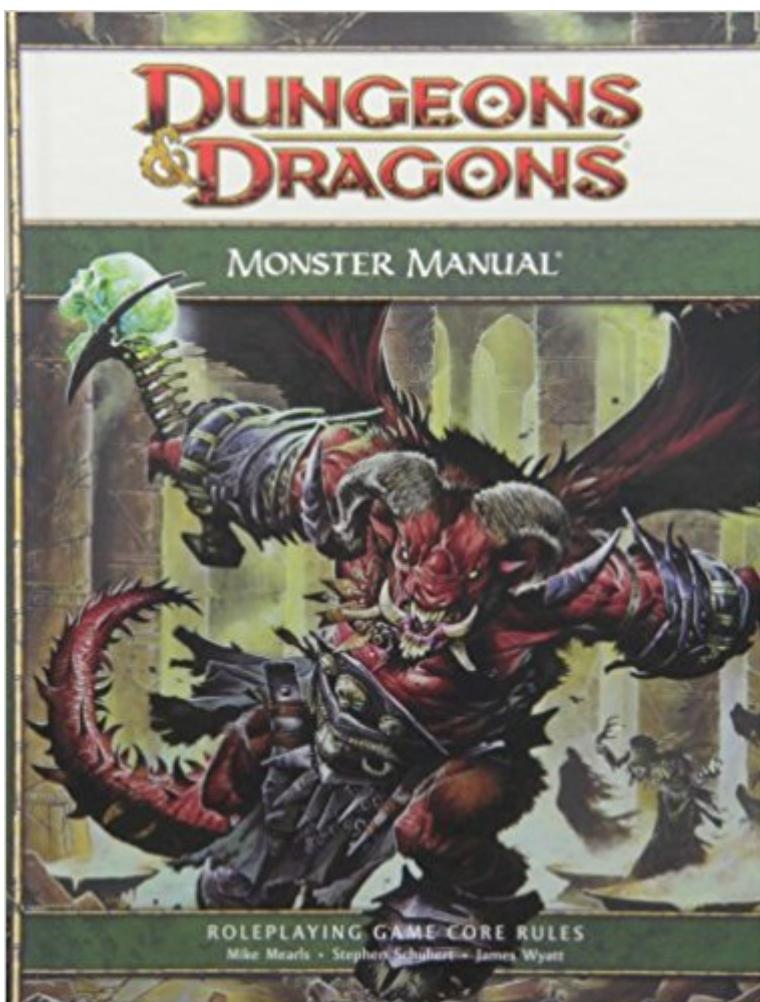


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Dungeons & Dragons Monster Manual: Roleplaying Game Core Rules, 4th Edition



Synopsis

The second of three core rulebooks for the 4th Edition Dungeons & Dragons® Roleplaying Game. The Dungeons & Dragons Roleplaying Game has defined the medieval fantasy genre and the tabletop RPG industry for more than 30 years. In the D&D game, players create characters that band together to explore dungeons, slay monsters, and find treasure. The 4th Edition D&D rules offer the best possible play experience by presenting exciting character options, an elegant and robust rules system, and handy storytelling tools for the Dungeon Master. The Monster Manual presents more than 300 official Dungeons & Dragons Roleplaying Game monsters for all levels of play, from aboleth to zombie. Each monster is illustrated and comes with complete game statistics and tips for the Dungeon Master on how best to use the monster in D&D encounters.

Book Information

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Customer Reviews

I have been playing RPGs for a few years now and I have seen many types of monster manuals. I'm not going to go into much details, but here are the points I liked, and the stuff I thought they could do better. Pros: It has a little bit of everything you might want. Easy to read. Laid out clear monster blocks. Cons: Being the first publication of the monster manual, I thought more common creatures players will run into at lower levels (below 20th) would have been nice. For example, one of the creatures they have in the monster manual was different types of Abominations which are level 20+ monsters from the War of the Primordials. Cool, but not necessarily needed in the first Monster Manual. What would have been nice was an expanded Human, Elf, Eladrin, Dragonborn, Goblinoid, etc sections with more diversity of opponent options up to 20th level. These creatures might not

have the flair that the Abominations have, but you're more likely to use them in a gaming session with level 1 and 2 players. Although, if you get Monster Manual 2, they flush out the more common monsters including expanding the opponent options for Humans, Elves, etc. So as a DM, you will need both. So in the end, good content, but a different layout would have been nice.

This review is copied and pasted across all of the 4th edition products I purchased as it relates to the system as a whole. The individual books are all decently made, and have reasonable (though far from perfect) editing. For those who grew up playing Dungeons & Dragons (as I did) this 4th edition of the game is not what we are used to. This does not mean it is a poor game, by any means. It does, however, mean that what you are buying is a "modern" interpretation of the classic game. It feels much more like a video game than a pen and paper role playing game. In the end, this is not a bad product line, but it is a better one for younger gamers than for those of us who are older and who were heavily exposed to earlier editions.

Not a cheaply made book at all. The pages are thick and glossy and the hard cover is solid. Descriptions are very clear, the format is on the money and easy to follow. -Starting at the very back there is a 2-page "Monsters by Level" section that is really handy for helping you to put leveled encounters together. -Next there is a 4-page glossary section that (quoted): "This section provides definitions and descriptions of monster characteristics that aren't spelled out in their stat blocks." There are things like Aberrant [Origin] and a description of what that means. -Before that there are 4 pages of "Racial Traits" if you wanted to use them as player characters. Bugbears, Doppelgangers, Drow, Githyanki, etc. are all found here with their average height and weight, ability score bonuses, etc. Another really important thing about this book is that it lists tactics for most (if not all) monsters. I find this very handy. Highly recommended book, even if you have a DDI account it is handy to have around. -D

Great price for a excellent book

The Monster Manuals of 4th Edition have one good point and that is that the monsters and their powers are very clear cut and easy for a DM to run. For that I give them two stars. The missing three stars are because the 4E Monster Manuals lack the details, information, and soul of previous editions- particularly the 1st and 2nd Editions of the game. Those earlier editions were like encyclopedias of knowledge about the monsters, races, demons, and dragons contained inside.

There was information about their habitats, behaviors, and a plethora of other useful (and non-useful but entertaining) material. There is also a lack of physical descriptions for DMs to use, just illustrations (some good, some poor). I really enjoy 4th edition as a DM, and I hope a lack of details in the books isn't a trend they take into the next edition (hopefully years off considering the investment I've made!).

This MM is probably one of the weaker MMs I've read. Unfortunately with such a new system (4E) you almost have no choice but to buy this thing so you have a starting point on how to build monsters. The descriptions are lacking a lot of the background/history of the monsters that all the other MMs had which is the most disappointing thing about this MM. And I found that monsters aren't as powerful as they were in previous editions, especially 3E. Look at the stats for Orcus in this book. He's nice but compared to 3E he's nothing. In 3E he was a force of nature and in this one he's powerful, but I wouldn't call him a force of nature. Felt this way about a lot of the monsters.

I just started a Dungeons and Dragon club at my library and this has been the perfect guide for me to help teens understand how monsters work in this role-playing game. I can't compare it to other editions, since I'm new at this myself, but our dungeonmaster likes the more vivid nature of the pictures and how the information is displayed. Based off of feedback, I would recommend this to D&D players interested in acquiring the latest version of this game.

This book is really well put together. You get a huge array of creatures (which are easy to locate alphabetically or by level) that play different roles in battles, from 1-hit minions to solo skirmishers to artillery, etc. Putting encounters together is really easy, you just look for proper xp and roles, plug them in, and you're ready to go. A final note, as silly as it sounds, the illustrations are actually really inspiring and you can show the pictures to your gaming party and watch them mentally prepare for the pending struggle.

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