



## Monster Manual

*Skip Williams, Monte Cook, Johathan Tweet*

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**Monster Manual** Skip Williams , Monte Cook , Johathan Tweet

Very Good in Illustrated Boards; 4to; Hard Cover; 224 pages; Color Illustrations; Wizards of the Coast, Inc.; 2000; First Printing; Rubbing to edges of boards and to foot of spine; Corners bumped; Text unmarked, but smells of smoke.

## Monster Manual Details

Date : Published October 1st 2000 by Wizards of the Coast (first published 2000)

ISBN : 9780786915521

Author : Skip Williams , Monte Cook , Johathan Tweet

Format : Hardcover 224 pages

Genre : Games, Role Playing Games, Gaming, Fantasy, Sports and Games, Dungeons and Dragons

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## From Reader Review Monster Manual for online ebook

### Ricky Nuriadi says

The perfect guide for D&D monsters, excellent dragons illustrations and explanations on lich and wereforms...

But despite great illustrations, there seemed like not enough illustrations in this book... loved the illustrations made by nickname W.A.R.

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### Danyell says

Creepy Crawlies!

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### David Leemon says

I guess we really didn't need the Beasts, but overall a fine monster manual.

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### StoryTellerShannon says

For new players this might seem like the best thing ever. I have to admit I had some reservations about going from 2E to 3E with my players but they were all dying for it so away we go!

I suspect this review will be of more use to veteran types than novice types, as the latter have no comparison, but here goes:

#### GOOD THINGS ABOUT THE MANUAL

(1) ARMOR CLASS: a variety of factors are now used to determine AC; the dexterity of very quick creatures; the toughness of the hide; the size of the creature. Some PCs always complained that huge monsters were impossible to hit b/c they were so quick.

(2) FEATS: yes, the monsters now have cool feats; some are unique to those in the PH;

(3) MAGIC RESISTANCE: this has been changed to SPELL RESISTANCE. Anyway, it is no longer set so a creature with the old MR from 2E now has to worry about higher level spells and higher level wizards dropping it down;

(4) TOUGHER CREATURES: some creatures which seemed to be somewhat weak in 2E are now made to be much tougher; of course, this is all around;

(5) DEMONS/DEVILS: yes, they no longer fell to the pressure of giving demons and devils stupid names like tannari and baaetzu. Now, they're called, once again, what they were called in first edition.

(6) DRAGONS: are super tough. The older ones are almost impossible to kill which makes it nice since dragons were pretty weak in 1E, got better in 2E but were never quite tough enough.

(7) ELABORATION ON CLASSING: a lot of humanoid monsters can do more with classes and there are less level limitations on them. Before, most humanoids could only go so high.

(8) MONSTER HD IMPROVEMENT: creatures that used to be set in HD now can go up to a certain degree.

## WHAT I DON'T CARE FOR

(1) TOUGHER MONSTERS: means a tougher world. If you already have a game going, you need to compensate for the change in power balancing.

(2) BOOK TO EXPENSIVE: for what you get in it. A lot of 2E creatures that are in the basic MONSTROUS COMPENDIUM are missing. What about two headed or giant trolls? Those creatures were great to have around. Lots of others missing, too, but you know that if you played 2E or 1E.

(3) FORMAT: the old books gave a page per creature. You don't get that here. Yes, they're trying to conserve on space but it just looks sloppy. Two creatures detail sheets are on one page and it gets confusing.

(4) LOTS OF MONSTERS MISSING: I didn't expect them to include 2E monsters from PLANESCAPE or particular realms but geesh, lots of creatures missing from 2E basic monster book, which I like to use.

Some of them are: the two headed troll (like an ettin and troll mix with lethal damage compared to a regular troll), the giant troll (tougher and you need to do a certain amount of special damage), Dracolich (the undead dragon!), Githyanki (another cool, intelligent creature with death swords), all the different types of beholders, etc.

(5) CAN YOU SAY ECOLOGY AND HABITAT?: used to be in 2E but not in the new MM. Anybody going to tell us that orcs have an average lifespan of 40 yrs as detailed in 2E? How about the difference between good and evil dragons when territorial disputes transpire? How about spell components for potions and magic used from certain monsters?

All gone. You have to make this all up yourself or go back to 2E sources. Not good.

I understand there's no way to fit all the creatures in but they took a bit from here and there. Would have been better to keep the basics in one book, spread it out and tell everyone there would be a second one with the special creatures from PLANESCAPE and other areas.

Anyway, my advice to old and new RPGers is to consider some points I rised. It's a lot easier to change things now then later when players are used to certain rules. Whatever the case, some things are good and some are not in my opinion.

To the more seasoned people, hope this helped some. :)

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**FLASH52 says**

es muy entretenido por todos los monstruos que tiene

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### **Ville Kokko says**

I'll say one thing. The illustrations are terrible for such an apparently high-budget product. A lot of them are just unattractive, and a bunch are seemingly trying to be weirder than before with dumb results: for example, the displacer beast one edition back looked like a fluffy panther with tentacles, but the one here looks like it was cross-bred with a Xenomorph and/or just survived an oil spill. However, the biggest problem is that many illustrations don't match the descriptions of the same creatures in the text. There's just no way that can be seen as a good thing.

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### **Nika says**

More like a reference book and there are many versions of manuals...I think this is the one we have.

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### **S.H.I.E.L.D. says**

me gusto por todos los monstruos para DYD que contiene para las aventuras

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### **Nicola says**

3rd ed D&D will always be my favourite of the systems (and I've played from 2nd ed forward). A fun D20 gaming system from Wizards of the Coast with plenty of scope for different styles of play. Brings back warm nostalgic memories! It is funny watching Game of Thrones at the moment and seeing the D&D type party adventuring out into the snow in search of the frozen undead!

Non fiction: Dungeons and Dragons, D&D, roleplaying, D20, rule book, setting, RPG, gaming, fantasy, adventure, Wizards of the Coast

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### **Mark Austin says**

★ - Most books with this rating I never finish and so don't make this list. This one I probably started speed-reading to get it over with.

★★ - Average. Wasn't terrible, but not a lot to recommend it. Probably skimmed parts of it.

★★★ - Decent. A few good ideas, well-written passages, interesting characters, or the like.

★★★★ - Good. This one had parts that inspired me, impressed me, made me laugh out loud, made me think - it got positive reactions and most of the rest of it was pretty decent too.

★★★★★ - Amazing. This is the best I've read of its genre, the ones I hold on to so I can re-read them and/or loan them out to people looking for a great book. The best of these change the way I look at the world and operate within it.

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**Mike (the Paladin) says**

I'm not really fond of the 3rd edition of D&D, but the Monster manual in each edition can be used for ideas and the creatures can be adapted for use in the other systems, so I kept this even though I intend to use 2nd edition in the future.

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**Cimuchowski says**

A good book on monsters, but nothing that overly original. They should have gotten more than one artist to illustrate the monsters too.

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**Dustin says**

As far as D&D books go it's one of the few that I've kept.

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