



Monster Manual: Core Rulebook III v. 3.5 (Dungeons & Dragons d20 System)

By Skip Williams

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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.

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