



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

By Skip Williams

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Fearsome and formidable foes lurk within. Encounter a horde of monsters armed and ready to battle your boldest heroes or fight alongside them. The fully illustrated pages of this book are overrun with all the creatures, statistics, spells, and strategies you need to challenge the heroic characters of any **Dungeons & Dragons** roleplaying game.

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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Daniel Carter:

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