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Jeff Grubb, Rich Redman, Steve Winter, Edward Bonny
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Jeff Grubb, Rich Redman, Steve Winter, Edward Bonny : Monster Manual II (Dungeons Dragons d20 3.0 Fantasy Roleplaying Supplement) before purchasing it in order to gage whether or not it would be worth my time, and all praised Monster Manual II (Dungeons Dragons d20 3.0 Fantasy Roleplaying Supplement):

2 of 2 people found the following review helpful. It's the second monster manual for DD v3. 5 ...By SmegfordIt's the second monster manual for DD v3.5. There are a lot more monsters for your campaigns, and the artwork is on par with the rest of the publications for this version. If you're looking for more, this can't be beat. The book came in the condition it was supposed to, with no surprises or hidden defects. I would purchase again.0 of 0 people found the

following review helpful. very very good buy. Totally recommendBy CalvinThis will add years of gameplay to my belt, very very good buy. Totally recommend, especially if your looking for some higher level monsters.46 of 48 people found the following review helpful. Many improvements over MM 1By Matthew ArietaAs a DM, monster books are definately one of my favorites kinds. I own quite a few of the d20 ones: Monster Manual 1, Monsters of Faerun, Monsternomicon, and the latest, Monster Manual 2.So let's get into it.First the good:1) The whole first section of the book before we even get to the monsters is great. The authors explain the creature abilities, special abilities, attack routines, and monster advancement in a much more clear and concise way than MM 1. You understand exactly how improved grab works, right? And swallow whole does bite damage how many times? These things and more are now explained quite nicely.2) If you're a big psionics fan as I am, MM 2 offers something new. They have rules for how to use the Psionics Handbook to make the MM 2 creatures with psionic powers (such as the thri-kreen) truly "psionic". They have spell to power conversions, what combat modes they'd get, etc. Very cool.3) Monsters as playable classes. If a monster could potentially take class levels, there's information for ECL and preferred class. If the creature is psionic, it even further breaks down the information into psionic/non-psionic ECL.4) High CR monsters. There's a lot of baddies in this book that will challenge mid-high level parties. I was a bit worried there would be nothing for lower level groups, but there's plenty of low CR mobs too.5) Cool templates. You will like these... promise.6) Old favorites from 1E and 2E done up with 3E stats. Welcome back the Myconids!Now the bad:1) Too many damn constructs. Yes I know it's hard to make a monster that challenges a high-level group, but it doesn't have to be a construct! Really the constructs are fine. They are neat. I just feel they could have diversified a bit more.2) Recycled monsters. About 20% of the monsters are re-writes from other WotC products. If you already own the books from which the original creature came, these are not new to you. Still, it's nice to have them all in one source. No more looking through web enhancements for the gem dragons, and MotW for legendary animals.If it wasn't for those 2 faults, MM2 would have gotten 5 stars, as it is, it gets a solid 4. Worth owning.

Even Greater Threats Await!As heroes grow in power, they seek out more formidable adversaries. Whether sinister or seductive, ferocious or foul, the creatures lurking within these pages will challenge the most experienced characters of any campaign.This supplement for the DD game unleashes a horde of monsters to confront characters at all levels of play, including several with Challenge Ratings of 21 or higher. Inside are old favorites such as the death knight and the gem dragons, as well as all-new creatures such as the bronze serpent, the effigy, and the fiendwurm. Along with updated and expanded monster creation rules, Monster Manual II provides an inexhaustible source of ways to keep even the toughest heroes fighting and running for their lives.To use this supplement, a Dungeon Master also needs the Player's Handbook and the Dungeon Master's Guide. A player needs only the Player's Handbook.

About the AuthorJeff Grubb is an award-winning game designer whose recent credits include the DD accessory Manual of the Planes and the three Ice Age Cycle novels, set in the Magic: The Gathering (r) world. He lives in Washington State.Rich Redman has written the Dark-Matter (tm) Arms Equipment Guide and the DD guidebook Defenders of the Faith. He lives in Washington State.Steve Winter has worked on numerous products as editor, designer, developer, and manager. He lives in Washington State.Ed Bonny has had many articles published in Dragon (r) magazine, including his well-received ADD (r) Planescape (r) and Skills Powers articles. He lives in New Jersey.