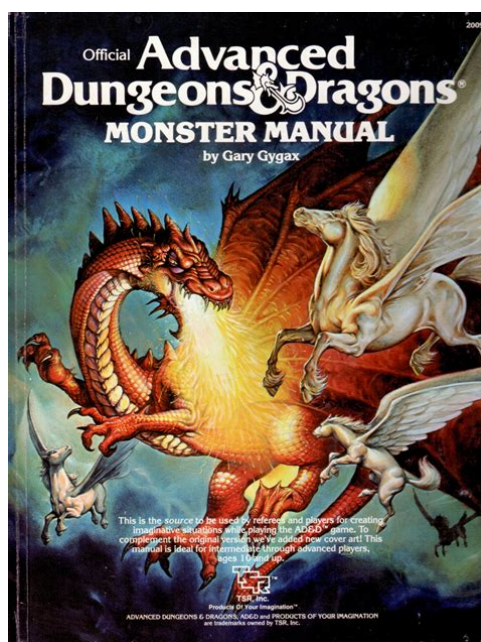


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More of these were printed than any of the Players Handbook or Dungeon Masters Guide hybrids, and they are certainly easier to spot. Still says 3rd on title page. Still says 4th on title page. 7th 8th Red Dragon cover. Still says 4th Edition on title page. 9th and later Red Dragon Cover. Title page notes printing and date. See this article's details for a list of items. Used GoodCustomer service is our top priority! Please try again. Please try again. Please try again. Please try your request again later. The legacy of his innovative ideas and the extensive reach of his powerful influence can be seen in virtually every facet of gaming today. To help honor his work and his memory, Wizards of the Coast has created limited edition reprints of the original 1st Edition core rulebooks the Dungeon Masters Guide, Monster Manual, and Players Handbook. Then you can start reading Kindle books on your smartphone, tablet, or computer no Kindle device required. In order to navigate out of this carousel please use your heading shortcut key to navigate to the next or previous heading. In order to navigate out of this carousel please use your heading shortcut key to navigate to the next or previous heading. Register a free business account To calculate the overall star rating and percentage breakdown by star, we don't use a simple average. Instead, our system considers things like how recent a review is and if the reviewer bought the item on Amazon. It also analyzes reviews to verify trustworthiness. Please try again later. C. Jackson Top Contributor Fantasy Books 5.0 out of 5 stars I expect the prices on these will continue to go up as interest in Stranger Things increases, and interest in 80s hobbies in general as seems to be the rising trend in Millennials; it seems that every generation is interested in the decade which preceded their birth, though thankfully the prices on 1st edition have never been as outrageous as for 2nd.

Or just as a conversation piece of early gaming ephemera. It is not terribly difficult to convert the

statblocks to other retroclones like Swords and Wizardry or Labyrinth Lord; you get a feel for THAC0 after a while and can readily convert descending to ascending AC. I like the treasure tables at the end as well for my retroclone use. Takes a lot of thought out of monsters of any challenge level. Plus it has Demogorgon and the Mind Flayer; Plus, the art back then was clean and simple, pure almost, not computer aided overly done color prints like most of them today. I was almost 17. It was a long awaited book. To do this in honor of its creator the late E. Gary Gygax E.G.G. is amazing and much appreciated by the fraternity of gamers that will remember those 1st days of the RPG systems. The Monster Manual that I received is very high quality. This solid book is well bound and will definitely last far longer than the original publications from the 70s and 80s. It is simply a quality product. If you used to play the game back in the day; thumbing through these pages are a welcome stroll down memory lane. It will not disappoint. I have 1st printings of the Monster Manual, Players Handbook, DMs Guide, and Unearthed Arcana. Since they have been in near continuous use for almost 40 years, my books were beat up, torn, covers falling apart, pages falling out, pizza and coke stains on them. Very nostalgic, and very satisfying. And upon opening them, I was very pleased to discover that a portion of the proceeds from the sales of these books is being donated to the building of a memorial to Gary Gygax in Lake Geneva, WI where it all began. The paper is more durable than the original books, so I can see the premium edition reprints as a useful for actual gaming, as much as for collecting. The text and illustrations are completely true reproductions of the original, so nothing has been changed. It was in great shape and arrived in a timely manner.

Now, 3 decades later I thought to look for this book on Amazon and, hehe, I found it. So now I'm back to leafing through it. The book itself arrived in a timely fashion and its condition is more than acceptable though obviously not perfect. All the monsters and beasts are here from Goblin to Ogre to Troll to Orc to Dragons to Seahags to Knolls to Bugbears to Skeletons to Zombies to Wights to Gnomes. But let us not forget the Beholder, many adventurers have fallen foul to this horrid creature. Always a good end of adventure big boss, fight or run away. Let's hope you have a decent Magic User and Fighter in your group!!! Great reminiscing of old gaming days. Die Verarbeitung ist ganz hervorragend, und natürlich handelt es sich um einen Premium-Nachdruck. Anders gesagt ist natürlich lediglich die Aufmachung verändert worden. Warum also nur drei Sterne. Denn eigentlich hatte ich mir gewünscht, da. Denn selbst wenn es natürlich dem Original entspricht, macht es so einfach keinen Spaß. Eine weitere Möglichkeit wäre es natürlich auch gewesen, das zweite Monster Manual zu integrieren, und damit aus diesem vorliegenden Band eine echte Premium-Ausgabe zu machen. Denn so ist das Buchlein, und ein solches ist es nunmal leider ein Buchlein, einfach sehr knapp. Und früher oder später braucht man das zweite Buch, und das sieht wiederum im Regal dann nicht so toll nebeneinander aus. Deshalb nur drei Sterne. Praktischer Nutzen eingeschränkt, und Inhalt nicht erweitert. After some searching I found this used book for a decent price and bought it. The book arrived in 2 days. The cover was chipped and scuffed but all pages were undamaged and intact. Now I have a beautiful collection of monster drawings that I will treasure forever. [One-click unsubscribe later if you don't enjoy the newsletter. Password forgotten Click here.](#)

An encyclopedic collection of information certain to be of invaluable use to players and Dungeon Masters alike, the Monster Manual comes complete with game specifications, background details and, in many cases, an illustration in addition! It was published in December 1977. Fans who still have their original books from the 70s and 80s can attest to the success of this goal. The production of the Monster Manual was also notable for its illustrations — mainly the fact that there are a lot of them. Out of over 350 monsters, about 200 have illustrations, which marked another major milestone in the roleplaying industry. One nonmonster picture is also of note a full-page illustration by Dave Trampier, printed next to the list of treasure types, shows three greedy adventures reaching into a glowing chest. The cover of the Adventurers Vault 2 2009 later paid homage to it. Though its unsigned, that infamous lynx drawing is probably by Wham. That began when they replaced The

Strategic Review 1975/1976 with The Dragon 1976/2007. Little Soldier Games The Book of Monsters 1976 appeared the previous year, albeit with generic stats. Up to that point, artwork was still being added and errata was still being incorporated. However it did give insight into its philosophies. In contrast the Monster Manual provides an extensive stats block for each monster frequency, no. The monsters also tend to get more description, and as we've seen about half of them receive a picture. GMs would have to wait almost two years, for the release of the Dungeon Masters Guide 1979 to learn what these beasts were worth. The most notable additions are certainly the devils. Though demons had debuted in Supplement III Eldritch Wizardry 1976, this was the first appearance of their archenemies — from Asmodeus through the lemures. Many other creatures made their first appearance as well, including mimics, otyughs, troglydytes, xorn, and tons of dinosaurs.

The fixes were then incorporated into the next few printings of the book, with most in place by the fourth printing 1979. The plan was to have the series done by the early summer of 1978. However he notes a few authors who created additional monsters Steve March undersea creatures, Erol Otus ankheg and remorhaz, Ernie Gygax water weird, and Terry Kuntz beholder. TSR was still a small business when the Monster Manual was produced; the book was typeset by Gygax's first wife, Mary! Some older content may reflect ethnic, racial, and gender prejudice that were commonplace in American society at that time. These depictions were wrong then and are wrong today. This content is presented as it was originally created, because to do otherwise would be the same as claiming these prejudices never existed. This part of our work will never end. Paper quality Ink hues I guess I'm going to get the OSRIC system instead. I'm very happy. Stop taking POD options down, and put more up! Only the DMs Guide is not available in Premium print now. Is there a big difference There is hope! Response below Hello again, Very sorry for the delay. It seems that this book should be available in print, but it was shut off for some reason. We have ordered a proof copy to be sure there isn't a problem with the file. Once we get that proof back, and it looks good, the title will be available for purchase again in print format. Thank you for your business and please let us know if we can be of any further assistance. I want to order all these on POD but pointless without the MM. Hope that proof copy gets sorted soon. I would suggest you all raise tickets via DMsGuild NOT WOTC to let them know there is demand. Hello again, Thank you for your reply. Unfortunately we don't have a time frame as to when a printed version will become available. We will bump our publisher service team again, but it may be some time before we have a print version available.

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By using this site, you agree to the Terms of Use and Privacy Policy. It describes each with gamespecific statistics such as the monsters level or number of hit dice, and a brief description of its habits and habitats. Most of the entries also have an image of the creature. Due to the level of detail and illustration included, it was cited as a pivotal example of a new style of wargame books. Future editions would draw on various sources and act as a compendium of published monsters. Monsters of the appropriate level were included in the rulebooks for the various basic game sets: the Basic, Expert, Companion, Master, and Immortal sets. These monsters were later collected in the Rules Cyclopedia, which replaced higher-level boxed sets, and the Creature Catalogue. The first edition was also the first appearance of the mimic. If every DM and every player didn't buy it, I would be very surprised. It also featured monsters that were widely ridiculed, such as the flumph, one of the few nonevil creatures presented in the volume. Like the Fiend Folio before it, the monsters in Monster Manual II listed the experience point value for each monster within the entry. The Monster Manual II along with the First Edition Unearthed Arcana book featured quite a number of monsters, races, and places from Gary Gygax's home Greyhawk campaign world. These were followed by many appendices that contained extra monsters for particular campaign settings. It would also mean they would only need to purchase core volumes and appendix volumes for the campaigns they wanted, rather than getting a mix of monsters in books. However, the binder format ultimately proved impractical for two main reasons. First, looseleaf pages were not as durable as the hardcover format. As it was a frequently used game aid this was a serious concern. Second, TSR routinely printed different monsters on each side of a sheet, making it impossible to keep monsters in strict alphabetical order.

More Monstrous Compendium appendices were released as supplements to the Monstrous Manual in the form of paperback books. They included updated reprints of loose leaf Monstrous Compendium Appendices and new volumes. They contain mostly updated monsters from the sourcebooks of earlier editions, though some monsters have almost no overlap with those of their first edition namesakes. This book was also published in the v3.5 format and used the new stat block



format that was introduced in the *Dungeon Masters Guide II*. *Monster Manual IV* contained fewer actual monsters than *Monster Manual II* and *III*, but had sample lairs and encounters for them, gave stats for classes and templates applied to old creatures, and full page maps. The book was expanded with some new information, 31 new illustrations, and a new index. This book was published in the same format as the *Monster Manual IV*, featuring lairs and tactics and, like *III* and *IV*, detailing how these new monsters fit into *Eberron* and *Forgotten Realms*. The book was designed by Mike Mearls, Stephen Schubert, and James Wyatt. *Monster Vault Threats to the Nentir Vale* was released June 28, 2011 and reintroduced a few new monsters as well as several related to the setting of *Nentir Vale*. Archived from the original on October 4, 2008. Retrieved August 20, 2005. Archived from the original on October 3, 2008. Retrieved October 3, 2008. Retrieved June 24, 2013. Archived from the original on December 24, 2007. Retrieved December 24, 2007. Retrieved June 24, 2013. Retrieved August 12, 2013. By using this site, you agree to the Terms of Use and Privacy Policy. Groups Discussions Quotes Ask the Author This manual contains all the new members, from Abishai to Zygom, including new creatures like the Deadly Pudding, Devas, and Valley Elves. And you'll also have the advantage of the expanded lists of lycanthropes, giants, and other beasts.

To see what your friends thought of this book, All the best monsters, those tried and true mythical beasties everyone knows and loves, most all of them were in the *Monster Manual* and *Fiend Folio*. And you could see by the new stuff they came up with that they were stretching for ideas. Come on, that's just a naked dude with a sword. And now you've just stuck a fox in a dress. On the plus side, some of the artwork is pretty good and there's actually a decent cover on this one. I'm talking about this version of the cover. It may not be terribly exciting, but it's a painting. And a bloody masterpiece compared to the cover of the first *MM*. All in all, I did more perusing than using of the monsters in *MM II*. I mean, why use a tasloi in your module when a kobold will do. And what the frick was the deal with those geometrically shaped modrons. That's just goofy. You can't just keep sending the same tried and true creatures against the players as they learn all the weaknesses to exploit. This book was an awesome addition to the Game Masters arsenal, oops I meant challenges, to use on players. Good entries and writes up. Recommended for gamers I spent way too many hours in my room and on car trips reading this book and thinking wow this is cool. Funny I'd be enthralled by this book, when at this age the thought of reading a fantasy novel seemed like something I'd really hate to do. I'm just sorry I don't have more of these books lying around. More time was taken to compile monsters from a wider variety of sources, and these monsters give the sense of having been more carefully considered and playtested than those in the *Folio*. I used this book as a source more frequently for my own games, although it never reached the same level as the original *Monster Manual*.

A lot of the monsters in this volume were intended to populate the Outer Planes, so in addition to the usual Demons and Devils from the Abyss and the Hells, we also get Daemons Gehenna, Deomdands Tarterus Devas the Outer Planes of Good, and Modrons Nirvana. That's all pretty good, but a lot of these beings have little reason to be in the Prime Material Plane where, presumably, most adventures are located. I found that a number of the monsters in this volume fill important gaps from the original, especially in terms of sea monsters and animals both normal, giant, and undead, but I also found some of the additions questionable. The original *MM* gave a pretty exhaustive list of dinosaurs, if you wanted dinosaurs, and I didn't see much need to add almost five more pages of them here although it's nice to get stats for the Dimetrodon. Another questionable choice, which didn't really weaken the monster listings, was the choice of appendix. About 18 pages are dedicated to new random monster encounter tables, and to data for generating your own tables. First, I was never a big fan of random monster encounters they tend to slow down the plot and introduce combat situations that wear out your party for minimal benefit. But, that aside, the value of these tables is dubious, since they all include monsters from the other two books, and so wouldn't be any good to

anyone who didnt already possess the complete set. Finally, the actual tables are limited to just a handful of monsters from each, instead of the definitive tables generated in both the DMG and FF for all monsters extant at that time, making this simultaneously too comprehensive and too limited. Noticeably missing is the Treasure Type table, which takes one page and appeared in both the FF and the MM I.

Without this table, it would be hard for a beginning GM to use this book, although Gygaxs decision not to reprint it probably reflects his continuing conflict about its being too generous, as stated in the Dungeon Masters Guide and the introduction to this book. However, the treasure types are still listed with each monster in this book, so you need to have something to determine them. In spite of all the flaws Ive listed above, Im still giving this a high rating, for the simple fact that Ive always loved the monsters. The Tarrasque quickly became a particular favorite, and I used him as a kind of DeusExMachina when campaigns got out of control. I also loved the Cat Lord, and the idea that the Hells are covered with herds of roving Stench Kows makes me laugh to this day. Other monsters, like the Drider and the Stegocentipede, are just cool to look at, and in that sense I should mention the art, which has returned to the high standard of the original MM after the somewhat disappointing monotony of style in the FF. The very first monster, the Aboleth, is a fascinating fishoctopusalien thing, that deserves some kind of artistic award. Having fallen away from role playing, I have no idea how many of these monsters survive. Maybe that reflects the ultimate success or lack thereof of these supplements, but for me the MMII has always had a special place in rpg history. These books are just flat fun. These books really can be enjoyed even if you dont play Dungeons and Dragons though youll obviously appreciate them more if you do enjoy. As a DM he was as fun to play as any player character. While Monster M. I particularly liked the second appearance of unique devils and demons, including my favorite, Pazuzu. As a DM he was as fun to play as any player character. Some of the creatures in here appear officially but have appeared before in the back of adventure modules, most notably the drider. One should collect all three, as they sometimes reference each other.