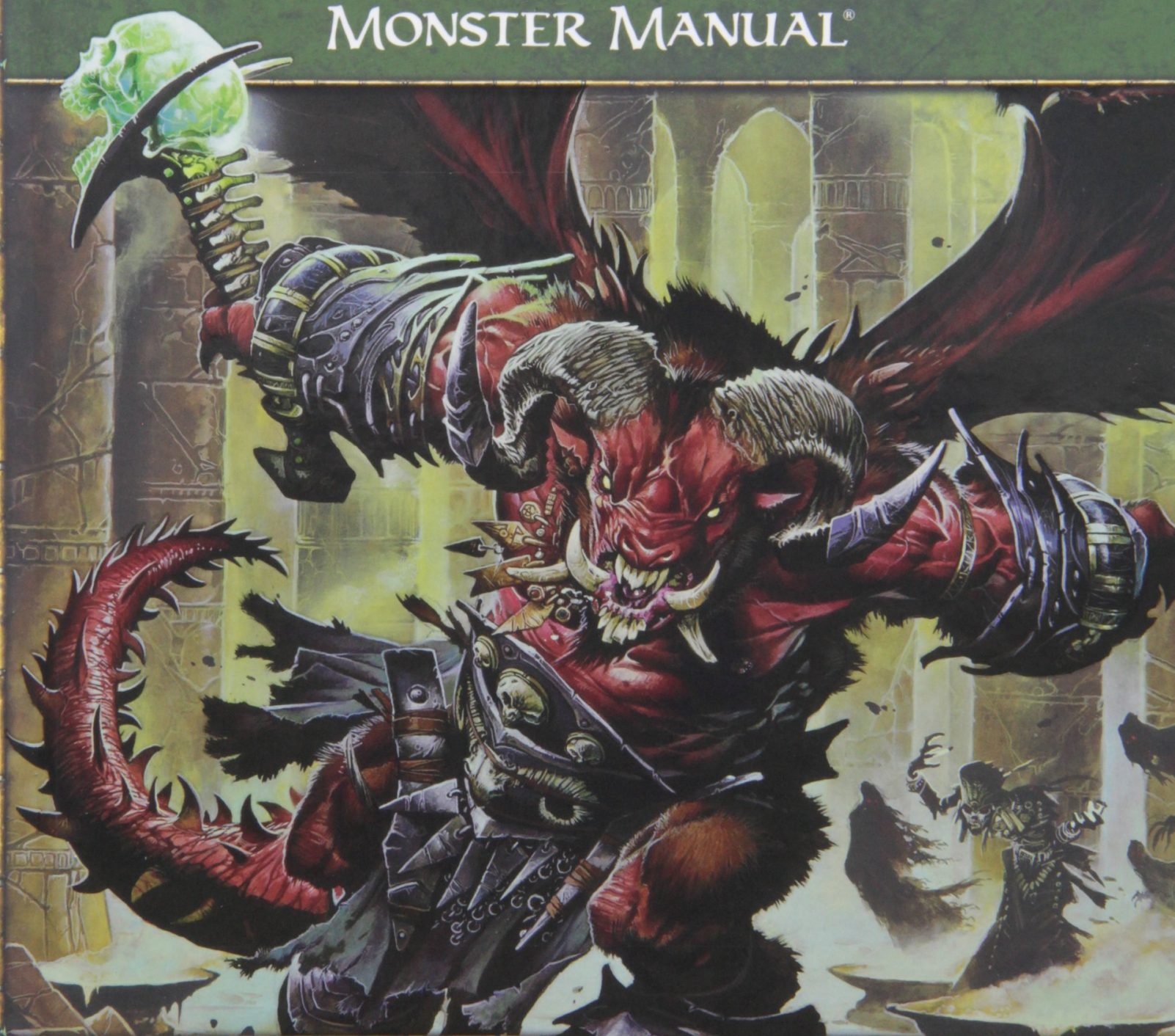


DUNGEONS & DRAGONS[®]

MONSTER MANUAL[®]



ROLEPLAYING GAME CORE RULES

Mike Mearls • Stephen Schubert • James Wyatt

Resumo de Monster Manual

The second of three core rulebooks for the 4th Edition "Dungeons & Dragons"(r) "Roleplaying Game." The "Dungeons & Dragons"" Roleplaying Game" has defined the medieval fantasy genre and the tabletop RPG industry for more than 30 years.

In the D&D game, players create characters that band together to explore dungeons, slay monsters, and find treasure. The 4th Edition D&D rules offer the best possible play experience by presenting exciting character options, an elegant and robust rules system, and handy storytelling tools for the Dungeon Master.

The "Monster Manual" presents more than 300 official "Dungeons & Dragons"" Roleplaying Game" monsters for all levels of play, from aboleth to zombie. Each monster is illustrated and comes with complete game statistics and tips for the Dungeon Master on how best to use the monster in D&D encounters.

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