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.

My Personal Review:
I recently set up a Dungeons and Dragons group and I was having a bit of trouble coming up with different creatures (as far as what their stats should be and what type of attacks/spells different creatures have). The Monster Manual lists several different creatures and any stat that you will need to fight them. It has everything from how they attack to how strong they are (challenge rating). Definitely an invaluable source for Dungeon Masters who are starting out or even seasoned Dungeon Masters. It also teaches
you how to eventually make your own creatures or characters so that you dont even need the book anymore.

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