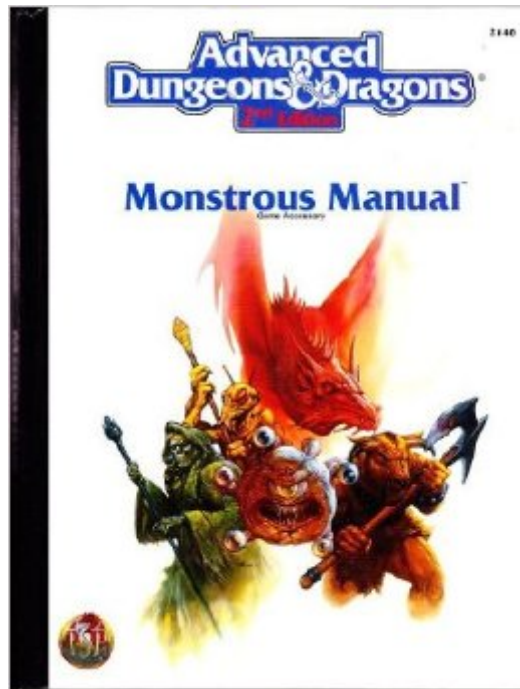


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# Monstrous Manual (AD&D 2nd Ed Fantasy Roleplaying Accessory, 2140)



## Synopsis

New illustrations and corrected material highlight this revision of the standard monstrous compendiums collected together in one volume. This will be the perfect, easy-to-use replacement for the bulkier compendiums of the past. Illustrations, some in color.

## Book Information

Series: Advanced Dungeons and Dragons

Hardcover: 384 pages

Publisher: TSR Inc.; 2nd edition (June 1993)

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Product Dimensions: 1 x 8.5 x 11.2 inches

Shipping Weight: 2.3 pounds

Average Customer Review: 4.4 out of 5 starsÂ Â See all reviewsÂ (92 customer reviews)

Best Sellers Rank: #266,728 in Books (See Top 100 in Books) #137 inÂ Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons

## Customer Reviews

After having played the newer 3rd Edition of Dungeons and Dragons for quite some time, I thought I'd take a little trek down memory lane and order an artifact from the past - the old AD&D Monstrous Manual. My, how things have changed in just over a decade! Every official D&D product coming out now is made by Wizards of the Coast, a company owned by Hasbro, maker of many childish wonders. It goes without saying that due to its parent company, Wizards only produces glitzy, "best foot forward" material that is much more family friendly and lot less "nude woman" oriented than what we enjoyed in times of old. Reading through this nigh on ancient volume reminds me both of how insanely cool Advanced Dungeons and Dragons was, and of how incredibly nerdy we must have all seemed. The art throughout the book ranges the gamut from really great (See the "Gnoll" creature, which looks suspiciously like a DiTerlizzi work, the guy famous for doing all the Planescape artwork), to laughably cartoonish (see the "Bullywug" creature), to the outright bad (see the "Goblin" illustration. I get the feeling an artist was running too close to the deadline for publication, and had his pre-teen kid do a sketch, which he then submitted as his own). While some of the artwork has become considerably higher quality with the transition to 3rd Edition, most notably with the dragon illustrations, a lot of it actually took a step back. The Dryad, Elementals, and

Hobgoblin all look a lot better here than in the newer editions. The whole book has an extremely nostalgic feel. Anyone who was fortunate enough to have played AD&D will be going through a minor rapture perusing the various pages.

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