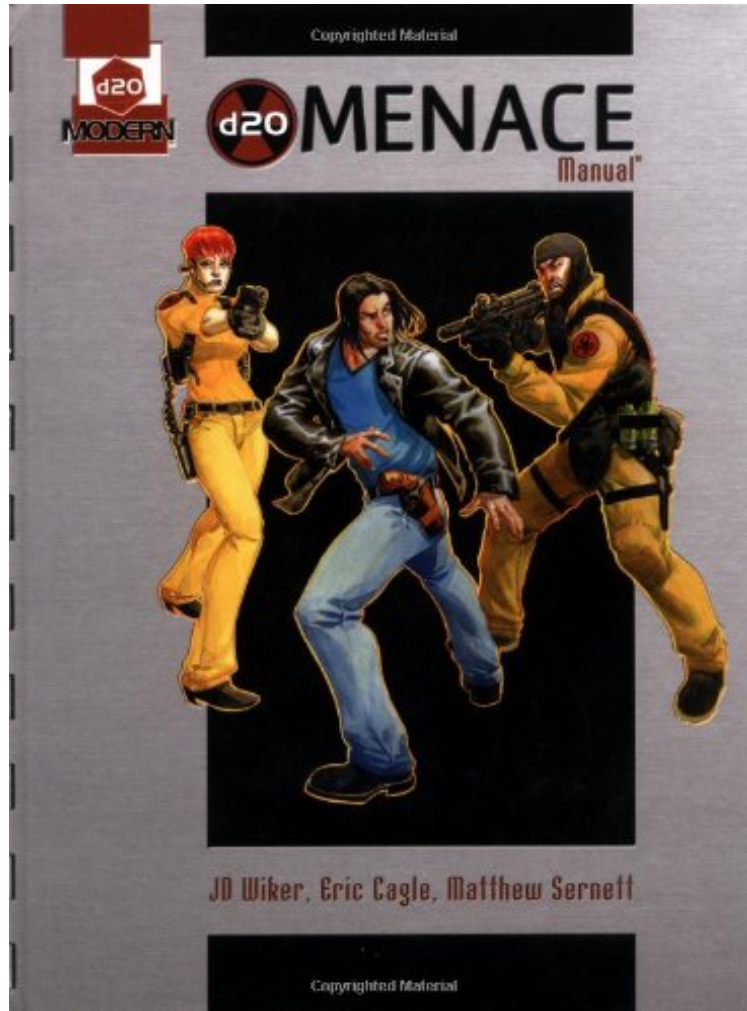


(Download ebook) d20 Menace Manual: A d20 Modern Supplement

d20 Menace Manual: A d20 Modern Supplement

J.D. Wiker, Eric Cagle, Matthew Sernett
DOC | *audiobook | ebooks | Download PDF | ePub



[Download](#)

[Read Online](#)

#846500 in Books 2003-09-01 2003-09-01 Original language: English PDF # 1 11.20 x .62 x 8.551, 1.90 #File Name: 0786928999224 pages | File size: 39.Mb

J.D. Wiker, Eric Cagle, Matthew Sernett : d20 Menace Manual: A d20 Modern Supplement before purchasing it in order to gage whether or not it would be worth my time, and all praised d20 Menace Manual: A d20 Modern Supplement:

0 of 0 people found the following review helpful. Necessary for your campaign. So much less work on your hands. By JasperIf DnD had a trifecta of books, this would be the sister to the Monster's Manual. I always felt like creating D20 modern enemies took too much hassle and this book really honed in on making generic set NPCs for large minion groupings, which I love. This is very similar to how 5th Edition DnD created enemy templates in the back to use and draw very easily. I consider this a necessity. 2 of 2 people found the following review helpful. A good little supplement. By d20 CriticThe d20 Menace Manual is the d20 equivalent of a DD Monster Manual and, in a way, that's exactly what it is. There are some excellent creatures in here, especially from an urban legends standpoint. There is

Spring Heeled Jack as a Jumping Jack Demon, the Loch Ness Monster as a Plesiosaur, and Mothmen as well...the Mothman. However, one of the problems for me is that, despite the relatively high number of creatures you get for the price, there are absolutely no rules for playing AS them. That's right; no playing as Bigfoot with a shotgun for you, unless you want to come up with your own rules for it. However, a single creature stands out for me that makes this book a buy, and that is the Bogeyman. The Bogeyman is a template that can be applied to any humanoid. Essentially, it becomes nearly impossible to kill. After dying from anything at all, it is capable of getting back up in just a few in game turns. Obviously, this can lead to many "slasher" themed games, which is such an interesting concept that I felt I should put it as a pro. Also, most of the alien species from d20 Future are reprinted here, so if you don't want a future themed game, but still want to battle little green men, this book could possibly save you some money. Obviously, the majority of this book revolves around aliens, demons, and other such creatures that doesn't exist in real life. However, the last third of the book is entirely based around GM NPCs, and giving them stats. To me, this chapter is a big hackneyed, as basic templates for such characters, especially minor characters, are already printed in the original d20 Modern rulebook. It is nice to have a pre-made SWAT team member on the fly, but nearly pointless if you would just put some forethought into your games. Overall, very little to actually complain about. 4/5 stars. 1 of 1 people found the following review helpful. Nice, if somewhat derivative, modern pulp ideas

By Kid Kyoto This rules supplement gives various alien races, monsters and organizations for a modern pulp game. Few of the ideas are very original, there's an even corporation, an evil government conspiracy, an evil drug cartel and other standard choices. But it's solid and gives GMs a lot to work with.

Designed for use with the d20 Modern Roleplaying Game, the d20 Menace Manual presents a host of villains, monsters, and other adversaries to pit against the heroes in any modern roleplaying game. It contains extensive real-world information, including information about existing organizations such as the CIA and write-ups of well-known mythical creatures such as the yeti and sasquatch. Adversaries for all levels of play are available, as are various allies, and there is extensive information on organization and factions that heroes can either join or combat.

About the Author JD Wiker has contributed to numerous Star Wars products, most recently the Star Wars Roleplaying Game Revised Core Rulebook, the Star Wars Hero's Guide, and the Star Wars Galactic Campaign Guide. Eric Cagle's most recent credits are the Star Wars Ultimate Alien Anthology and the DD Arms Equipment Guide. Matthew Sernett is an associate editor of Dragon Magazine. Author of numerous Dragon, Dungeon, and Polyhedron articles, his most recent credits include Plot Poison and Fiend Folio.