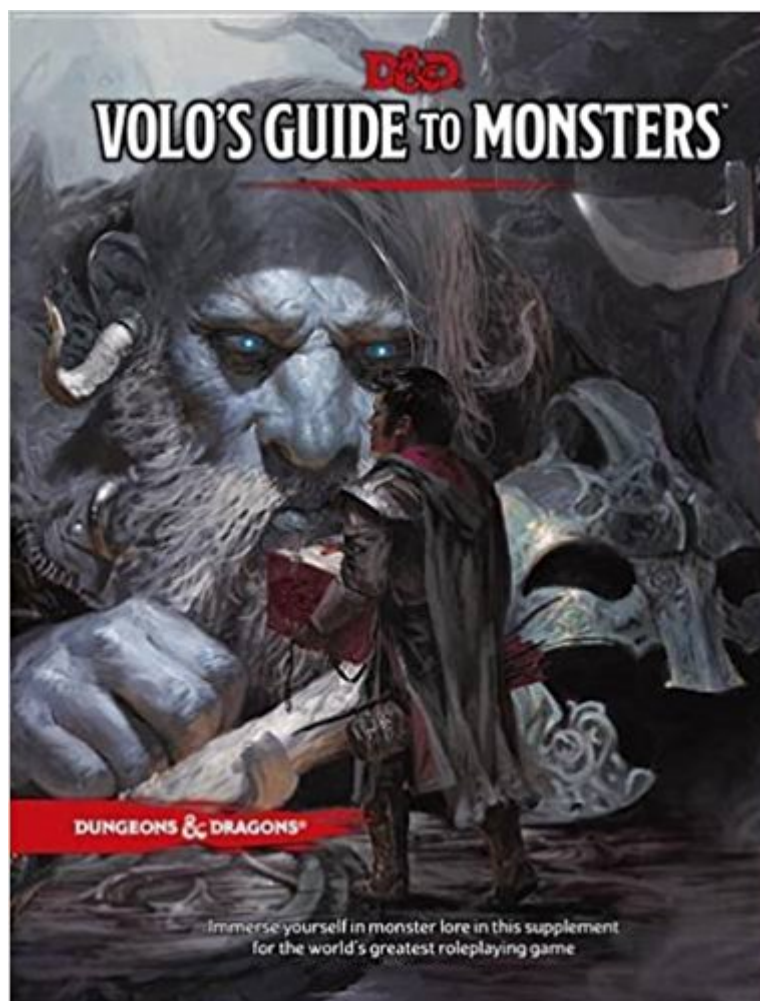


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Volo's Guide To Monsters



Synopsis

Immerse yourself in monster lore in this supplement for the world's greatest roleplaying game. This is NOT just another Monster Manual! Volo's Guide to Monsters provides something exciting for players and Dungeon Masters everywhere. A deep dive into the lore behind some of D&D's most popular and iconic monsters. Dozens of monsters new to the fifth edition to include in your epic adventures. New playable races to allow you to build characters to fit nearly any type of story in your D&D game. The esteemed loremaster Volothamp Geddarm is back and he's written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn't believe Volo gets some of the important details quite right. Don't miss out as Volo and Elminster square off (academically speaking of course) to illuminate the uninitiated on creatures both common and obscure. Uncover the machinations of the mysterious Kraken Society, what is the origin of the bizarre froghemoth, or how to avoid participating in the ghastly reproductive cycle of the grotesque vargouille. Dungeon Masters and players will get some much-needed guidance as you plan your next venture, traipsing about some dusty old ruin in search of treasure, lore, and let's not forget ... dangerous creatures whose horns, claws, fangs, heads, or even hides might comfortably adorn the walls of your trophy room. If you survive. Research has never been so dangerous!

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Customer Reviews

Volo's Guide To Monsters is now, without a doubt, my new favorite 5E book. Part 1 contains a LOT

of in-depth information about some of D&D's most notable adversaries: Beholders, Giants, Mind Flayers, and others. The second part contains new racial options for players; IIRC, some of these were presented in other books, but it is nice to have them collected in one place. The rest of the book has a bestiary of new creatures, great and small, as well as some "plug and play" NPCs. For the DM, this book is a treasure trove; I tend to buy 5E books for inspiration, and don't really play pre-generated campaigns, and VGtM is helping me take the campaign I'm running in some exciting new directions (at least, for me). Also, I'm all about giving players more options, so the new player races are also extremely interesting to me. I don't know how much I'll use the pre-gen NPCs, but they're handy to have, just in case. One of my favorite things about the book is the chief conceit of its design. Peppered throughout the book are comments of Volothamp Geddarm (the "Volo" of the title) and the archmage Elminster Aumar. These little side notes add a lot to the flavor of the book, and help the reader immerse him/herself in the world. EDIT: Another thing I like about this book that I just discovered is that the index of the book has monsters sorted by challenge rating and sorted by location. So, if you're hunting for creatures in, say, the Underdark, it's extremely easy to find them in the book. Nice addition!

This is a great addition to 5th Edition Dungeons and Dragons. The cutesy banter between Volo and Elminster is kept to a minimum, leaving some really great, meaty content. While I just received my print copy today, I've been using the online version through Roll20 for two weeks. My review is based on two weeks of experience with the content, plus sitting with the physical book today. What exactly are you getting in this book? - Nearly 90 pages of in depth monster lore, focusing on Beholders, Giants, Gnolls, Goblinoids, Hags, Kobolds, Mind Flayers, Orcs, and Yuan-ti. This is very in depth work, with multiple pages providing variants, tables, lairs (including maps), historical background, and even some of the psychology of the creatures that can really help you flesh out these types of creatures in your games. - 7 new Player Character races, including Aasimar, Firbolg, Goliath, Kenku, Lizardfolk, Tabaxi, and Triton. These are a nice edition, and I especially like how the details for these new races includes tips on how to role-play as these slightly more unique creature types. Overall, these new races feel like they can breathe a lot of new life into campaigns for players who might be starting to get tired of the standard set from the Player's Handbook. - 6 new Monstrous Player Character races, which feature groups that were represented in the first 90 pages. These are more limited/specialized builds that a DM would really need to weigh before including in a game, but absolutely could provide some fantastic adventures for the right group of players. The 6 Monstrous races represented are Bugbear, Goblin, Hobgoblin, Kobold, Orc, and Yuan-ti Pureblood. - An

expanded Bestiary. The next 99 pages of the book are dedicated to new monsters for your games. There are an excellent variety of new creatures, including some favorites that didn't make the original Monster Manual. Personally, I was glad to see a nice balance between creature types, and that these new creatures help round out some of the groups, such as Fey. It also is nice to see a book like this deepen the bench; this section of the book provides an especially large amount of new monsters of the type covered in the first 90 pages (Beholders, Giants, Gnolls, Goblinoids, Hags, Kobolds, Mind Flayers, Orcs, and Yuan-ti). A full 10 pages of this is also used to create new NPC stats, which is a great boon to be able to build encounters that stretch across a wider CR level in more civilized locations. - The book wraps up with 4 pages of Appendixes which provide a quick reference no matter how you are looking for a creature: you can find them by CR level, by Creature Type, or by the typical environment that you would find the monster in. All in all, the content is incredibly useful for any dungeon master who wants more content. The new monsters alone are worth the price of admission. The new character races are also an excellent new addition, although their uniqueness may make them more useful for some groups over others; that said, options are always nice to have. The first 90 pages of lore will be most useful to DM's who are planning on using the types of creatures listed in their campaigns. Especially if you are using those creature types, I highly recommend this as an addition to your collection, as the amount of material provided on these creatures is sure to spark your imagination and spin new adventures for your table.

This is a wonderful addition to the D&D 5e rule book family. The artwork is spectacular, and the writing is quite humorous. I love the extended monster manual, and really appreciate the addition of monsters from previous editions that were left out of the core MM (like the cave fisher). The additional races are also really spectacular, and open up a world of opportunities for adventuring parties. I find this book just as useful as the DMG and the MM. If you're one the fence about buying it, but really want some game expansion, just get it. You won't regret it.

I love that they really expanded on some monster races. Especially the hags. I'm running a game where the fey are a large part of the game so having hags and a better idea how to play them and to expand on their living, including their "lair" has really helped me in expanding a side story with a coven of hags being a returning villain. And my players (and myself) love the extra races, especially the monster races. Currently my group is running a party of goblins, hobgoblins, and bugbears. And a kobold moon druid is one of the strongest, coolest builds I've ever seen.

This is a very well done and useful supplement, with a section of monster ecologies and culture for a variety of commonly used intelligent foes (hags, gnolls, kobolds, orcs, goblins, yuan-ti, etc.). These sections are very thorough and well done and provide information on culture and the lairs of these creatures (along with sample lairs to use on the fly). The next section is on new PC races, such as lizardfolk, goliaths, and some others. Goliaths were already introduced in a free online supplement, but on the whole, these new PC races are fine and add variety to player options. The final large section contains new monsters (some of which are variations of the creatures presented in the first section) and others entirely new. You get some hilarious new kobolds (like a inventor who torments the PCs with random crazy inventions)! Also at the end are some very useful new NPC stat blocks.

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