



VOLO'S GUIDE TO MONSTERS

DUNGEONS & DRAGONS®

Immerse yourself in monster lore in this supplement
for the world's greatest roleplaying game

Wizards RPG Team

Volo's Guide to Monsters



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Immerse your self in monster lore in this supplement for the world's Research hasn't been so dangerous! This is NOT just another Monster Manual! New playable races to allow you to build personas to fit nearly any kind of tale in your D&S Instruction to Monsters provides something exciting for players and Dungeon Masters everywhere. The esteemed loremaster Volothamp Geddarm is certainly back and he's Don't Dozens of monsters not used to the 5th edition to include in your epic adventures :D' Volo'D video game. :. Sadly, the Sage of Shadowdale himself, Elminster, doesn't If you survive. A deep dive into the lore behind some of D&S miss out as Volo and Elminster square off (academically speaking of training course) to illuminate the uninitiated about creatures both common and obscure. Uncover the machinations of the mystical Kraken Society, what is the origin of the bizarre froghe-moth, or how to prevent participating in the ghastly reproductive cycle of the grotesque vargouille. Dungeon Masters and players are certain to get some much-needed assistance as you plan the next venture, traipsing about some dusty older ruin searching for treasure, lore, and let's remember :s most popular and iconic monsters :s written a fantastical dissertation, covering probably the most iconic monsters in the Forgotten Realms. dangerous creatures whose horns, claws, fangs, heads, or also hides might comfortably adorn the walls of your trophy space.t believe Volo gets a few of the important details quite best. :s greatest roleplaying game



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My new favorite 5E book Volo's Instruction To Monsters is now, without a doubt, my new favorite 5E book. Component 1 contains a LOT of in-depth information regarding some of D&D's perhaps most obviously adversaries: Beholders, Giants, Brain Flayers, and others. The next part contains brand-new racial choices for players; IIRC, some of these were provided in other books, nonetheless it is fine to have them collected in a single place. All of those other book includes a bestiary of brand-new creatures, great and small, as well as some "plug and perform" NPCs. For the DM, this book is a treasure trove; I have a tendency to buy 5E books for motivation, and do not really play pre-generated campaigns, and VGtM is helping me take the campaign I'm running in some exciting brand-new directions (at least, for me). As the last section offers stats for a couple of new monsters linked to the races complete in the front of the book and some new NPC types. The 6 Monstrous races represented are Bugbear, Goblin, Hobgoblin, Kobold, Orc, and Yuan-ti Pureblood. One of my favorite things about the book is the chief conceit of its design. Peppered throughout the book are remarks of Volothamp Geddarm (the "Volo" of the name) and the archmage Elminster Aumar. These little part notes add a great deal to the taste of the publication, and help the reader immerse him/herself in the world. Having said that, options are always wonderful to have. Therefore, if you're trying to find creatures in, say, the Underdark, it's extremely no problem finding them in the book. Amazing Book, HORRIBLE PRINT First off that is my favorite DND 5e books, the races and monster stats in this have been an amazing asset to the advertising campaign I'm writing and provides me larger and even more comprehensive hoard of creatures. Perfect for DMs looking for inspiration This book is similar to yet another monster manual that targets a few specific classes of creatures. A treasure trove of motivation with fresh races, monsters, and in-depth monster lore This is a great addition to 5th Edition Dungeons and Dragons. The cutesy banter between Volo and Elminster is certainly kept to the very least, leaving some excellent, meaty content. These are a good edition, and I specifically like how the details for these fresh races includes tips on how to role-play as these slightly more unique creature types.) In any other case, still very happy with this book and happy to possess it in my collection. What exactly are you getting in this book? The next section gives several brand-new participant races such as for example Aasimar, Goliath, Lizardfolk, Tabaxi and my new preferred the Kenku. Good Good Enemy lore Complete lore that explains background, behavior, and personality of all sorts in reagrds to monsters.- 7 new Player Character races, including Aasimar, Firbolg, Goliath, Kenku, Lizardfolk, Tabaxi, and Triton. While I just received my print copy today, I am using the online edition through Roll20 for two weeks. The first 90 pages of lore will end up being most useful to DM's who are planning on using the types of creatures detailed in their campaigns. Maybe that's a complaint but that did bother me, enough to create this blurb. They are more limited/specific builds a DM would should weigh before including in a game, but definitely could provide some excellent adventures for the right group of players. I don't know how much I'll use the pre-gen NPCs, but they're handy to have got, in the event. Unlike the monster manual, only about half of the book is certainly monster stats. The new personality races are also a fantastic new addition, although their uniqueness could make them even more useful for some groups over others; I'd have given 5 celebrities but the printing gets a 2/5 luckily I'm pleased to have the book at a lower life expectancy price so that it gets a 4/5 Excellent purchase Came while advertised. I also like some of the insights like monster techniques. For the book itself, content smart, I love the brand new races even if they're a little on the essential side design wise (I felt they could've spaced them out better and made each fresh race page closer to players handguude layout where you have a big gorgeous illustration followed by their name in big print spaced out away from the next races, rather it reads with somewhat bigger print, illustrations occasionally on the next page, all type of run into one another. A full 10

pages of this is also used to create new NPC stats, which is an excellent boon to be able to build encounters that stretch across a wider CR level in more civilized locations.- The publication wraps up with 4 webpages of Appendixes which give a quick reference regardless of how you are looking for a creature: you will discover them by CR level, by Creature Type, or by the normal environment that you would discover the monster in. Overall, the content is incredibly useful for any dungeon master who would like more content. In a nutshell, it's somewhere within a strait up list and what the participant handbook does with the primary races. Another 99 pages of the book focus on new monsters for your games. EDIT: One more thing I like concerning this book that I just discovered is that the index of the reserve has monsters sorted by challenge rating and sorted by location. Overall, these new races feel like they can breathe a whole lot of new life into promotions for players who might be starting to get tired of the typical set from the Player's Handbook. Especially if you are employing those creature types, I highly recommend this as an addition to your collection, as the amount of materials supplied on these creatures will spark your creativity and spin fresh adventures for your desk. Great book with an excellent information on Monster Races. The book is laid out in 3 section with the first section giving the DM insight in to the a variety of monster races such as for example Beholders, Giants, Gnolls, Goblin races, Mind Flayers and Yuan-Ti.- Nearly 90 pages of comprehensive monster lore, focusing on Beholders, Giants, Gnolls, Goblinoids, Hags, Kobolds, Brain Flayers, Orcs, and Yuan-ti. Also, I'm about giving players even more options, therefore the new player races are also extremely interesting to me. As with all Wizard of the Coastline books the art work is great. Yed Came exactly as described. In addition, it is nice to see a book like this deepen the bench; That is a great publication for your D& It does a deep dive on those races, adding delicious layers of taste, and additional levels of challenge, as well. Xanthar, clearly doesn't know everything.. There are an excellent variety of fresh creatures, including some favorites that didn't make the initial Monster Manual. Arrived today in certainly perfect condition, I've observed a few negative reviews occasionally and think it's less of a knock on Wizard's of the Coast & Amazon, and even more of a case of in unluck of the pull. this portion of the book provides an especially massive amount new monsters of the type protected in the first 90 pages (Beholders, Giants, Gnolls, Goblinoids, Hags, Kobolds, Mind Flayers, Orcs, and Yuan-ti). The brand new monsters only are worth the cost of admission.- 6 fresh Monstrous Player Character races, which feature groupings that were represented in the initial 90 pages. My review is founded on two weeks of experience with this content, plus seated with the physical book today. A must-buy book for DM's.D library and I am hoping long term editions will expand out some of the additional races that couldn't make this edition.- An extended Bestiary. The rest is like a social research textbook focused on orc/goblin/etc history- ideal for fleshing out homebrew adventures. I was struggling to design an orc lair to challenge an even 10 party when I picked this book up. After ten directly pages focused on orc society and religious beliefs, an example orc lair, and six higher-level orc variants to throw in, I believe I will have a dungeon my PC's really can sink their teeth into, and which might just sink it's teeth into them... great addition great for making characters and gaming. I like the Monster Lore section, I utilized the Goblinoid history to expand the Hobgoblin Empire and Yuan-Ti's that I was using already using in my own campaign. Great addition! That said, all books I've bought for DND 5E have been at an area gaming shop and I decided as well order Volos Guide on Amazon as the price was so low compared to retail shops. When I got this book the print quality is completely horrible, I would have rather spent the extra money for a book I could have seen before purchase as the print is just embarrassing for a business like wizards of the Coastline, but you get what you purchase. Would recommend the book, but if you want a higher quality product maybe don't purchase it from Amazon. Individually, I was pleased to visit a nice stability between creature types,

and these new creatures help circular out some of the groups, such as for example Fey. This is in depth work, with multiple web pages providing variants, tables, lairs (including maps), historical history, and even a few of the psychology of the creatures that may really assist you to flesh out these types of creatures in your games.



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