

## Chapter 1 : | Wizards Play Network

*Volo's Guide to Monsters provides something exciting for players and Dungeon Masters everywhere! 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.*

Musicus Score 6 Some might say the magic is powerful enough to bump it to a 6. The Good The picture is adorable. I like that they have an option to get out of melee range. Though necessary, Attacks of Opportunity have always been a little bit awkward, and as a result having more ways to avoid them and still keep fighting is good. Disguise Self helps a lot in passing off these massive fey giants in normal society. For such a strange, lumbering, awkward race, this is a welcome addition. The Bad I think Detect Magic every short rest is a bit too much. Is this a big enough gripe? This of course makes them literally unplayable. The Verdict My minor gripes are not significant enough to sour me to these adorable bastards. Firbolgs all the way. The fact that Goliaths are a little bit underpowered compared to some of the PHB races is a testament to their excellent flavour and ability to spark the imagination. This is always a good sign. Powerful Build and Mountain Born get across the intention of the race by mixing flavour with mechanics. I think Mountain Born should have actually described the mechanics of "naturally adapted" rather than referring to the DMG and dusting off its hands for a job well done. The Verdict The Goliath has consistently shown itself to be a fun race. Despite having the same ASIs as a half-orc, it feels significantly different to play. But this is a good race overall. Kenku Flightless raven people who speak through mimicry. The Good The flavour and backstory of this race is unbelievably good, and quite tragic. Two side notes the designers make are very, very important: The traits are really simple and easy. No need to get complex. They got the intent of the race across in as few abilities as possible: The Verdict Love it. I reviewed another Kenku race in my DanDWiki reviews. You can decide for yourselves which one you prefer but I think the choice is pretty damn clear. Part 3, featuring Kenkus: I valued some abilities like Hungry Jaws pretty highly because it not only allows two attacks starting at level 1 but you also get temp HP which is really good and it replenishes on short rests so you can rely on it consistently throughout the day. The Good Like the Kenku, the strength of this race is its flavour. I read the whole thing and was amused by every word in every paragraph. The quirk chart is breathtaking. The Cunning Artisan trait is excellently written and looks like it could be a lot of fun. The Bad Too many abilities. This lizardfolk fell into the same trap as all the amateur homebrew nonsense on DanDWiki, which is way too many god damn abilities that would be fine individually but as a whole keeping mounting and mounting and mounting and some of which -- most tragically of all -- are totally unnecessary to get across the "feel" of the race. It even directly states they get the equivalent of swords and chainmail naturally. The worst part is that two whole god damn pages of beautiful flavour text was written explaining the pragmatic, stoic, rational personality of the race and yet one of their abilities suggests them flying into a "vicious feeding frenzy". Implementation I reviewed a homebrew lizardman race earlier and it had pretty much the same problems: I think that encourages them to roleplay a specialisation in their lizard clan much better. I think a total re-evaluation of the race would be necessary to make it viable for player characters and not just NPCs. At my table, lizardmen would be delegated solely as NPCs. Tabaxi Ah, frig, the furies. Some may see it as more potent. I think that applies here: It put into words my own ideal version of the trait. Though, as a race overall, for a monk I think a climbing speed is a trait that is rarer than it should be. It makes things fun and opens up extra options in the battlefield without being as preposterously OP as a fly speed. Darkvision is totally appropriate for this race. The Bad Ah, frig, the furies. Seriously this is the furriest biznasty I ever furried. Mary Lord above god help me please. Feline Agility alone is good enough to be an endgame-level class feature, or hell, even an Epic Boon abilities you get if you keep levelling past This is better than an epic boon. You use it for hit and run tactics. And like I said for the Firbolg, extra options to get away from melee range are good. I just think this is The Tabaxi as a whole synergises with monk way too well to be unintentional. Implementation You know what would work better than double movement speed every second turn? Look no further than the wood elf. I actually think something like that would be excellent, as the problem with Disengage is that your enemy can

just walk back right up to you on its turn and hit you again anyway, and there should be some ability to avoid that. No need to genuflect. If being a Tabaxi is your thing then go ahead. The actual issue is that being a Tabaxi puts you miles above other races in terms of munchkin potential. Triton Think the "Noble" background but, like, a fish. Musicus Score 6 or 6. The Good All the abilities contribute towards "water dwelling magic users". I like the fact that they get a new spell. Wall of Water looks like a lot of fun. Mermaids are almost always one of the first homebrew races to pop up and I think this race does it pretty well. Do you ignore the incredible pressure? And they can see as well at the depths of the ocean as they can on a sunny day on a flat plane? The vast majority of their abilities are useless on land. Just a couple sticking points with the magic and the wording of one ability which is probably a niche thing anyway. If I were playing it, I might ask the DM to experiment with the spellcasting. A child of the sea, you can call upon the forces of elemental water. You can cast the Shape Water cantrip with this trait. Starting at 3rd level, you can cast Create or Destroy Water with it, and starting at 5th level you can also cast Chromatic Orb with it as a 2nd-level spell which manifests as a quivering ball of freezing water that deals only cold damage. You require no material components for these spells. Bugbear Neither bears nor bugs. Ugly hairy stealthy brutish massive goblins. You never see that combo. The Bad I instinctively dislike monstrous races which means they gotta work to impress me. And I was willing to be impressed! Where the fuck did this come from? Plus you pair that with an assassin rogue and he one-shots the strongest monster every single combat. The bugbear in the MM has completely different traits. What does a bugbear get? Darkvision, extra damage on melee attacks, extra damage on surprise attacks, and proficiency in stealth and survival. No long limbs again, what the fuck? The Verdict No way. Implementation I already would instinctively disallow monstrous races. I want the monstrous races to be slightly less powerful than the regular races. If players are going to be picking these races, it better be because they like the flavour and not because they are seduced by its unreasonably potent munchkinnery powers. Its abilities do not translate well to racial traits. Some might say there are some benefits to being Small that make up for the disadvantages, in which case the score would be 5. Better for newly introduced races to tend towards weak than strong to avoid power creep. You might think constant disengaging and hiding would be another huge pain in the ass, but I actually like it when players are more mobile and more reliant on cover because it means the battlefield is more dynamic and we can play around with the environment a lot more. The Bad Goblins only care for themselves.

## Chapter 2 : Volo's Guide to Monsters Review | Nerd Sourced

*My point of view to Volos Monster Guide PDF I like the overall organization of Volos monster guide pdf. Here is an example: Its split into three major sections, with the first section giving a satisfying and compelling discussion of the nine famous monster types.*

It also had a limited release earlier this month in select stores with a limited edition alternate cover. The book is full of great art, maps, mechanics, and lore – lots and lots of lore. A little less than half of its pages are occupied by the stat blocks and descriptions of over new monsters of all different types. All in all, the book focuses much more heavily on lore and description than any of the Wizards core rule books or adventures. Though it has plenty of statblocks and random tables sprinkled throughout its pages, it aims more towards abstract inspiration than mechanics. One section gives us page after page of lore, with only a few mechanics sprinkled here and there. Another section gives us wall to wall stat blocks, with just enough lore to support them. The two sections are joined together by a small middle section that strikes a balance between the two. It also seems to be trying to create a narrative behind the book itself featuring its titular character, Volo, and the famous archwizard, Elminster. The book successfully creates excellent new narratives for its monsters and expands well on the old ones. With a few exceptions, all of the added lore, both for the classic monsters and the new races is very in depth and quite extensive. That mindflayer is no longer just a random monster at the bottom of a generic dungeon. Using the material provided here you can create entirely alternate cultures and ways of life for your antagonists. Sample maps are provided for each of the classic monsters such as the mind flayer colony, orc stronghold, and Yuan-ti temple. These can be taken and plopped right into your own homebrew campaign or used as inspiration for a creepy encounter of your own design. A great deal of effort was put into these entries and it really shows. The monsters in the back end of the book are also great; some are nightmarish, some are grotesque, some are hilarious. The art here is, as with all the Wizards 5e publications, stellar, invoking the right sense of seriousness or comedy that each entry requires. This coupled with the way the book was marketed would lend itself to the belief that it would be written in an unreliable narrator style, giving equal parts attitude and information. Let me be clear, there is nothing wrong with how the book is written. It is the same style Wizards has used in the past and it has served them well thus far. In my review of that product, I pointed out how these elements felt very underdeveloped and tacked-on. All we get is a few one sentence quotes here and there. Some of them mostly the Elminster quotes are almost indistinguishable in style from the normal text. His inclusion feels like another hollow marketing gimmick. Honestly, though, this is a problem with marketing, not with the book itself. The way the book is written is fine. To their credit, Wizards was actually pretty generous about releasing preview material for the book before its release and it could be argued that this made it abundantly clear what the style would be. However, not every customer can be expected to dig all this stuff up just to be sure, especially when the official description on their website seems to be sending a very particular message. Is it worth it? How can the same price point be justified for both of these products? This is made worse by the fact that I know they could have done more, way more; especially with regards to what was advertised about the interplay with Volo and Elminster. Why not include dragons? Why not include undead? They certainly have the page room to include more content and I am paying top dollar for this thing. This is supposed to be a guide to monsters right? And there are no dragons or fiends? Each one is packed full of awesome information on a wide variety of subjects including: The sections themselves are not all organized in the same way, instead being custom tailored towards their respective monsters. For instance, the beholder section has an emphasis on physical characteristics, lair structure, and tactics, whereas the giants section focuses more on history, language, and hierarchy. For the most part, the information is quite useful, but a few sections seem to drag or be a bit overblown. The Gnoll section, however, is a bit too simple by comparison. This does come down to personal taste, however, and if there are true gnoll fans out there, you will probably love this. Also do we really need almost an entire page of random tables just for beholder physical traits? These examples, however are the exception to the rule. The majority the of content here is great! I just wish there were more. Give me dragons,

give me fiends, give me undead. Alas, we have to wait. If you are planning on running a homebrew campaign and are interested in using any of the above mentioned monsters as main villains in your game, this section will be very useful for you.

**Character Races** Here we are given a full set of new character races for PCs to use. Most of them are heroic, but some are monstrous. The heroic races are as follows: Some of them are entirely new, while some are essentially reprints of content that was previously released via *Unearthed Arcana*. Each entry gives a good, thorough treatment of background, role playing guidelines, and mechanics. The unique physicality and psychology of Lizardfolk, for example, would make for some great moments for groups willing to allow them. The monstrous races are included in a smaller section at the end and are as follows: They are presented with only bare-bones mechanics, inviting you to read their flavor text elsewhere in the book. Though it is short, this may be the most accessible and instantly useful chapter in the book.

**Bestiary** Finally, we get to the meat and potatoes: As I stated above, there are over new monsters featured here and there are quite a few gems to be found. A good chunk of the menagerie is made up of variants to existing monsters, such as the Stone Giant Dreamwalker or the Hobgoblin Iron Shadow. There are a few specific monster categories that get a whole series of new entries. The rest of the monsters are mostly original or stand alone. The art is fantastic here and the added lore next to each entry is equally as interesting.

**Assorted Beasts** This is a tiny section that includes a few random creatures. If someone out there really wanted a dolphin in their campaign, their prayers have been answered. There are even an entire set of wizard NPCs; one for each school of magic such as the Abjurer, Illusionist, and Necromancer. Warlocks have gotten a similar treatment here with different stat blocks based on patron, such as the Warlock of the Archfey, Warlock of the Fiend, and the Warlock of the Great Old One. If you want to know what a particular character class would look like as an NPC statblock, this section is for you.

**Monster Lists** This is a collection of monster lists, organized by creature type, challenge rating, and environment. If you are on the fence about this product, you just have to ask yourself two questions: Do you think the book is worth its price despite how thin it is? Only you can truly answer that. I can tell you that if all you want is a simple expansion to the *Monster Manual* ie. On the other hand, if you love reading lore and are genuinely interested in things like what beholders use their eye rays for outside of combat, how mindflayers reproduce, and how a typical yuan-ti temple might be laid out, the book might be worth it to you. The quality is good, the quantity is lacking. You want more monsters to throw into your game. You enjoy reading in depth lore about your favorite monsters. You are looking for guidelines on how to build lairs and map out monster hideouts. All you want is more monsters. You were looking for a unique voice or stylistic presentation. You want more options for dragons, fiends or undead. Your campaigns are generally hack and slash, without developed villains.

### Chapter 3 : Volo's Guide to Monsters - Roll20 Wiki

*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.*

You can reach me at: You can buy the lair maps very cheap right here. I love the hag maps and the mind flayer lair. There is also a limited edition cover. Those are only available in game stores. The Good This book is broken up into three chapters: You can now make aasimar, firbolgs, tabaxi, orcs and more. Tons of new monsters and variations on existing monsters. New Ideas This book takes the previous lore from old editions and adds to it. They took a weird turn with the beholders. Beholders now dream other beholders into existence. In other editions, they barfed up an egg to make new beholders. This is fine with me, but it feels a little vague. I would have liked a few more examples of how it works. I love the goblin caste system and I think people could really expand on it and do some fun things. Here are the goblin castes: Trained in battle Gatherers: Do hard labor, cleaning, menial tasks. Oversee slaves, if there are any. I loved the section discussing how mind flayers create thralls and how you can "de-program" a thrall. It involves a lot of very high-powered spells. They also did a fantastic job of giving an overall view of how mind flayers live. They serve their Elder Brain and each of them is a repository of knowledge that the Elder Brain can draw from. Raxivort, God of the Xvarts: Now we learn this stuff: Raxivort created a realm in Pandemonium called The Black Sewers. Raxivort created Xvarts - doubles of himself - so he could hide among them. He wandered the planes, spawning more xvarts. Full of Fun Details If you dig through the book, there are all sorts of fun things that can add to your games, especially on the monster-making charts. Here are some of my favorites: Gnoll with a vestigial twin embedded on its back. Their god will enchant severed heads of mighty slain foes. Some hags turn into other types of hags over the years. I love that they made stats for wizard specialists. That is really clever and incredibly useful. The Cow of Doom: Check out page We get cow stats. I know they are meant to be stats for bison, rothe and etc. There are going to be quite a few level one characters who will be killed by a cow. That just cracks me up. DMs the world over will entice the heroes with a drunken bar bet involving cow tipping that goes horribly, horribly wrong. Tzunk, the guy who had the codex of the infinite planes and attacked the city of brass, has a quote in this book. There are repeated spelljammer mentions. There is a lot of discussion about nautiloids, which are mind flayer ships right out of the Spelljammer boxed set. That is greatly appreciated! The neogi are really underused, in my opinion. Way back when, I played in a Spelljammer campaign where there was a recurring villain who was a neogi. We even get cranium rat stats, who are heavily associated with Planescape. I would have liked one more stat block for a massive horde of cranium rats, but this was a really awesome surprise. Linking Monsters to Major NPCs In this book, they go out of their way to link most monsters to a certain deity or demon lord. Orcus is linked to bodaks and devourers. Lairs Maybe the best thing of all about this book is that in chapter one, there are a bunch of sample lairs. I liked them so much that I bought two of them. You have a complete mind flayer settlement in this book all ready to be used. As always with 5e, you are going to have to dig through this book to populate and detail your mind flayer lair, but the map is great and the monsters seem really cool. The aasimar and the goliath. In 4e they really rolled out crops of cool races in clumps. The Art I think a lot of people will disagree with me on this. I do like some of the art. The yuan-ti abomination and broodguard are really good creations. The abomination here looks a million times better than that abomination that had a 4e mini with the cobra hood. The mind flayer art is good, the gnoll art is good and I love the gnoll witherling. Whoever did the Shoosuva worked a miracle. I never liked the shoosuva but that picture is awesome. Poor Monster Selection This book is full of what I consider to be goofball monsters. Nilbogs, boggles, redcaps, catoblepas, grung, flail snail, etc. Somehow in my slaving frenzy, I missed this note right on page 5: Where are dragons and githyanki? What, no fiends or undead? We hope to tackle other monsters in other products over time.

### Chapter 4 : VOLO'S GUIDE TO MONSTERS by Wizards RPG Team (Hardcover, ) | eBay

## DOWNLOAD PDF VOLOS GUIDE TO MONSTER

*The Book Volo's Guide to Monsters PDF is an Accessory for the Dungeons and Dragons Roleplaying game. The PDF of this Game book can be downloaded easily From The given Download links.*

### Chapter 5 : Volo's™s Guide to Monsters | Dungeons & Dragons

*[Dungeons and Dragons flowchart] Volo's Guide to Monsters: Which Playable Race Should You Pick? Make your next adventurer a monster! Figure out which one you should play with this Volo's Guide to Monsters flowchart.*

### Chapter 6 : Download Volo's Guide To theinnatdunvilla.com - theinnatdunvilla.com

*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.*

### Chapter 7 : Power Score: Dungeons & Dragons - Volo's Guide to Monsters Review

*Volo's Guide to Monsters is a 5th-edition Dungeons & Dragons sourcebook that describes monster lore and lairs, playing monster character races, and gives the stat blocks of many monsters old and new.*

### Chapter 8 : Volos guide to monsters pdf | Torrent Search Engine - MyTorrents

*Volo's Guide to Monsters is a Dungeons & Dragons bestiary for 5th Edition, published by Wizards of the Coast, and is officially available on the Roll20 Marketplace.*

### Chapter 9 : [PDF] Download Volos Guide To Monsters Free | Unquote Books

*Volo's Guide to Monsters provides something exciting for players and Dungeon Masters everywhere. Dive deep into the story behind D&D's most popular and iconic monsters, including beholders, mind flayers, and the yuan-ti, as well as classics like orcs, gnolls, and kobolds.*