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I entered this book with high expectations, as it was the first new monster book for Dungeons & Dragons 5th Edition. Surprisingly, he could have managed to overcome them. The Volo Monsters Guide is one of my favorite D street monster books, and I talk like someone who has read many Monster D fakeD books. The book begins with the presumption of being a guide written by Volothamp Geddarm (also known as "March Volo") on the monsters of the forgotten realms, with some comments from the Elminster magician. I went into this book with high expectations, as it was the first new monster book for Dungeons & Dragons 5th Edition. Surprisingly, he could have managed to overcome them. The Volo Monsters Guide is one of my favorite D street monster books, and I talk like someone who has read many Monster D fakeD books. The book begins with the presumption of being a guide written by Volothamp Geddarm (also known as "March Volo") on the monsters of the forgotten realms, with some comments from the Elminster magician. Unfortunately, this only results in some comments from the sidebar along the book (I would have loved something like Van Richten's guides of the 1990s), although it still provides fun here and there. View Spoiler) [Monster Lore: This part of the book expands in the tradition of a series of classic D ignoreD enemies. Some sections borrow from previous editions and give their ideas new spins, while others have new shots. They provide enough details to give you a clear picture of how the monster thinks and behaves, but not so much that it becomes a burden. This is the perfect balance to inspire adventure ideas: if any DM could read the section for a certain monster without finding stories right away, I would be very surprised. They also provide some optionsOrdered, including personality traits in the style of the player's characters. The lights include the section on spectators, with a new twist on their reproduction; goblinoids, which not only explains each goblin race individually but also describes how they work together; hags, the perfect fairy-tale villains, which I'm interested in using for the first time; and orcs, which manages to present a vision that is distinct from both Tolkien's original orcs and modern approaches like Warcraft. The rest are also excellent stuff. The only one I wasn't as hot on was the section on gnolls, which reimagines them as a race with an overwhelming and insatiable desire for slaughter - however, it's still well-conceived, so that's just my personal preference.Character Races: The smallest section in the book, but still good. Several additional character races are included, most being updates or player-ready versions of races already in 5E, with the rest being imported from earlier editions. Among the most interesting and fun are the kenku, a race of mimicking bird-people; the lizardfolk, unsentimental and pragmatic survivalists; the tabaxi, a race of curious cat-people; and the tritons, arrogant guardians of the sea. I was particularly pleased with the portrayal of the lizardfolk. We also get official rules for classic monster races, including the goblinoids, kobolds, full orcs, and even the yuan-ti pureblood (which was awful strong). As with the previous section, everything seemed well-conceived, although I was personally disappointed with the revised aasimar (over-the-top; I'll stick with the Dungeon Master's Guide version), the firbolg (I was hoping for "small giants" and got "big elves"), and the orc (underpowered, and less interesting than the half-orc).Bestiary: This section brings back many interesting monsters from earlier editions, as well as a smaller number of new monster concepts (mainly variants introduced in the Monster Lore section). As with the 5E Monster Manual, they do a great job of giving each monster some interesting hooks. Even monsters older editions that never did much for me, like the cave fisher, have a nice new coat of paint. Many of the chosen monsters fill in gaps in the game as well, such as providing more fey. Highlights include:- The return of three classic variant beholders: the blood-drinking death kiss, the magic-eating gauth, and the tiny gazer (with rules for making them a familiar)- Cranium rats, an old favorite from the Planescape setting- Devourers, reimagined as walking undead-creation engines- The delightfully bizarre flail snail and frogemoth, returning from D&D's early days- The kobold inventor, armed with an array of interesting and weird improvised traps-The morkoth, neglected old-school classics which now act as cosmic scavengers- The nilbog, a really odd reverse-goblin variant I never expected to see again- The spawn of Kyuss, one of the most memorable (and disgusting) beasts from the old Fiend Folio- Xvarts, reimagined as short-statured clones of a cowardly demigod- And a whole appendix of very useful NPC stat blocks, covering all the player class archetypes missing from the Monster Manual's similar section. (hide spoiler)Overall, this is a must-have item for anyone running the 5th Edition D&D game. Tons of great options, lots of inspiring ideas, and even the few minuses are a matter of opinion. Even if you don't play D&D, you will probably find the Monster Lore sections interesting. Very strongly recommended. (A+) ...more About the Book "For use with the fifth edition Player's handbook, Monster manual, and Dungeon master's guide"--back cover. Book 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 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 frogemoth, 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! Research has never been so dangerous! Explore the breadth of D&D's monsters in this immersive 224-page volume filled with beautiful illustrations and in-depth lore. A 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. 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 frogemoth, or 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. Chapter 1: Monster Lore takes several iconic D&D monsters and provides additional information about their origins, their dispositions and behaviors, and their lairs above and beyond what is written in the Monster Manual. A 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. A Chapter 2: Character Races presents character races that are some of the more distinctive race options in the D&D multiverse, including the goblin, the orc, and the firbolg. A Chapter 3: Bestiary provides game statistics and lore for nearly one hundred monsters suitable for any D&D campaign. A Gain access to rules and story for dozens of monsters new to fifth edition Dungeons & Dragons, such as the frogemoth, the neogi, and the vargouille. Item details Price: \$49.95 C\$63.95 Release Date: 15 November, 2016 Format: Hardcover ISBN: 9780786966073 WHERE CAN I BUY IT? Order now at your local store, book stores such as Barnes & Noble, or online at retailers like Amazon. You can also find Volo's Guide available via Fantasy Grounds and Steam, as well as via Roll20 and D&D Beyond. A Hobby Store Exclusive Volo's Guide to Monster also comes in a limited edition format, exclusive to core hobby stores, featuring an alternative-art cover, beautifully illustrated by Hydro74. This version of the book will only have a single printing. Use the store locator to find a hobby store near you. Previews Awards Golden Geek: The Of Golden Geek 2016 users have been determined by BoardGameGeek, RPGGeek and VideoGeek users. Winner: Best Supplement: Volo Guide for Monsters Winner: Best Artworks and Pres: Volo Guide for Monsters

Volo Guide To Monsters is full of interesting and worthwhile concepts, ideas and inspirations for both DM's and players, covering a large swathe of subjects and going into very welcome detail. As a resource it's a very valuable one and one that I refer to often. However, the production quality on the book itself leaves something to be desired.

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