

ERRATA

VOLO'S GUIDE TO MONSTERS

This document corrects and clarifies some text in *Volo's Guide to Monsters*. These changes appear in recent printings of the book. When updates are added to this document, its version number increases, and the word "New" appears before the latest changes.

CHAPTER 1

[New] Monster Lore (p.5). The third paragraph has been replaced with the following: "The lore in this chapter represents the perspective of Volo and is mostly limited to the Forgotten Realms. In the Realms and elsewhere in the D&D multiverse, reality is more varied than the idiosyncratic views presented here. DM, use the material that inspires you and leave the rest."

[New] Roleplaying a Beholder (p. 8–9). The three paragraphs before the tables have been replaced with the following: "When you're roleplaying a beholder, the following tables contain possible inspiration. They suggest characteristics that a beholder might possess."

[New] Paying the Price (p. 26). This section has been removed.

[New] Roleplaying Gnolls and Cultists of Yeenoghu (p. 36). The two paragraphs before the tables have been replaced with the following: "When you're roleplaying a cultist or gnoll of Yeenoghu, the following tables contain possible inspiration. They suggest characteristics that the NPC might possess."

[New] Roleplaying a Kobold (p. 66). This section has been removed.

[New] Roleplaying a Mind Flayer (p. 74). The paragraph before the tables has been replaced with the following: "When you're roleplaying a mind flayer, the following tables contain possible inspiration. They suggest characteristics that a mind flayer might possess."

[New] Orcs as Underlings (p. 87). This sidebar has been removed.

[New] Roleplaying an Orc (p. 87). The two paragraphs before the tables have been replaced with the following: "When you're roleplaying an orc, the following tables contain possible inspiration. They suggest characteristics that an orc might possess."

[New] Half-Orcs (p. 88). This section has been removed.

[New] Roleplaying a Yuan-ti (p. 98). The four paragraphs before the tables have been replaced with the following: "When you're roleplaying a yuan-ti, the following tables contain possible inspiration. They suggest characteristics that a yuan-ti might possess."

[New] Cannibalism and Sacrifice (p. 99). This sidebar has been removed.

CHAPTER 2

[New] Aasimar Traits (p. 105). The Alignment trait has been removed.

[New] Firbolg Traits (p. 107). The Alignment trait has been removed.

[New] Goliath Traits (p. 109). The Alignment trait has been removed.

Mountain Born (p. 109). This trait has been changed to read as follows: "You have resistance to cold damage. You're also acclimated to high altitude, including elevations above 20,000 feet."

[New] Kenku Traits (p. 111). The Alignment trait has been removed.

[New] Lizardfolk Traits (p. 113). The Alignment trait has been removed.

[New] Tabaxi Traits (p. 115). The Alignment trait has been removed.

[New] Triton Traits (p. 117). The Alignment trait has been removed.

Control Air and Water (p. 118). In the next-to-last sentence of the paragraph, "you can't do so again" is now "you can't cast that spell with it again."

Guardians of the Depths (p. 118). This trait has been changed to read as follows: "Adapted to even the most extreme ocean depths, you have resistance to cold damage."

Triton Traits (p. 118). The following trait has been added after Control Air and Water:

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Racial Traits (p. 118). The third sentence has been changed to "Some of these races are more or less powerful than the typical D&D races—a reason for the monstrous races to be used in a campaign with care."

[New] Bugbear Traits (p. 119). The Alignment trait has been removed.

[New] Goblin Traits (p. 119). The Alignment trait has been removed.

[New] Hobgoblin Traits (p. 119). The Alignment trait has been removed.

Kobold Traits (p. 119). In the Ability Score Increase trait, the text has changed to read "Your Dexterity score increases by 2." The adjustment to Strength has been removed.

[New] Kobold Traits (p. 119). The Alignment trait has been removed.

Orc Traits (p. 120). In the Ability Score Increase trait, the text has changed to read "Your Strength score increases by 2 and your Constitution score increases by 1." The adjustment to Intelligence has been removed.

[New] Orc Traits (p. 120). The Alignment trait has been removed.

Orc Traits (p. 120). The Menacing trait has been replaced with the following trait:

Primal Intuition. You have proficiency in two of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Nature, Perception, and Survival.

[New] Yuan-ti Pureblood Traits (p. 120). The Alignment trait has been removed.

CHAPTER 3

Kobold Scale Sorcerer (p. 167). In the Sorcery Points trait, the second sentence is changed to: “It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:”

Neogi Master (p. 180). In the Hit Points entry, the text in the parentheses is now “11d8 + 22.”

Yuan-ti Mind Whisperer (p. 204). The creature’s Wisdom score is now 14.

APPENDIX B

Champion (p. 212). In the “Actions” section, “Light Crossbow” is now “Shortbow.”

In that attack’s description, “6 (1d8 + 2)” is now “5 (1d6 + 2).”

Conjurer (p. 212). In the Spellcasting trait, the cantrips now have no asterisks.

Evoker (p. 214). In the Sculpt Spells trait, “forces other creatures it can see” is now “forces other creatures it can see to make a saving throw.”

APPENDIX C

Grassland Creatures (p. 223). In the Flind entry, the Challenge (XP) information is now “9 (5,000 XP).”

Hill Creatures (p. 223). In the Flind entry, the Challenge (XP) information is now “9 (5,000 XP).”