

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.

CHAPTER 2

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."

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."

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.

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.

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.

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)."