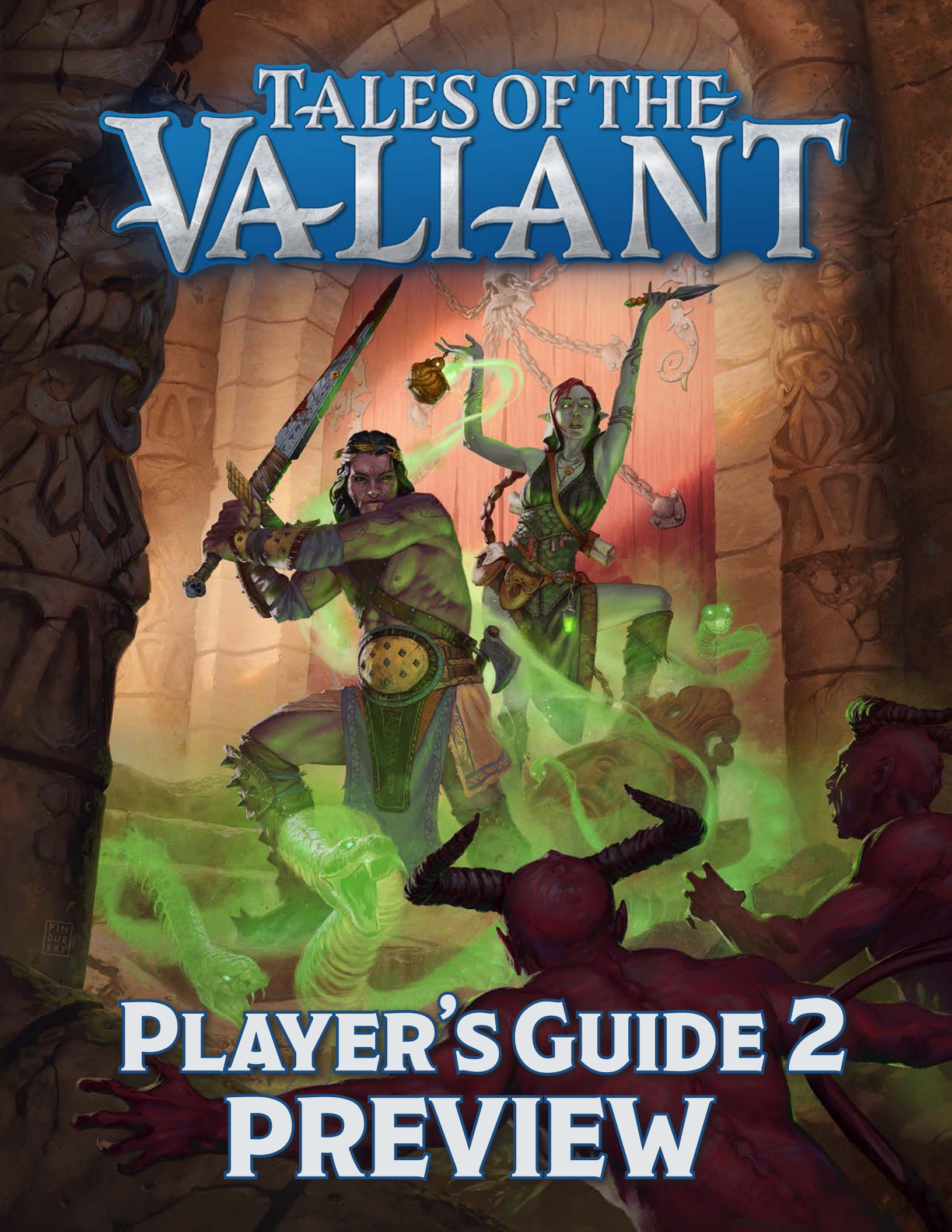


TALES OF THE VALLANT

PLAYER'S GUIDE 2 PREVIEW



CREDITS

Designers: John Joseph Adams, Celeste Conowitch, Ben Eastman, Sarah Madsen, JB Little, Kelly Pawlik, and Marc Radle

Developer: Celeste Conowitch

Editor: Jeff Quick

Proofreader: Jeff Quick, Thomas M. Reid

Cover Artist: Hugh Pindur

Interior Artists: William O'Brien, Roberto Pitturru, Kiki Moch Rizki, Brian Joseph P. Valeza

Graphic Designs: Marc Radle, Kennedy Williams

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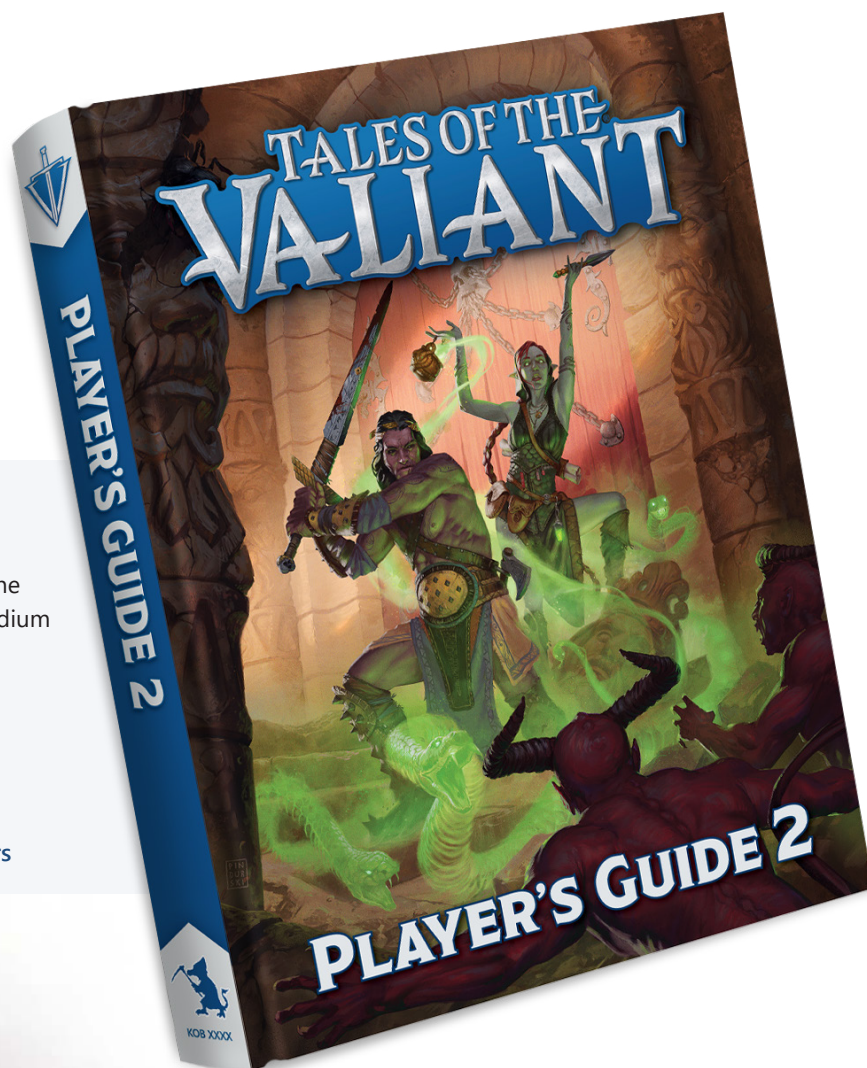
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PLAYER'S GUIDE 2 VANGUARD CLASS PREVIEW

This preview introduces the new vanguard base class and gives a sneak peek of the first four levels. This material is subject to change based on editing and playtest feedback.

VANGUARD BASE CLASS

Vanguards are consummate leaders and highly trained, disciplined warriors. They bring a tactician's mind and an inspiring presence to the battlefield. Warriors are often drawn to follow a vanguard, relying on the vanguard's grasp of advanced formations and battlefield tactics to help defeat their adversaries.

Class Features

As a vanguard, you gain the following class features.

Hit Points

Hit Dice: 1d12 per vanguard level

Hit Points at 1st Level: 12 + your CON modifier

Hit Points at Higher Levels: 1d12 (or 7) + your CON modifier per vanguard level after 1st

Proficiencies

Armor: All armor and shields

Weapons: Simple weapons, martial weapons

Tools: None

Saves: CON, CHA

Skills: Choose two from Animal Handling, Athletics, History, Insight, Intimidation, Medicine, and Persuasion

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a diplomat's pack or (b) an explorer's pack

Born Leader

1st-Level Vanguard Feature

Vanguards are natural leaders whose very presence inspires greatness in those around them. This inspiration can take many forms, but is always tied to the values that drive a vanguard to fight, and by extension, to lead. Choose the quality that best represents your leadership with one of the following.

Authority. An allied creature that starts its turn within 5 feet of you deals additional damage equal to your PB each time it successfully hits with a weapon attack that turn (damage type is the same as the weapon used). Creatures can only benefit from this feature while you are conscious. You also gain proficiency in the Intimidation skill. If you are already proficient, double your PB instead for Intimidation checks.

Community. An allied creature that ends its turn within 5 feet of you gains a bonus equal to your PB on the first save it makes before the start of its next turn—creatures can only benefit from this feature while you are conscious. You also gain proficiency in the Persuasion skill. If you are already proficient, double your PB instead for Persuasion checks.

VANGUARD PROGRESSION

LEVEL	PB	STRATAGEMS KNOWN	FEATURES
1st	+2	—	Born Leader, War Banner
2nd	+2	2	Stratagems, Support Action
3rd	+2	2	Vanguard Subclass
4th	+2	2	Improvement
5th	+3	3	Multiattack (2/Attack Action)
6th	+3	3	Superior Command
7th	+3	4	Subclass Feature
8th	+3	4	Improvement
9th	+4	5	Battlefield Resolve
10th	+4	5	Heroic Boon
11th	+4	6	Subclass Feature
12th	+4	6	Improvement
13th	+5	7	Lion's Courage
14th	+5	7	Relentless Commander
15th	+5	8	Subclass Feature
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17th	+6	9	Battlefield Vigor
18th	+6	9	Master Tactician
19th	+6	10	Improvement
20th	+6	10	Epic Boon



War Banner

1st-Level Vanguard Feature

You can conjure a mystical banner that enhances nearby allies or hinders encroaching enemies. You decide the exact appearance of the banner, but it typically resembles a battle standard emblazoned with your coat of arms or similar symbol that represents you in battle.

You start with two banner effects: Banner of Mercy and Black Flag. Some vanguard subclasses grant additional effects (see **Vanguard Subclasses**). Unless stated otherwise, creatures must be within 15 feet of the banner (15-foot radius sphere) and able to see the banner to be affected by it.

As an action, you can use your War Banner feature to plant your banner in an unoccupied space within 5 feet of you, choosing which banner effect you create when you do so. Once placed, the banner remains active for 1 minute. While active, the banner can't be moved from its space, physically interacted with, or damaged by any means. Creatures can freely move through the banner's space without impediment. The banner can't be targeted by spells or effects that interact with any kind of items.

The banner's effect ends early if you become incapacitated, use an action to place a new banner, move more than 120 feet away from the banner, or you choose to end the effect (no action required).

You can use your War Banner feature to create a new banner a number of times equal to your PB, regaining all expended uses when you finish a long rest. You can't have more than one banner active at any one time. If you create a second banner while the first is still active, the first one disappears.

War Banner: Banner of Mercy

You create a banner that shields your allies from harm. When you create this banner, it appears with a number of hit points equal to $5 \times$ your vanguard level. When you or an ally you can see within the banner's range takes damage, you can cause the banner to take any amount of that damage instead of the target (no action required). You can't cause the banner to take more damage than its current number of hit points. The banner can only be used to reduce damage from attacks that specifically target a creature, not area effect attacks or spells, such as *fireball*.

If the banner is reduced to 0 HP, it is destroyed, and its effect immediately ends.

War Banner: Black Flag

You create a banner that spurs your allies to give no quarter. When you or an ally miss with an attack made against a creature you can see within the banner's range, the attacker can choose to reroll the attack. This feature can only be used to reroll attacks made during the attacker's turn and it can't be used more than once on the same turn.

Stratagems

2nd-Level Vanguard Feature

Your leadership and strategic knowledge allow you and your allies to perform martial tactics that can turn the tide of battle in your favor.

When you gain this feature at 2nd level, you learn two stratagems of your choice, though you must meet any listed prerequisites. Stratagem options are detailed at the end of the class description. At certain vanguard levels, you learn additional tactics of your choice, as shown in the Tactics Known column of the **Vanguard Progression** table.

In addition, when you gain a level in this class, you can choose one stratagem you know and replace it with another stratagem that you meet the prerequisites for.

Unless otherwise noted, you can only use one stratagem on your turn, and creatures must be able to hear or see you to be targeted by your stratagems.

You can use this feature to issue a number of stratagems equal to your CHA modifier. You regain expended uses when you finish a long rest.

Support Action

2nd-Level Vanguard Feature

Your honed situational awareness allows you to act quickly on the battlefield. You can use a bonus action to take the Disengage or Help action (see **Actions in Combat** in *Player's Guide*), or to perform a weapon option (see **Weapon Options** in *Player's Guide*).

Vanguard Subclass

3rd, 7th, 11th, and 15th-Level Vanguard Feature

At 3rd level, you choose a battle archetype detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 11th, and 15th level.

Improvement

4th, 8th, 12th, 16th, and 19th-Level Vanguard Feature

Choose one of the following improvements (ability score can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the martial talents list.

VANGUARD QUICK BUILD

You can make a vanguard quickly by following these suggestions.

- For ability scores, prioritize CHA, followed by STR and CON.
- For background and talent, choose Courtier and Mental Fortitude (see both in *Player's Guide*).

Stratagems

This preview lists some the stratagems available for vanguards to learn at 1st through 4th level.

Charge

As an action, you designate one creature you can see and move up to your speed in a straight line toward that creature. When you do so, any ally within 15 feet of your starting position can also use its reaction to move up to its speed in a straight line toward that creature.

Close Ranks

As an action, you command allies to tighten their formation. Until the beginning of your next turn, allies within 15 feet of you are immune to critical hits and can't be forced to move against their will. You have the same benefits while at least one ally is in range.

Coordinated Attack

As an action, you make a single weapon attack against a target you can see, adding your CHA modifier as a bonus to the attack roll. If the attack hits, you can direct one willing ally within 15 feet of the target to use its reaction to move up to 15 feet and make a single attack against the same target, adding your CHA modifier as a bonus to its attack roll.

Counterstrike

When an enemy you can see within 15 feet of you makes an attack against an ally you can see, you can use your reaction to move up to your speed toward the attacker and make a single melee weapon attack against it (if the target is within reach).

Flank Position

As an action, you create an opening for one of your allies. When you do so, designate one enemy creature within 5 feet of you and one ally within 30 feet of you. Until the beginning of your next turn, the chosen ally has advantage on all attacks made against the targeted enemy while you remain within 5 feet of it.

Raise Guard

When an ally you can see within 30 feet of you is hit by an attack from a creature you can see (but before damage is rolled), you can use your reaction to grant the ally an AC bonus equal to your CHA modifier—potentially turning the hit into a miss. Whether the attack hits or misses, the ally retains the AC bonus until the start of your next turn.

Rally

As an action, you inspire wounded allies to fight through their injuries. All conscious allies within 15 feet of you that can see and hear you immediately regain up to a number of hit points equal to your vanguard level + your CHA modifier.

VANGUARD SUBCLASSES

Vanguards have various approaches to maximizing their martial tactics on the field of battle. The battle archetype you choose reflects this specific expertise. This preview gives a sneak peak of the 3rd-level features for two of the vanguard subclasses coming in *Player's Guide 2*: Bulwark and Marshal.

Vanguard Subclass: Bulwark

Bulwarks are battlefield healers and protectors. They are brave to a fault, rushing into the fray to protect those in need, healing the fallen, and when necessary, sacrificing themselves to save a comrade. Although bulwarks are skilled warriors, they often have secondary roles as chaplains or religious counselors for fellow soldiers.

BULWARK PROGRESSION

VANGUARD LEVEL	FEATURES
3rd	Battlefield Healer, War Banner: Surgeon's Standard
7th	Safeguard
11th	Turn the Tide
15th	Bastion of Healing

Battlefield Healer

3rd-Level Bulwark Feature

You gain proficiency in the Medicine skill. If you are already proficient, double your PB instead for Medicine checks.

You also gain a new way to use your Support Action. You can now attempt to stabilize a dying creature as a bonus action instead of an action. In addition, when you successfully stabilize a creature, it automatically regains hit points equal to your vanguard level + your CHA modifier and becomes conscious.

Surgeon's Standard

3rd-Level Bulwark Feature

You gain the following War Banner option.

War Banner: Surgeon's Standard

You create a banner that heals your allies. When you first create this banner and at the start of each of your turns while the banner remains active, you can choose a number of conscious creatures equal to your PB within the banner's range. Each target regains hit points equal to 1d4 + your CHA modifier.

The amount of healing increases as you gain levels in the vanguard class, becoming 2d4 at 7th level, 3d4 at 11th level, and 4d4 at 15th level.

Vanguard Subclass: Marshal

Marshals are considered by some to be the ultimate vanguards. They hone their martial and leadership skills and become beacons of authority on the battlefield.

MARSHAL PROGRESSION

VANGUARD LEVEL	FEATURES
3rd	Combat Ready, Inspiring Leadership
7th	Commanding Presence, Inspiring Leadership (2 targets)
11th	Inspiring Leadership (3 targets), Superior Tactics
15th	Inspiring Leadership (4 targets), Resolute Strike

Combat Ready

3rd-Level Marshal Feature

You and all allied creatures within 10 feet of you when encounter gameplay begins gain several benefits. You must be conscious to grant these benefits.

- A target gains a bonus to initiative equal to your CHA modifier.
- During the first round of combat, a target can move additional distance on its turn. This bonus movement is a number of feet equal to $5 \times$ your PB (minimum of 10 feet).

Inspiring Leadership

3rd-Level Marshal Feature

When you use a stratagem, you can choose one allied creature that can see and hear you. That creature has advantage on the next attack roll it makes before the end of its next turn.

The number of creatures you can affect with this ability increases as you gain levels in the vanguard class. You can choose up to two creatures when you reach 7th level, three at 11th level, and four at 15th level.

SUBCLASS PREVIEW

This preview provides a preview of three subclasses in *Player's Guide 2*. This preview material is subject to change based on editing and playtest feedback.

Barbarian Subclass: Kraken

Barbarians who travel the path of the Kraken manifest some aspect of the fearsome leviathans when they rage, causing them to partially transform and take on an aspect of the sea-dwelling titans.

KRAKEN PROGRESSION

BARBARIAN LEVEL	FEATURES
3rd	Deep Vision, Kraken's Grasp (d4)
7th	Kraken's Grasp (d6), Ink Cloud, Titan Grip
11th	Kraken's Grasp (d8), Tentacle Fling
15th	Kraken's Grasp (d10), Leviathan Wakes

Deep Vision

3rd-Level Kraken Feature

You gain a swimming speed equal to your walking speed and you can breathe water as if it were air.

In addition, when you are submerged in water, you gain darkvision to a range of 60 feet. If you already have darkvision, its range increases by 30 feet while submerged.

Kraken's Grasp

3rd-Level Kraken Feature

When you activate your Rage feature, you call on your primal connection to the kraken. While raging, two spectral tentacles sprout from your body. The tentacles count as melee weapons with which you are proficient (add your STR modifier to attack and damage rolls). Each tentacle has a reach of 10 feet.

As a bonus action (including the same bonus action used to activate your Rage), you can make up to two melee weapon attacks with the tentacles (one attack per tentacle). On a successful hit, a tentacle deals 1d4 force damage. If the target is Large or smaller, it's also grappled (escape DC = $8 +$ your STR mod + your PB). A tentacle can only grapple one target at a time. If a tentacle is grappling a target, it can only make attacks against that target.

You can use your tentacles to grasp, use, and lift objects that weigh up to a number of pounds equal to your STR score \times your PB. You can use them to perform simple tasks like opening an unlocked container or pushing a door closed, but you can't use them for tasks that require manual precision like wielding weapons, using tools, or activating magic items.



The damage your tentacles deal increases as you gain barbarian levels, becoming a d6 at 7th level, a d8 at 11th level, and a d10 at 15th level.

Ink Cloud

7th-Level Kraken Feature

As a bonus action, you can create a stationary inky black cloud in a 20-foot-radius sphere centered on yourself. To other creatures, the area is heavily obscured, but you can see through the cloud. This effect lasts for 1 minute or until you choose to end it (no action required). You can use this feature a number of times equal to your PB. You recover all expended uses when you complete a long rest.

Titan Grip

7th-Level Kraken Feature

When a creature is successfully grappled by your tentacles, it is also restrained until the grapple ends.

In addition, when you take the Attack action, you can use your tentacles to make any number of those attacks.

Tentacle Fling

11th-Level Kraken Feature

When you take the Attack action, you can use one of more of your attacks to hurl a creature grappled by your tentacles up to 30 feet away from you. When the creature lands, it is knocked prone. If the creature strikes a solid surface, it takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DEX save or take the same amount of bludgeoning damage and be knocked prone. The save DC = 8 + your STR mod + your PB.

Leviathan Wakes

15th-Level Kraken Feature

Your reach with your tentacles increases by 10 feet. In addition, each time you use your bonus action to make a tentacle attack, you can make one additional tentacle attack as part of that same bonus action.



Cleric Subclass: Tempest Domain

Gods of the Tempest domain embody the awesome destructive power of storms, earthquakes, wildfires, and similar natural disasters. Clerics of this domain are often as ferocious as the gods they worship, regarded as fearsome warriors capable of raining divine wrath on the unjust or unworthy.

TEMPEST DOMAIN PROGRESSION

CLERIC LEVEL	FEATURES
3rd	Channel Divinity: Storm's Fury, Tempest Domain Spells, Tempest's Herald
7th	Thunderclap
11th	Cyclonic Stride
15th	Channel Divinity: Storm's Shelter

Channel Divinity

3rd-Level Tempest Feature

You gain the following Channel Divinity option.

Channel Divinity: Storm's Fury

You can use your Channel Divinity to invoke the wrath of thunderstorms. When you deal lightning or thunder damage, you can use your Channel Divinity to deal the maximum damage on each of those damage dice instead of rolling them.

Alternatively, when you hit a target with a melee weapon attack, you can use your Channel Divinity to deal additional lightning or thunder damage equal to the damage dealt by the triggering attack. If the attack is a critical hit, the critical hit deals maximum damage on each of its damage dice.

Tempest Domain Spells

3rd-Level Tempest Feature

You gain domain spells at the cleric levels listed in the **Tempest Domain Spells** table. See the **Cleric Subclass** feature in the *Player's Guide* for how these spells work.

TEMPEST DOMAIN SPELLS

CLERIC LEVEL	SPELLS
3rd	<i>fog cloud, gust of wind, shatter, thunderwave</i>
5th	<i>call lightning, lightning bolt</i>
7th	<i>control water, ice storm</i>
9th	<i>cone of cold, conjure elemental</i>

Tempest's Herald

3rd-Level Tempest Feature

Your tempestuous divinity grants you an additional benefit determined by which Manifestation of Faith option you chose at 1st level.

Manifest Might. While wearing heavy armor, you gain resistance to lightning damage. You can deal either lightning or thunder damage instead of radiant or necrotic damage each time you infuse your weapon with divine energy.

Manifest Miracles. You can change the damage type of any Divine cantrip you cast to either lightning or thunder damage. In addition, you always have the *inflict wounds* spell prepared, and each time you cast it, you can cause the spell to deal lightning or thunder damage instead of necrotic damage.

Thunderclap

7th-Level Tempest Feature

When you deal lightning or thunder damage to a target, you can cause one of the following additional effects:

- The target is pushed 10 feet directly away from you.
- The target is deafened and can't take reactions until the end of its next turn.
- The target has disadvantage on its check made to maintain concentration.

Cyclonic Stride

11th-Level Tempest Feature

You gain a flying speed equal to your walking speed and can hover. This feature ends if you spend 24 hours or more underground or where you are otherwise unable to see the sky.

Channel Divinity

15th-Level Tempest Feature

You gain the following Channel Divinity option.

Channel Divinity: Storm's Shelter

As an action, you surround yourself in a shield of crackling lightning, gaining a number of temporary hit points equal to twice your cleric level. While these temporary hit points remain, you shed bright light for 10 feet and dim light for an additional 10 feet and you are immune to lightning and thunder damage. A hostile creature that starts its turn within 10 feet of you must make a CON save against your spell save DC. On a failure, the target takes 3d8 lightning damage. Creatures wearing metal armor or comprised of metal have disadvantage on the save.

Monk Subclass: Elemental Voice

Monks that pursue the way of the Elemental Voice seek to reshape the primordial world around them with their will. These monks often share similarities in manner or dress that match the element they seek to harness, such as the fiery temper of flame, the placid calm of water, the unshakable resolve of earth, or the aloof curiosity of wind.

ELEMENTAL VOICE PROGRESSION

MONK LEVEL	FEATURES
3rd	Element Speaker, Shape Elements
7th	Additional Elemental Words
11th	Primordial Aspect
15th	Additional Elemental Words

Element Speaker

3rd-Level Elemental Voice Feature

You learn certain words and phrases that command the primordial elements. Determine which of the following

elements is the primary element you speak for: earth, flame, water, or wind. Your connection to that element allows you to spend technique points to invoke that element to empower yourself, infuse your attacks, or reshape your environment.

When you gain this feature, choose two words you know from the Elemental Words list. At least one word you choose must be associated with your primary element.

You learn more words when you reach certain levels of the monk class: two additional words at 7th, 11th, and 15th level. Every time you learn new words, at least one word must be associated with your chosen primary element. When you gain a level of monk, you can replace one elemental word you know with another word of the same element.

All of the following elemental words are available at 3rd level. You can invoke each elemental word by spending the listed number of technique points. Some words require your target to make a save to resist its effects—the DC is your technique save DC. If a word allows you to spend additional technique points, you can spend a number up to your PB with each use.

Unless otherwise specified, you can't invoke an elemental word while you are unable to speak, holding your breath, or don't meet the requirements in the word description.

Elemental Words

Elemental Words are divided into earth, flame, water, or wind and presented in alphabetical order.

Boulder Fist Strikes

Earth, 1 Technique Point

When you use Flurry of Blows, you can spend 1 additional technique point to increase the damage of your unarmed strikes by an amount equal to your WIS modifier until the start of your next turn. You can use this word even if you can't speak.

Iron

Earth, 1 Technique Point

When you would be hit by an attack, you can use your reaction to spend 1 technique point and increase your AC by an amount equal to your WIS modifier. The AC bonus lasts until the start of your next turn.

Whispers of Earth

Earth, 2 Technique Points

As an action, you can spend 2 technique points to gain tremorsense to a range of 60 feet for 1 minute. During this time, you can also sense the presence and direction of precious metals and stones within 60 feet, so long as they are touching dirt or stone.

Erupt

Flame, 1 Technique Point

When you deal damage with an unarmed strike, you can spend 1 technique point to engulf the target and each creature within 5 feet of the target in a blast of scorching fire. Each creature must make a DEX save, taking 2d8 fire damage on a failure or half as much damage on a success. You can spend additional technique points to increase the damage by 1d8 for each point spent.

Spit Flame

Flame, 1 Technique Point

When you make an unarmed strike, you can spend 1 technique point to make the attack against a target within 60 feet of you. An attack modified in this way deals fire damage instead of bludgeoning, but otherwise functions the same as your unarmed strike.

Vicious Heat

Flame, 2 Technique Points

When you score a critical hit with an unarmed strike, you can spend 2 technique points to bathe the target in primordial fire. The critical hit deals additional fire damage equal to 5 of your martial arts damage dice. If the target has resistance to fire damage, it loses that resistance until the end of your next turn. You can spend additional technique points to increase the extra fire damage by 1 martial arts damage die for each technique point spent.



Drown

Water, 2 Technique Points

As an action, you can target one creature that you can see within 30 feet of you. The target must succeed on a STR save or be engulfed by a bubble of translucent water until the end of your next turn (see **Suffocating** in the *Player's Guide*). The bubble moves with the target, remaining centered on it. While engulfed, the target can't breathe or speak unless it can breathe water. The target or a creature within 5 feet of it can use its action to make a STR check against your technique save DC to free the target from the bubble. The bubble harmlessly bursts and the effect ends if the target moves more than 30 feet away from you.

Waterkin

Water, 1 Technique Point

As a bonus action, you can spend 1 technique point to cast the *water breathing* or *water walk* spell on yourself. You can spend 1 additional technique point to target up to 3 additional creatures within 10 feet of you.

Whip

Water, 1 Technique Point

As a bonus action, you can spend 1 technique point to encircle your limbs in powerful torrents of swirling water for a number of rounds equal to twice your PB. While active, your reach with unarmed strikes increases by 10 feet and your jump distance triples. Each time you hit a creature with an unarmed strike, you can spend 1 technique point to deal an additional 2d6 bludgeoning damage to it and either push or pull it 5 feet or knock it prone.

Squall

Wind, 1 Technique Point

As an action, you create a blast of wind that explodes out from you in a 5-foot-wide, 80-foot-long line. Each creature in the line must make a STR save. On a failure, a creature takes 1d12 thunder damage and is pushed 20 feet away from you. On a success, a creature takes half damage and isn't pushed. A flying creature that fails the save falls to the ground unless it has some means of staying aloft. You can spend additional technique points to increase the thunder damage by 1d12 for each point spent.

Storm

Wind, 1 Technique Point

As a bonus action, you cause powerful winds to surround you. Until the start of your next turn, you gain the following benefits:

- Ranged weapon attacks automatically miss you.
- You become immune to the effects of gasses or vapors.
- You have advantage on unarmed strikes.

While the winds remain, you can use a bonus action to extend its duration for an additional round. You can use this word even if you can't speak.

Zephyr's Step

Wind, 2 Technique Points

As a bonus action, you can spend 2 technique points to teleport up to 60 feet to an unoccupied space you can see. Until the end of your turn, your movement does not trigger hazards or traps unless you allow it.

Shape Elements

3rd-Level Elemental Voice Feature

As an action, you can choose a single element (earth, flame, water, or wind) and perfectly manipulate a 5-foot cube of your chosen element in any way you see fit, so long as the cube is within 20 feet of you. For example, Shape Elements can ignite a carriage, erect a hardened pedestal of sand, thaw a hole in glacial ice, or hedge away noxious vapors. Any temporary changes last for a number of rounds equal to your monk level. Creatures take no damage from effects caused by this feature (such as freezing water around a creature), but may be hindered, moved, or otherwise affected by the change at your GM's discretion.

In addition, you can use Shape Elements to lift and hurl up to 5 pounds of a chosen element at a target you can see within 60 feet of you. When you do so, the target must succeed on a DEX save against your technique save DC or take damage equal to your martial arts die + your monk level. The damage type is determined by the element chosen: magical bludgeoning damage for earth, fire for flame, cold for water, or lightning for wind.

Additional Elemental Words

7th-Level Elemental Voice Feature

Elemental Words are divided into earth, flame, water, or wind and presented in alphabetical order.

Roots of the Mountain

Earth, No Point Cost

When you take the Dodge action, you cannot be pushed, pulled, lifted, knocked prone, or teleported against your will until the start of your next turn. You can use this word even if you can't speak.

Stone Cage

Earth, 2 Technique Points

As a bonus action, one creature that you can see within 120 feet of you and is also within 30 feet of the ground must succeed on a STR save or be restrained by stone spires for 1 minute. The restrained creature can use its action to make a STR check against your technique save DC. On a success, it frees itself.

Searing Strikes

Flame, 3 Technique Points

When you roll initiative or as an action on subsequent turns, you can spend 3 technique points to wreath your hands in ghostly flame for 1 minute. While the flames persist, your unarmed strikes deal an additional 1d6 fire damage.

Sweeping Flame

Flame, 2 Technique Points

As an action, you emit a sweeping wave of flame. Each creature within 20 feet of you must make a DEX save against your technique save DC, taking 5d8 + your WIS modifier fire damage on a failed save or half as much damage on a successful one. The wave ignites flammable items in the area that aren't being worn or carried.

Glacial Calling

Water, 3 Technique Points

As an action, you can spend 3 technique points to cast the *ice storm* spell. The spell can't be countered and you are immune to any damage or effects caused by it.

Shallow Depths

Water, No Point Cost

While in an area of rain or while standing in 2 or more inches of water, you can choose to become invisible (no action required). If you take fire damage, this effect is suppressed until the end of your next turn. You can choose to suppress this effect at any time (no action required).

Pummeling Tempest

Wind, 1 Technique Point

When you successfully hit a creature with an unarmed strike, you can spend 1 technique point to cause the target and each creature in a 10-foot line behind the target to take 1d12 thunder or lightning damage (your choice).

Soul of the Leaf

Wind, No Point Cost

You can cast the *featherfall* spell at will. You are constantly under the effects of *featherfall* even if you are unconscious or in an area of antimagic.

Primordial Aspect

11th-Level Elemental Voice Feature

You have become one with the elements to which you speak. You gain powerful benefits based on the primary element you chose as part of the Elemental Words feature at 3rd level.

Bones of the Earth (Earth). Dust may flake from your skin, your eyes may look like brilliant opals, or you may take on a gray or rust-colored complexion. You gain resistance to acid damage. In addition, you regain 2 hit points for every 1 technique point you spend.

Feast of Flames (Flame). Steam may seep from your skin or mouth, your eyes may burn like embers, or your footsteps may smoke and smolder. You gain resistance to fire damage. In addition, each time a creature hits you with a melee attack, that creature takes fire damage equal to your WIS modifier.

Crashing Tide (Water). Your hair looks perpetually damp, bright light ripples off of your skin, or the smell of salty brine follows you. You gain resistance to cold damage. In addition, your unarmed strikes gain a bonus to attack and damage rolls equal to half your PB rounded down (minimum of +2).

Breath of the Storm (Wind). Your clothes billow, electricity races along your skin or eyes, or cool air swirls around you. You gain resistance to lightning damage. In addition, while you have 2 or more unspent technique points, you have a flying speed equal to your walking speed and can hover.

Additional Elemental Words

15th-Level Elemental Voice Feature

Elemental Words are divided into earth, flame, water, or wind and presented in alphabetical order.

Adamantine Resolve

Earth, 2 Technique Points

When you take damage, you can use your reaction to spend 2 technique points and reduce the damage by an amount equal to twice your monk level. You can spend additional technique points to further reduce the damage taken by 10 for each technique point spent.

Volcanic Ray

Flame, 4 Technique Points

You create a scorching beam of fire that explodes when it hits its target. As an action, you can spend 4 technique points and choose a creature within 120 feet of you. That creature must make a DEX save. On a failure, the creature takes 7d8 + half your monk level (rounded down) fire damage and is knocked prone. On a success, the creature takes half as much damage and isn't knocked prone. You can spend additional technique to increase the damage by 2d8.

Call the Rapids

Water, 4 Technique Points

As an action, you can spend 4 technique points to conjure a 90-foot cone of crashing water. Each creature in the cone must make a STR save, taking 6d6 bludgeoning damage on a failure or half as much damage on a success. A creature that fails its save is swept out to the edge of the cone and knocked prone. The area is water-slick difficult terrain which lasts for 1 minute.

Cyclonic Stance

Wind, 4 Technique Points

As a bonus action, you can spend 4 technique points to enter a special stance of whirling wind that lasts until you dismiss the effect (no action required), you become incapacitated, or you lose concentration on it, as though concentrating on a spell. Each hostile creature that starts its turn within 10 feet of you must succeed on a STR save or be hurled up to 20 feet directly away from you and knocked prone. If a thrown creature strikes a hard surface, object, or another creature, the target and any impacted creature or object each take 1d12 bludgeoning damage for every 10 feet the target was thrown. On a successful save, the target takes half as much bludgeoning damage and is deafened until the end of its turn.

LINEAGE PREVIEW

This preview provides a look at two lineages going into *Player's Guide 2*. This preview material is subject to change, based on editing and playtest feedback.

Elemental Scion

Elemental scions are extraordinary beings infused by the primordial powers of elemental air, fire, water, or wind. The majority of these people owe their distinct nature to couplings between genies and mortals, so they are sometimes referred to as jinnsborn. However, their origins vary as much as the elemental forces that breathe power into their bodies.

Elemental scions can be born as the result of relationships between mortals and a variety of elemental creatures. Indeed, entire communities within the elemental planes consist of children born of genies, azers, and similar beings. Elemental scions conceived in this manner often don't display the traits of their true lineage at birth, but rather manifest them as part of the turbulent transition into adulthood.

However, elemental scions can be created as well as born. A mortal might gradually become an elemental scion due to prolonged or drastic exposure to an elemental plane. Mortals can also suddenly transform into scions due to the magical workings of powerful elder elementals and monarchs.

All elemental scions are infused and empowered by their elemental lineage, which is reflected in their appearance. Their hair, eyes, or other physical features may take the hue or form of their elemental lineage, and they may impose aspects of their lineage on the world around them.

No matter the circumstances of their power, elemental scions aren't bound by the demands of their elemental forebears. They are masters of their own destinies, free to follow their own path.

Elemental Scion Lineage Traits

Your elemental scion character has the following hereditary traits.

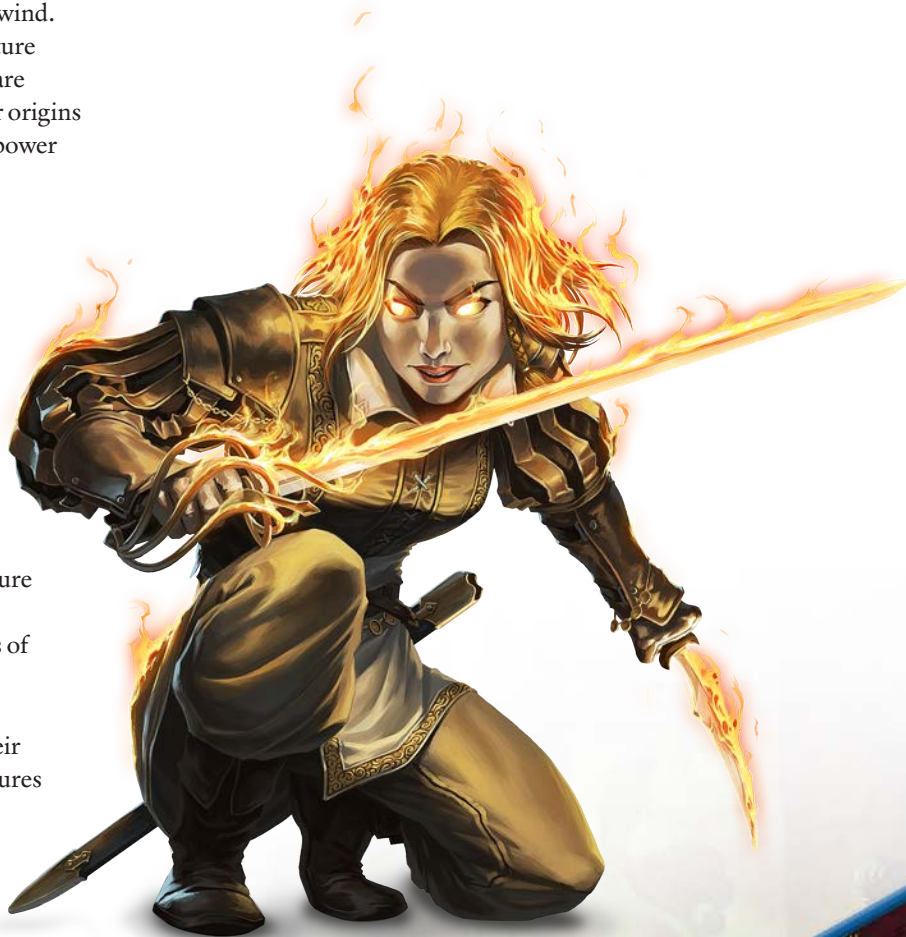
Age. Elemental scions typically reach adulthood by 15 years of age. On average, they live about 75 years, although some elemental scions have been known to live as many as 350 years.

Size. Your size is Medium. Elemental scions stand between 5 and 7 feet tall and average 150 pounds.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision to a range of 60 feet.

Hybrid Humanoid. Your Humanoid body is suffused with a reservoir of raw elemental energy, making you primarily a Humanoid, though you have traits in common with Elementals. You are resistant to poison damage and one of the following damage types based on which Natural Adaptation trait you choose: acid (earthborn), fire (fireborn), cold (waterborn), or lightning (windborn). In addition, you have advantage on saves against being paralyzed, petrified, or poisoned.



Natural Adaptation. You inherited one set of the following unique traits, determined by the elemental forces that shaped you.

- **Earthborn.** Obvious characteristics denote your connection to elemental earth. You might have dull skin tones, or tresses that appear like dull slate, rough igneous rock, or glowing gems. You have tremorsense to a range of 10 feet and your base movement speed can't be reduced by difficult terrain (you suffer other terrain effects as normal).
- **Fireborn.** Obvious characteristics denote your connection to elemental fire. You might have a flickering flame in your pupils, burn several degrees warmer than others, or have fiery locks of hair that blaze with your mood. As a bonus action, you can cause your body to emit bright light in a 30-foot radius and dim light for an additional 30 feet. While this light is active, creatures in a 30-foot radius of you ignore penalties imposed by extreme cold. You can extinguish this light at any time (no action required). In addition, when a creature hits you with a melee weapon attack, that creature takes a number of d6s of fire damage equal to half your PB (rounded down).
- **Waterborn.** Obvious characteristics denote your connection to elemental water. You may have a fluid gait to your walk, scales and gills on your skin, or your hair might be persistently wet. You have a swimming speed equal to your base movement speed and can breathe water as if it were air. In addition, you can move through spaces occupied by enemy creatures or move through a space as narrow as 1 inch wide without squeezing (as long as you end your movement in an unoccupied space).
- **Windborn.** Obvious characteristics denote your connection to elemental air. Your skin may perpetually crackle with static electricity, your hair may be made of cloud, or a gentle breeze might accompany your steps. You gain a 10-foot flying speed and can hover. While suspended in midair, you are immune to effects that would reduce your movement speed to 0 feet or otherwise cause you to fall. In addition, you can hold your breath for a number of hours equal to your PB.

Sapopova

Sapopova are an amphibious people with pronounced frog or toad features. While some sapopova believe that they are divinely descended from the animals that they resemble, many believe that they are the progenitors of frogs and toads. Regardless of their origin, these small humanoids commonly build their homes near ponds, rivers, and other bodies of water, where they can retreat from larger predators who can't hunt on both land and water.



Young sapopova are frequently impulsive, testing the outer limits of what they can achieve. Such thrill seeking activity often leads to a life of adventure, whether through an altruistic desire to help their communities or more base desires to accumulate wealth and power. Sapopova who survive such hazardous lifestyles commonly return to their communities in adulthood, although some forge new lives in new communities.

Sapopova lay eggs in long strands or clusters on their spawning grounds, and they wade into these waters at the end of their lives. Upon returning, they are compelled to share their stories and experience to add to the community's collective memories, which are conveyed in turn to nascent tadpoles. This tradition of passing information through the generations often results in sapopova surprising others with obscure knowledge or profound wisdom.

Sapopova Lineage Traits

Your sapopova character has the following hereditary traits.

Age. Sapopova are comparatively short lived, reaching the age of maturity around 8 and rarely living past the age of 50.

Size. Your size is Small. Most sapopova are between 2 and 4 feet tall, and usually weigh 30 pounds due to their small frames.

Speed. Your base walking speed is 30 feet.

Amphibian. You can breathe air and water, and you have a swimming speed of 30 feet.

Superior Vision. You have darkvision to a range of 60 feet, and you can see color normally even in darkness. You also have advantage on WIS (Perception) checks made to visually locate creatures and moving targets.

Natural Adaptation. You inherit one of the following traits determined by what kind of reptilian characteristics you want your character to have:

- **Frogkin.** You have smooth, moist skin that is usually a bright green, yellow, or red. While you venture onto land, you prefer to spend time in the water. Because of your strong hind legs, you are proficient in Athletics. You can also make long jumps without moving 10 feet before you jump.
- **Toadfolk.** You have dry, warty skin that is usually a muted green, brown, or gray. While you venture into the water, you tend to prefer to spend your time on dry land. You can hold up to three Tiny items in your cheeks without impacting your ability to speak. In addition, you are proficient with ranged weapon attacks made by launching Tiny objects from your mouth. Treat it as a weapon with the Thrown property and a range of 20/60 ft. When you hit with this attack, it deals 1d6 + your DEX modifier bludgeoning, piercing, or slashing damage (whichever type is most appropriate for the item).

BASE BUILDING PREVIEW

A base is a location owned and operated by player characters. A base can be the party's primary residence or one of many properties PCs routinely visit to rest and regroup. It's the location that they most often return to between adventures, and a place ideally suited for performing downtime activities, teambuilding, personal growth, and socializing.

Characters can expand, build, and personalize a base to best suit the needs of the group. They can also hire workers, house friendly NPCs or creatures, and otherwise populate their base to create a thriving headquarters. This section includes a preview of the rules for acquiring and upgrading a base, as well as guidelines for developing story prompts and worldbuilding mysteries connected to it.

ACQUIRING A BASE

Bases are primarily acquired in one of two ways: purchased by the PCs or gifted as a reward. There is no level requirement PCs must meet before acquiring a base. Acquisition can occur whenever it makes sense from a narrative or financial perspective.

Purchasing a Base. Buying a base is no small financial investment. However, even low-level PCs can earn enough treasure to purchase a "starter base." These starter bases are often properties that are small, neglected, or in serious disrepair, which dramatically reduces their cost.

Quest Reward. A GM can gift the PCs a starter base as a reward for a quest. Perhaps the characters pleased the town's mayor, who gifts them an abandoned townhouse on the outskirts of the region. Maybe the PCs cleared goblins or bandits out of an abandoned keep, and the king wishes for them to take ownership so the villains don't return.

STARTER BASE

d12	STARTER BASE	EXISTING FACILITY	COST
1	Abandoned Lighthouse	Chapel or Library	5,000 gp
2	Crumbling Keep	Forge or Training Yard	100,000 gp
3	Derelict Manor	Parlor or Kennel	20,000 gp
4	Half-Burned Inn	Guest Quarters or Tavern	25,000 gp
5	Ruined Cottage	Garden or Stable	3,000 gp
6	Vacant Estate	Ballroom or Conservatory	50,000 gp
7	Run-Down Boarding School	Lecture Hall or Library	100,000 gp
8	Deserted Guildhall	Crafting Workshop or Parlor	50,000 gp
9	Desecrated Temple	Chapel or Bathhouse	20,000 gp
10	Moth-Eaten Theater	Parlor or Theater	25,000 gp
11	Dusty Apartments	Parlor or Shopfront	5,000 gp
12	Mildewed Townhouse	Library or Parlor	5,000 gp



Or maybe a corrupt government official has their schemes revealed by the characters' meddling, and the rest of the city council gifts the official's stripped holdings to the characters in thanks.

Starter Base

When the characters first acquire a starter base, it's typically a pre-existing structure in the city, town, or region where the PCs frequently return to between quests. Inhabitable structures are humble and typically in need of improvement or repair. Examples of ideal starter bases include an overgrown estate, a crumbling keep, or a half-burned inn abandoned by a previous owner. Alternatively, a GM can roll or choose an option on the **Starter Base** table to determine the nature of the base. When choosing the starter base, consider how PCs might upgrade and expand on the structure, particularly when choosing a location with space restrictions, such as a townhouse in the center of a crowded city district.

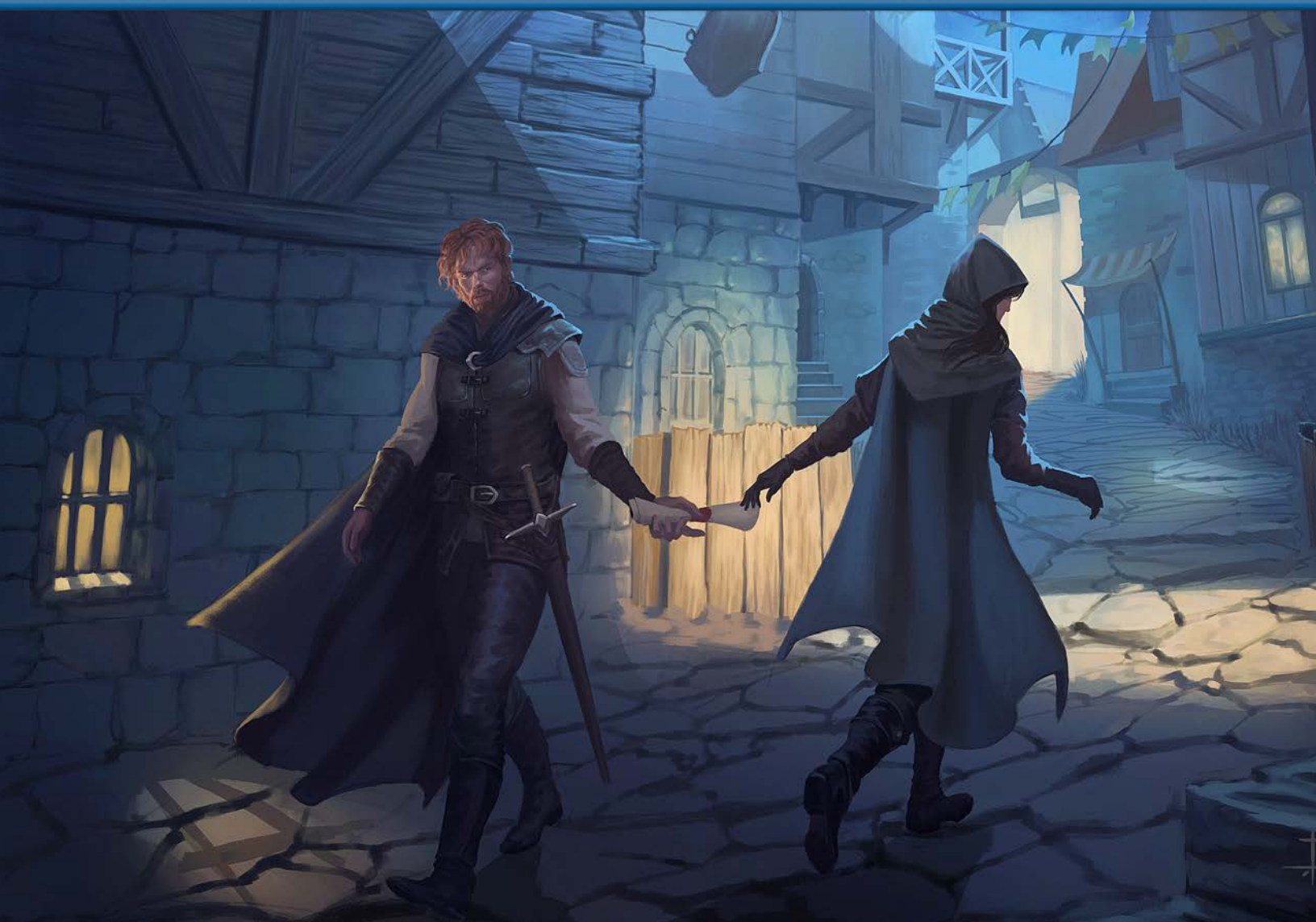
The suggested costs in the **Starter Base** table assume the starter base includes one existing facility described in the **Facility Descriptions** section.

Starter Base Size and Dimensions

Regardless of a starter base's general type and location, it includes a certain amount of useable space. This useable space must be allocated in such a way that it includes: a central common area, basic utilities like a rudimentary kitchen and privies, and private chambers for each PC. A base's overall size and potential space can vary, but the size of the building's current usable space is calculated as follows, in 5-foot squares:

$$\text{Useable space} = 16 \text{ squares} \times \text{the number of PCs}$$

Once a base's useable space is determined, players should work together to design the base layout. For example, a party of four PCs would have a base with a floor plan composed of 64 useable squares. These 64 squares could be arranged so that each character has a cramped bedroom composed of 4 squares each, leaving 48 squares to be divvied up among the common spaces. Or the characters might have more expansive personal quarters, leaving smaller common spaces. Squares can be spread out over multiple buildings, stacked in several stories, or part of a sprawling one-story home. Once useable space is allocated,



determine the location of any existing facilities (existing facilities don't subtract from initial useable space). The amount of space taken up by each facility is listed in the **Facility Descriptions** section.

Though the initial usable space for the starter base is limited, the base itself might have land or other currently unusable areas which can be renovated or expanded at a later date. For example, if the PCs acquired a vacant estate as their starter base, there may be rooms, wings, or outbuildings that are partially collapsed or otherwise useless until repairs are made, giving the PCs space to expand and grow their base as the campaign progresses.

When creating a starter base, a GM should keep potential space for expansion in mind, as well as any hidden mysteries that may be uncovered during future renovations (see **Hidden Mysteries**).

UPGRADING A BASE

Once the characters have acquired a base, they can make additions or alterations to better fit their lifestyles, and hire staff to help keep their base and its facilities running. Many of these upgrades grant benefits to the downtime activities associated with them. See the *Player's Guide* and the *Game Master's Guide* for rules on downtime activities.

There are two types of upgrades: Facilities and Workers.

Constructing Facilities

The characters can install additional facilities into their base as long as the requirements are met. Each facility has an associated cost and minimum space requirement, as well as the time required to complete the facility. Unless otherwise stated, more than one of the same facility type can be installed in a base.

Hiring Workers

PCs may decide to hire a staff to run their base or manage certain facilities. Each type of worker has an associated cost and most have a prerequisite facility that must exist at the base before that specific worker can be hired. The cost associated with a type of worker is commensurate to what it would cost to hire them off the street. A character who has a contact might be able to hire for less, at the GM's discretion.

Workers can work while the PCs are away from the base, and they can assist PCs in downtime activities in their associated facilities. The PCs must provide necessary materials and any other associated costs for items crafted by workers. Characters may hire multiple workers of the same type, but a worker of one type won't carry out the duties of another type unless paid to do so.

FACILITY DESCRIPTIONS

A table of facility names and an example facility description is previewed here.

Alchemical Laboratory

A laboratory for crafting potions and poisons.

Cost: 1,000 gp

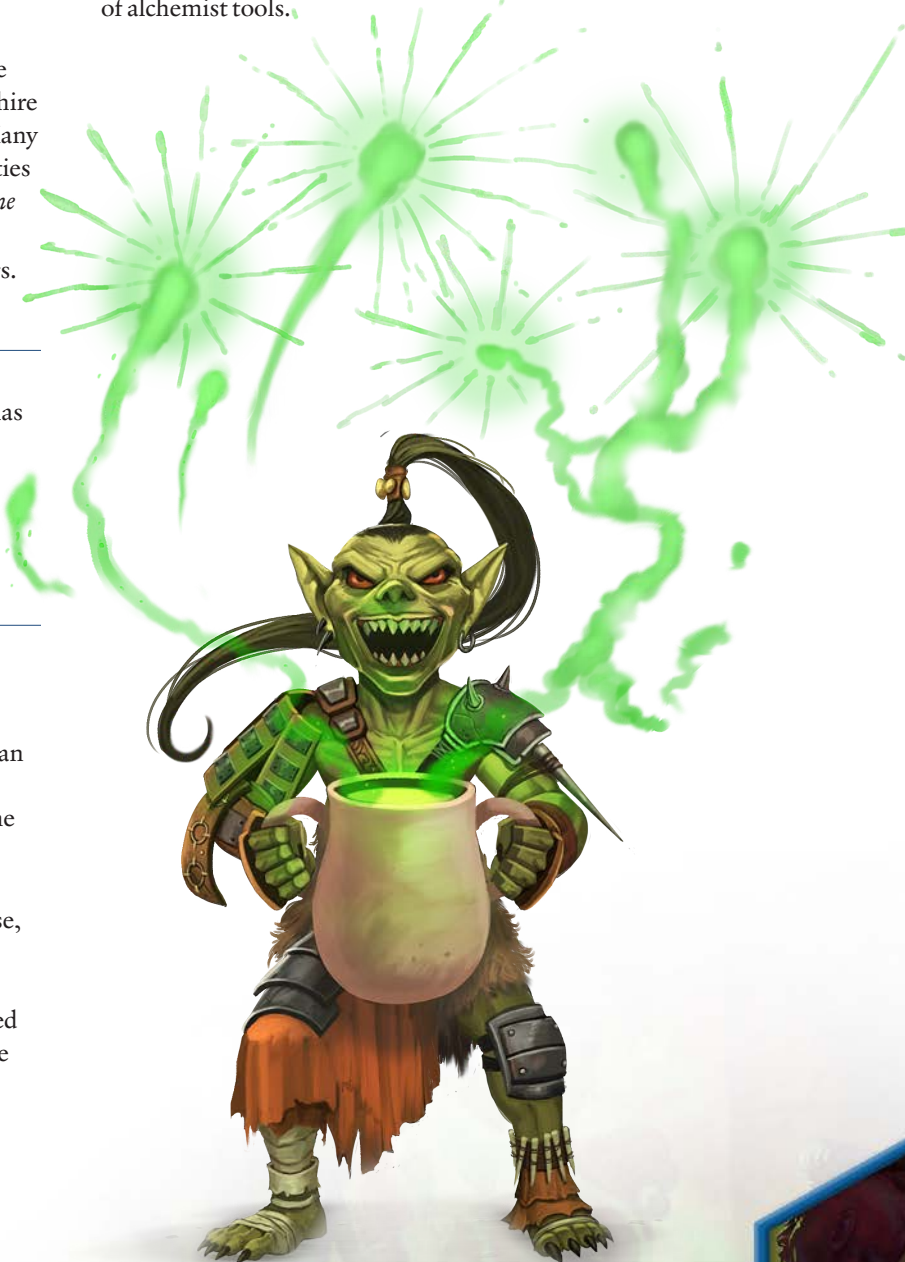
Space Requirement: 9 squares

Time: 14 days

Workers: Alchemist, Herbalist

Maintenance Costs: None

An alchemical laboratory functions similarly to a standard crafting workshop. However, due to the specialty materials required for crafting of potions and other concoctions, and the delicate nature of the work, the laboratory must be specially constructed. An alchemy lab comes with one set of alchemist tools.



FACILITIES

2d20	FACILITIES	2d20	FACILITIES	2d20	FACILITIES
2	Alchemical Laboratory	15	Gearworks	28	Shopfront
3	Arcane Workshop	16	Guest Quarters	29	Skulk
4	Art Studio	17	Infirmity	30	Smithy
5	Ballroom	18	Kennel	31	Stable
6	Barracks	19	Lecture Hall	32	Tailor's Workshop
7	Brewery	20	Library	33	Tavern
8	Bathhouse	21	Menagerie	34	Teleportation Circle
9	Chapel	22	Mews	35	Theater
10	Chef's Kitchen	23	Mine	36	Training Yard
11	Conservatory	24	Panic Room	37	Vault
12	Construction Workshop	25	Parlor	38	Winery
13	Escape Tunnel	26	Prison	39–40	Reroll for Facility + Hidden Mystery
14	Garden	27	Servants' Quarters	—	—

Downtime Activities. A character can perform the downtime crafting activity (see *Player's Guide*), crafting alchemical concoctions in the alchemical laboratory. The character must supply the raw materials. An alchemical laboratory can also be operated by an alchemist or herbalist, who can work up to 8 hours a day crafting concoctions requested by the characters.

WORKER DESCRIPTIONS

A table of worker types and an example description is previewed here.

Chaplain

Provides spiritual guidance to the lost and faithful alike.

Prerequisite: Chapel

Cost: 100 gp per month

A chaplain is often a cleric brought into a chapel or other establishment attached to a larger institution to serve as spiritual support for members or visitors of the institution. A chaplain uses the **acolyte** stat block. A chaplain can work up to 8 hours a day.

Spiritual Blessing. A character who visits the chaplain and spends at least 1 hour in conversation or prayer with them gains a d4 bonus to one save of the character's choice made within the next 24 hours.

Upgrade. The characters can upgrade the chaplain as per the **Chaplain Upgrade** table.

CHAPLAIN UPGRADE

COST PER MONTH	STAT BLOCK
100 gp	Acolyte
300 gp	Priest

HIDDEN MYSTERIES

A base doesn't spring into being the moment PCs acquire it. The best bases have their own history, though much of that history is buried by time—hidden by dust, damage, neglect, or inhabitants. When the PCs acquire a base, the GM should consider the property's past and determine what kind of hidden mysteries it holds.

Hidden mysteries can take many forms, but their primary characteristic is their secrecy. PCs can only uncover these mysteries through direct interaction with the base. They must spend significant time using its facilities or investing significant resources into its expansion. A hidden mystery

WORKER TYPES

d20+d12	WORKERS	d20+d12	WORKERS
2	Academic	18	Hireling
3	Agent	19	Keeper
4	Alchemist	20	Miner
5	Arcanist	21	Performance Troupe
6	Archivist	22	Poisoner
7	Armorer	23	Seneschal
8	Artist	24	Servant
9	Blacksmith	25	Shopkeeper
10	Brewer	26	Soldier
11	Builder	27	Stablemaster
12	Chaplain	28	Tavern Keeper
13	Chef	29	Tailor
14	Gardener	30	Tinkerer
15	Handler	31	Warden
16	Healer	32	Weapon Master
17	Herbalist	—	—

could take the form of a derelict facility buried in a partially collapsed wing of the base. It could be unidentified remains hidden within a wall. Or it could be a cache of gems hidden by a criminal on the run.

Uncovering Hidden Mysteries

Since hidden mysteries are hidden, characters must discover them. The easiest way to do this is through the improvement and expansion of their base. Perhaps in renovating a dusty chamber, the PCs find something hidden beneath the floorboards; maybe by preparing a field for planting, they stumble on forgotten ruins within the dirt; or it's possible that an entire arcane workshop waits in the attic of a crumbling tower.

Characters can also discover hidden mysteries by exploring their base more thoroughly. At the GM's discretion, a character who takes the time to explore the base and its grounds for at least one day can make a DC 18 INT (Investigation) check; on a success, they discover a mystery. Alternatively, the GM can decide that a character finds it automatically simply by searching, or when it makes the most narrative sense for the mystery to be uncovered.

Mysteries as Story Hooks

While hidden mysteries can be simple rewards for base expansion and exploration, a mystery can also be a rich point for story expansion. An uncovered mystery could provide clues as to the base's previous inhabitants, might be a hook to start a new quest, or even hide its own secrets that need to be unraveled.

Hidden Mysteries Descriptions

A table of hidden mysteries types are previewed here, as well as a sample hidden mystery description.

HIDDEN MYSTERIES

d12	MYSTERY
1	Abandoned Mineshaft
2	Forgotten Grave
3	Immortal Prisoner
4	Locked Journal
5	Magic Mirror
6	Mystic Spring
7	Overgrown Hedge Maze
8	Ruins
9	Secret Cellar
10	Sinister Shrine
11	Toadstool Ring
12	Treasure Cache

Mystic Spring

This spring bubbles forth somewhere on the grounds. Perhaps the previous inhabitants built a rudimentary or elaborate well around the source, befitting its qualities, or it might be in its natural state, undiscovered before now. Once discovered, the spring can be left as-is, enclosed, or even incorporated into a facility such as a bathhouse, chapel, or infirmary.

The spring has strange, magical properties to it. The GM can determine the spring's properties, as well as any unusual features, by rolling on or choosing from the Spring Properties table. Roll twice on the table, once for the spring's unusual feature and once for its property. The property affects a creature that drinks the water. Once a creature is affected by the spring's properties, it can't be affected by the well again for 24 hours or until the effects of an ongoing property end (whichever is longer). If water is taken from the spring, it loses its properties after 24 hours.

SPRING PROPERTIES

d20	FEATURE	d20	PROPERTY
1–4	The water shimmers with bioluminescence.	1–4	The creature must succeed a DC 15 CON save or its eyes turn inky black for 1 hour. For the duration, the creature is blinded in the Material Plane, but it can see into the Ethereal Plane.
5–8	The water smells like roses (or rot).	5–8	The creature can understand any language for 1 hour, as the <i>tongues</i> spell, but can't speak for the duration.
9–12	The reflections in the water don't match what is around it.	9–12	The creature sees everyone as if they were dead. For 1 hour, the creature has disadvantage on CHA (Insight) checks but is immune to being frightened.
13–16	The water sings (or screams) when poured into a vessel.	13–16	Roll a d20. On a result of 1–9, the creature is poisoned until it finishes a long rest; on a result of 10–20, the creature gains 2d6 temporary hit points.
17–20	When taken from the spring, the water turns black as ink.	17–20	The creature doesn't need to eat or drink for three days.

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