

# MONSTER VAULT 2



The vault opens again! **Monster Vault 2** releases over 300 new creatures to populate your next tale of high-fantasy adventure. Pit your heroes against an army of strange and never-before-seen enemies, and wield new GM tools to streamline every encounter!

Pit your heroes against the inscrutable machinations of Tynan the Twilight Queen. Survive the destructive force of the void harbinger. Escape a bar brawl unscathed.

Monster templates quickly create themed variants on any monster, including psychic, fey-blessed, fiendish, and more.

Tips and tables for villainous plots and campaigns lie within. Deploy new rules for Doom points and ramp up the stakes in the face of your players' heroic ambitions.

With extensive appendices, simplified stat blocks, and monster bundles to quickly fill your next dungeon or combat encounter, **Monster Vault 2** expands your **Tales of the Valiant**® bestiary with unique foes perfect for any fantasy setting!

More than 300 new devils, aberrations, fierce critters, and a whole lot more leap from the page and onto your tabletop in *Monster Vault 2*! Featuring the best of Kobold Press' celebrated monster design, this sequel to the *Tales of the Valiant Monster Vault* expands your arsenal of foes for both *Tales of the Valiant* and *Dungeons & Dragons 5th Edition*.

- New Monsters
- New Doom point rules
- Monster Templates
- House near other GM/homebrew books
- Detailed internal art.

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