

RIVEBORNE

CHAMPIONS FROM
BEYOND

Riveborne: Champions from Beyond is a cataclysmic package for 5e that brings unforgettable boss battles to your table.

At your gaming table, each boss encounter comes with **Habits of Mind**, giving you a direct peek into the boss's mind, and is ready to blast your table with excitement and surprises through **Primal Form**.



HABITS OF MIND

Whether you're a newcomer or a veteran adventurer, we've designed a user-friendly *Habits of Mind* flowchart system.

This system provides clear guidelines for DMs, making boss encounters a breeze to navigate. Struggle no longer trying to memorize every action or complex stat block, causing potential option paralysis. Instead, with *Habits of Mind*, you'll have a tool by your side to effortlessly navigate the flow of the game and understand the boss's strategies—as if you're peeking directly at its brain.

PRIMAL FORM

When a champion (would) drop to 0 Hit Points, they undergo a thrilling power-up known as *Primal Form*. Check the details on how each boss undergoes this power-up on the rightmost side of their statblock page.

In its normal form, it can do everything listed on the left side of the page.

When in *Primal Form*, bosses gain additional abilities: Actions+, Reactions+, Legendary Actions+, Special Traits+, and Lair Actions. All these newfound, Primal Form exclusive abilities are listed on the right side of the boss's statblock page.

The Primal Form allows bosses to adapt their strategies, keeping the players guessing and preventing any monotony.



FEEDBACK

The PDF is a work in progress and anything could change from this point onward. We would love to have your input in helping make Riveborne the best it can be.

If there's feedback or suggestions on balance, formatting, or anything else you would like to share; please scan (or click) the QR code to be brought to our form. Your assistance is greatly valued and we hope to see you when the rifts open. Until then, good luck.

Giga Mimic (Feedback) Link (click):



Sir Rainer (Feedback) Link:

