

# RIFTBORNE

CHAMPIONS OF THE  
MULTIVERSE

## THE VISION

Grab your dice, scoop up your minis, and plunge head first into this one-stop adventure shop. This battle book aims to excite and amaze your players with near-death, multi-wave boss battles, all while keeping the combat easy to follow for you, the GM. Each unique monster—twists on established tropes and stereotypes—has its own exclusive, hand-drawn lair.

Each combat is balanced for parties at low, medium, and high levels, and uses our **Primal Form** mechanic to keep your players engaged and thrilled. Going Primal, a champion evolves and becomes stronger, employing new tactics, and forcing your players to up their game. Not just that, each boss' exclusive battlemat matures throughout the encounter with turmoil and destruction. Bring your combat to the next level—pre-balanced, ready to roll, plug and play.



## DEMO

This is a free demo to give you a feel of Riftborne: Champions of the Multiverse, and showcases one of our champions, the Giga Mimic.

Each champion starts combat in their **Standard Form**, and through conditions mentioned under Trigger Conditions, can transcend into their **Primal Form**.

Now: Enter The Rift!



## 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 Riftborne 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.







“PROTEIN OVERLORD”  
**GIGA MIMIC**



One, two—no, dozens of mimics surround the conveniently ring-shaped library; they look onto a wildly entertaining figure in the middle. The figure’s head is an open treasure chest and its body frighteningly muscular. If six-packs could kill. The mimics woo and clatter their heads, making noise for the Giga Mimic in the center.

Giga Mimic’s athletic poses are ever-changing and its tongue rages about outside of its mouth that gurgles and utters weird noises whilst leaving behind a pool of drool. Somewhere on the floor, in the drool presumably, a lost scholar lies in agony—bruised and beaten to a pulp. Giga Mimic proceeds to climb the ‘ring,’ gestures to the crowd for more woos, and, elbow first, dives down onto the poor fellow in crashing fashion.



# SETTING & LORE

## ORIGIN

“Geaaahhggghhh!!!”

“Om nom nom!!!”

An otherwise ordinary mimic hides away in the far ends of *The Great Library*, a prestigious library for wizards. It is here that during one of its regular snack cravings it decided to bite into a passerby wizard's cheeks. It kinda missed, and coincidentally ended up stealing an important shimmering artifact from that famed (and very dense for not noticing) white-bearded wizard's pocket.

The artifact enhances one's natural spellcasting and was swallowed whole by the hangry mimic. It now rests at the bottom of its stomach, giving it the ability to change shape into not just objects, but also Large-sized creatures. Despite being surrounded by books containing all sorts of wisdom, the mimic is pretty dimwitted and acts on instincts alone. Sometimes Giga Mimic hides, sometimes it eats... a lot. When agitated, it shapeshifts into its imagined strongest form: a large wrestler's body to grapple its targets and munch them raw!

## PERSONALITY

**Impulsive.** Does whatever it feels like doing and instinctually manages to stay alive for a long time.

**Dimwitted.** Can communicate basic gestures and ideas, but can't communicate vocally. Comparable to a toddler.

**Clumsy.** Its sudden increase in size gives it less control over its larger movements, and its inability to comprehend situations and people causes it to occasionally trip over its own feet.

**Insatiable.** No matter the situation, food always holds top priority in Giga Mimic's head. It's what it thinks about when waking up, after a work-out, or even while eating. Ideally, it would wrestle with food.

## LOCATION

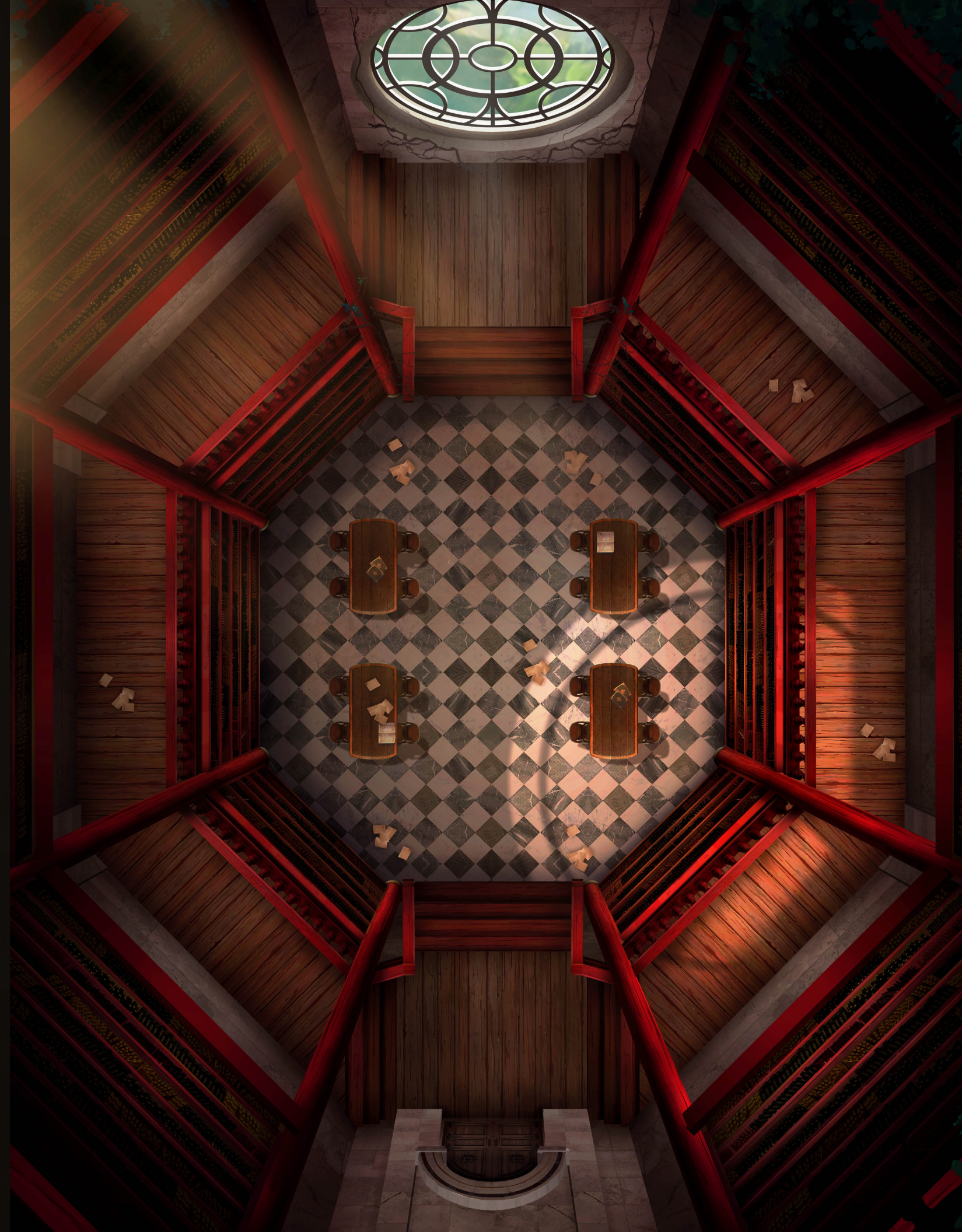
**The Great Library** was founded decades ago and has been a huge aid in establishing many famous wizards and scholars throughout the years.

It first included a single area with books on wizardry. Within the next decade, this increased to over fifty chambers, all magically imbued with top-level spells. Now, it's a library unlike any other that evolves and grows with its readers.

**Evolving.** The library grows rooms to support whatever books and creatures it finds inside. The 'forgotten section' is an area filled with book-mimics and ideas of food and wrestling; therefore, the entire section's books are filled with recipes and wrestling theory. The area itself even shaped to resemble a wrestling ring.

**Forgotten.** The area had at one point lost its purpose to the library, but since there were still mimics inside, its cut-off was imperfect. The library's magic still occasionally leads a hungry wanderer into the Mimics' den.

**Party.** With the attention span of a toddler and not much else to do but eat a near-endless amount of books, the mimics are bored out of their minds. They make a ruckus and throw parties for themselves; wrestling, munching, and jumping around.





# PLAY SUGGESTIONS

## STANDARD

### MONSTER TURN

### PLAYER TURN

#### TARGET PRIORITIES

1. Enemy adjacent to Giga Mimic
2. Last enemy to attack Giga Mimic

#### PLAYER MOVEMENT

- ◆ If enemy moves within 5 feet of a mundane object
  - └ Reaction: *Mimic Creation*

#### MOVEMENT

- ◆ Move towards priority target

#### END OF TURN

- ◆ If an enemy is adjacent to Giga Mimic
  - └ Yes > Legendary Action: *Bite*
  - └ No > Legendary Action: *Move*
- ◆ If Giga Mimic's hit points are 0
  - └ Enter **Primal Form**

#### ACTION

- ◆ Multiattack
  - └ *Lickwhip* for range
  - └ *Pseudopod* or *Bite* up close
- ◆ On successful grapple
  - └ Enter **Primal Form**

## PRIMAL

### MONSTER TURN

### PLAYER TURN

#### START OF TURN

- ◆ Check if Giga Mimic is holding an enemy in *Sleeper Hold*

#### PLAYER MOVEMENT

- ◆ If enemy moves within 5 feet of a mundane object and Giga Mimic has taken a turn this round
  - └ Reaction: *Mimic Creation*

#### TARGET PRIORITIES

1. Enemy adjacent to Giga Mimic
2. Enemy with highest athletics skill
3. Last enemy to attack Giga Mimic

#### END OF TURN

- ◆ An enemy within 10 feet is prone
  - └ Legendary Action: *Elbow Drop*
- ◆ An enemy within 20 feet is grappled
  - └ Legendary Action: *Clothesline*

#### MOVEMENT

- ◆ Move towards priority target

#### ACTION

- ◆ Multiattack: *Lickwhip* + *Pseudopod* + *Dropkick*
  - └ If target is prone > *Bite* replaces *Dropkick*
- ◆ During Grapple Reaction: *Sleeper Hold*
  - └ Target's STR > CON = Reaction: *Sleeper Hold*
  - └ Target's CON > STR = Reaction: *Suplex*

#### 20 INITIATIVE COUNT 20

- ◆ <2 Mimics in combat
  - └ Yes > Lair Action: *Showtime*
  - └ No > Lair Action: *Are You Not Entertained?*



# GIGA MIMIC

## PROTEIN OVERLORD

Large monstrosity, unaligned

Armor Class 12 (natural armor)  
Hit Points 120 (16d10 + 32)  
Speed 20 ft.

**STR** 16 (+3) **DEX** 12 (+1) **CON** 14 (+2) **INT** 8 (-1) **WIS** 10 (+0) **CHA** 12 (+1)

Skills Stealth +3  
Damage Immunities acid  
Senses darkvision 60 ft., passive Perception 10  
Languages Common  
Challenge 5 (1,800 XP) or 6 (2300 XP) if encountered in its lair

Proficiency Bonus +3

### TRAITS

**Shapechanger.** Giga Mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Adhesive.** Giga Mimic adheres to anything that touches it. A Huge or smaller creature adhered to Giga Mimic is also grappled by it (escape **DC 14**). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** While Giga Mimic remains motionless, it is indistinguishable from an ordinary object.

**Grappler.** Giga Mimic has advantage on attack rolls against any creature grappled by it.

### ACTIONS

**Multiattack.** Giga Mimic makes three attacks: one with its bite, one with its pseudopod, and one with its lickwhip.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 7 (2d6) acid damage.

**Pseudopod.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage. The target is subjected to its Adhesive trait.

**Lickwhip.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage. Giga Mimic can then move up to 5 feet toward the target if Giga Mimic's speed isn't 0.

### REACTIONS

**Mimic Creation.** When an enemy moves within 5 feet of a Small or Medium mundane object, Giga Mimic magically transforms the object into a mimic. The mimic's stat block can be found in the *SRD*.

### LEGENDARY ACTIONS

Giga Mimic can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Giga Mimic regains spent legendary actions at the start of its turn.

**Chomp.** Giga Mimic makes one bite attack.

**Move.** Giga Mimic moves up to its speed without provoking opportunity attacks.

### ACTIONS+

**Multiattack.** Giga Mimic makes three attacks: one with its bite, one with its pseudopod, and one with either its lickwhip or dropkick.

**Dropkick.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage. The target must succeed on a **DC 14 Strength** saving throw or be knocked **prone**.

### REACTIONS+

**Suplex.** When Giga Mimic grapples a creature, it can slam one creature it is grappling into the ground, dealing 7 (2d6) bludgeoning damage to the target. The target must succeed on a **DC 14 Strength** saving throw or take another 7 (2d6) bludgeoning damage.

**Sleeper Hold.** When Giga Mimic grapples a creature, it can put one creature it is grappling into a headlock, dealing 7 (2d6) bludgeoning damage to the target. If the target is still grappled at the start of Giga Mimic's next turn, the target must succeed on a **DC 13 Constitution** saving throw or fall **unconscious** until the end of its next turn.

### LEGENDARY ACTIONS+

Giga Mimic can use the options below as legendary actions.

**Clothesline.** Giga Mimic moves up to its speed towards a creature it can see. The target must succeed a **DC 14 Dexterity** saving throw or take 11 (2d10) bludgeoning damage and be knocked **prone**. On a successful save, the target takes half the damage and isn't knocked prone.

**Elbow Drop.** Giga Mimic climbs **10 feet** up a wall or on top of an object that can support its weight. It then leaps off and lands in a **10-foot square** adjacent to the wall or object. Each creature in the area must succeed on a **DC 13 Dexterity** saving throw or take 14 (2d10 + 3) damage and be knocked **prone**. If all creatures succeed on their saves, Giga Mimic takes 7 (2d6) bludgeoning damage.

### PRIMAL FORM

#### Trigger Conditions.

If Giga Mimic would be reduced to 0 hit points, its current hit point total instead resets to **120** hit points and it ends any conditions or other effects affecting it. Additionally, Giga Mimic can now use the options in the **Primal Form** section for **1 hour**.

If any of the following conditions are met, Giga Mimic immediately activates its **Primal Form**.

- > Giga Mimic or another mimic grapples a character

*"The mimic keeps its otherwise unfettered tongue inside its mouth and its clattering top half at a standstill. A clapping sound and woos can be heard from the surroundings and a spotlight that comes from seemingly nowhere focuses on the mimic. The treasure chest figure rises as if afloat and underneath it a new figure slowly reveals itself. First its broad shoulders, then its incredible chest, followed by a rock-hard six-pack and legs the size of logs. The previously small mimic now towers over you, lets out a loud roar, and flexes its solid muscles for all to see. Giga Mimic appears."*

### TRAITS+

**Legendary Resistance (1/Day).** If Giga Mimic fails a saving throw, it can choose to succeed instead.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), Giga Mimic takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

**Showtime.** **1d6** mundane objects within a **20 feet** of Giga Mimic magically transform into **mimics** in object form.

*"Giga Mimic takes on a pose, pushing up its arms to point into a high corner, all while flexing its biceps."*

**Are You Not Entertained?** Nearby **mimics** reveal themselves and cheer on Giga Mimic. It gains advantage on its next attack roll and regains **1d6** hit points for each allied mimic within **30 feet** of itself.

*"Giga Mimic strikes a pose—it stands in a near squat, hunches forward with its arms in front of it, and flexes its muscles before letting out a shout to excite the crowd."*

- > **Standard** is indicated in orange.
- > **Primal** is indicated in blue.
- > In **Primal Form** it can use **Standard** and **Primal** options.