

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—featuring 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, showcasing one of our Races, the Lycan.

Make sure to subscribe and get your free D20 on launch!

(click D20 for URL)



Now: Enter The Rift!



FEEDBACK

This 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 follow 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.





LYCAN

"With eyes of liquid gold, Lix crept through the undergrowth, four paws padding an uneven rhythm between dry leaves and brittle twigs. He could smell her, his prey, all forest musk and baby's milk. If he could ambush her, he'd prove his worth and his pack would have to let him on the next hunt. He leapt. Jaws fixed around his neck.

"Lix!?" spat his mother, letting him fall from her maw, surprise evident in her wide, amber eyes "Get out of that form and back to school!" she chided, even as he reared onto his hind legs, opposable thumbs re-growing. He slunk back to his packmates, tail curling beneath him in shame as his mind churned over where he'd gone wrong this time."

With time, the curse of lycanthropy can reach a stasis; a symbiosis melding the advantages of beast and humanoid. Through a tumultuous and stigamatised history, these lycans have overcome the disposition-altering effects of the curse, and are now entirely in control of their transformations and behavior.



BESTIAL ORIGINS

Lycans are distinctive, appearing as a bipedal crossover between humanoid and animal. Their skin is often fur-covered, their clothing is altered to fit their tails, and any drunk hesitates before challenging them to a bar-room brawl; their teeth and claws are vicious weapons. Regardless of the colour of their fur or the shape of their snout, every lycan shares a defining feature: bright amber eyes. In the less discriminating societies, lycans are referred to as 'gold-eyes'.



VARIETY UNTOLD

Though the true number of lycan morphs remains uncounted, three lineages have ingratiated themselves most readily into society: the lupin, descended from wolves, tigris, from tigers, and ursa, from bears. Each of these lineages possesses the ability to transform into their bestial ancestor, though few do so when in populated areas for fear of being hunted by terrified townsfolk.





LYCAN TRAITS

Lycan share certain racial traits as a result of their shared origin.

◆ **Ability Score Increase.**

Your Constitution score increases by 1. If you are using the optional rule to gain ability score improvements from backgrounds, ignore traits by this name in the races section.

◆ **Age.**

Lycans mature more quickly than humans, reaching adulthood at around the age of 10. They have shorter lifespans than humans, with few lycans seeing more than 70 years.

◆ **Size.**

Lycans occupy the same gamut of shapes and sizes as humans. Your size is Medium.

◆ **Speed.**

Your base walking speed is 30 feet.

◆ **Darkvision.**

Thanks to your bestial influence, you have superior vision in dark and dim conditions. 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.

◆ **Beast Shape.**

As an action you can magically change shape into a beast specified by your subrace for up to 1 hour, or until you use an action to change back. While you are transformed, you follow all the limitations of druids' Wild Shape. Once you have used this feature, you can't do so again until you finish a long rest.

◆ **Natural Weaponry.**

Your razor claws and fanged maw are natural weapons, which you can use to make unarmed strikes. If you hit with your claws or maw, you deal slashing or piercing damage, respectively, equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

◆ **Subrace.**

The three most populous kinds of lycan are lupin, tigris and ursa. Each traces its lycanthropic lineage back to different forbears: wolf, tiger, and bear. Choose one of these subraces.



SUBRACE LUPIN

Of all lycans, the lupin are most prevalent; the natural leadership of their alphas and the propensity of all lupins to work as a pack makes them formidable in any industry to which they put their talents. Their nimble fleetness, especially when transformed into wolf shape, makes them adroit messengers and scouts. When threatened, their howl inspires one another into a ferocious frenzy, shredding any foe that would threaten their pack.

◆ **Ability Score Increase.**

Your Dexterity score increases by 2.

◆ **Beast Shape.**

At 1st level you can transform into a **wolf**. At 5th and 11th levels you can transform into a **dire wolf** and a **winter wolf** (with the beast type), respectively, instead.

◆ **Howl of the Pack.**

As a bonus action you can howl, inspiring your allies. Each creature friendly to you within **60 feet** of you can immediately use its reaction to make a single weapon attack against a creature within its reach/range. The howl can be heard for 1000 feet. After you use this feature you can't do so again until you finish a short or long rest.



SUBRACE **TIGRIS**

Strong and lithe, the tigris would make excellent soldiers if it weren't for their proclivity to avoid civilisation. Typically solitary, tigris form temporary and fiercely-loyal breeding pairs before moving on to pastures new when the young can hunt for itself. Tigris have good reason to be distrustful; in less civilised locales, their fur is a prized commodity, often leading to bidding wars in bazaars and markets.

◆ **Ability Score Increase.**
Your Strength score increases by 2.

◆ **Beast Shape.**
At 1st level you can transform into a **panther**. At 5th and 11th levels you can transform into a **tiger** and a **saber-toothed** tiger, respectively, instead.

◆ **Jungle King's Roar.**
As a bonus action you deliver a terrifying, guttural roar. Each creature hostile towards you within **20 feet** of you must make a **Wisdom saving throw** or be frightened of you for **1 minute** on a failure. The DC of the save equals 8 + your proficiency bonus + your Constitution modifier. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this trait, you can't use it again until you finish a short or long rest.



SUBRACE **URSA**

Pensive and dependable, ursa have an innate desire to roam. Their keen nose makes them excellent caravaneers, allowing them to detect threat and food some distance away. Be they merchant, guard, or travelling story-teller, the hulking form of an ursa engenders both fear and wonder when it first arrives in town.

◆ **Ability Score Increase.**
Your Wisdom score increases by 2.

◆ **Beast Shape.**
At 1st level you can transform into a **black bear**. At 5th and 11th levels you can transform into a **brown bear** and an **owlbear** (with the beast type), respectively, instead.

◆ **Nosey.**
You have **advantage** on Wisdom (Perception) checks that rely on smell.

◆ **Powerful Build.**
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.