

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: Vineborne.

Make sure to get your other demo's over on the KS

(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.



Art by Ryan Bittner

VINEBORNE

With their slender, skeletal figures buried beneath a mass of moss and writhing vines, it is easy to mistake a vineborne for flora, especially in the dense woodlands they call home. They prefer to live in untouched places, hidden in the deepest forests or atop the highest mountains. Vineborne love nature in all its forms, making them great friends of druids and the forgotten residents of the world.



CATASTROPHIC INTRODUCTIONS

While not inherently bad creatures, a vineborne's death cycle can wreak havoc on an unprepared ecosystem, causing widespread destruction for local wildlife. Vineborne combat this constant destruction by reactively replanting new seeds where possible, but in locations containing larger vineborne villages, these trees barely reach a juvenile state before dying again. Such localised destruction can also severely damage farmland or city settlements, where vegetation is scarce or carefully utilized. A vineborne that dies during a busy market, for example, might drain the life out of an entire village's produce, leading to famine or economic disaster.



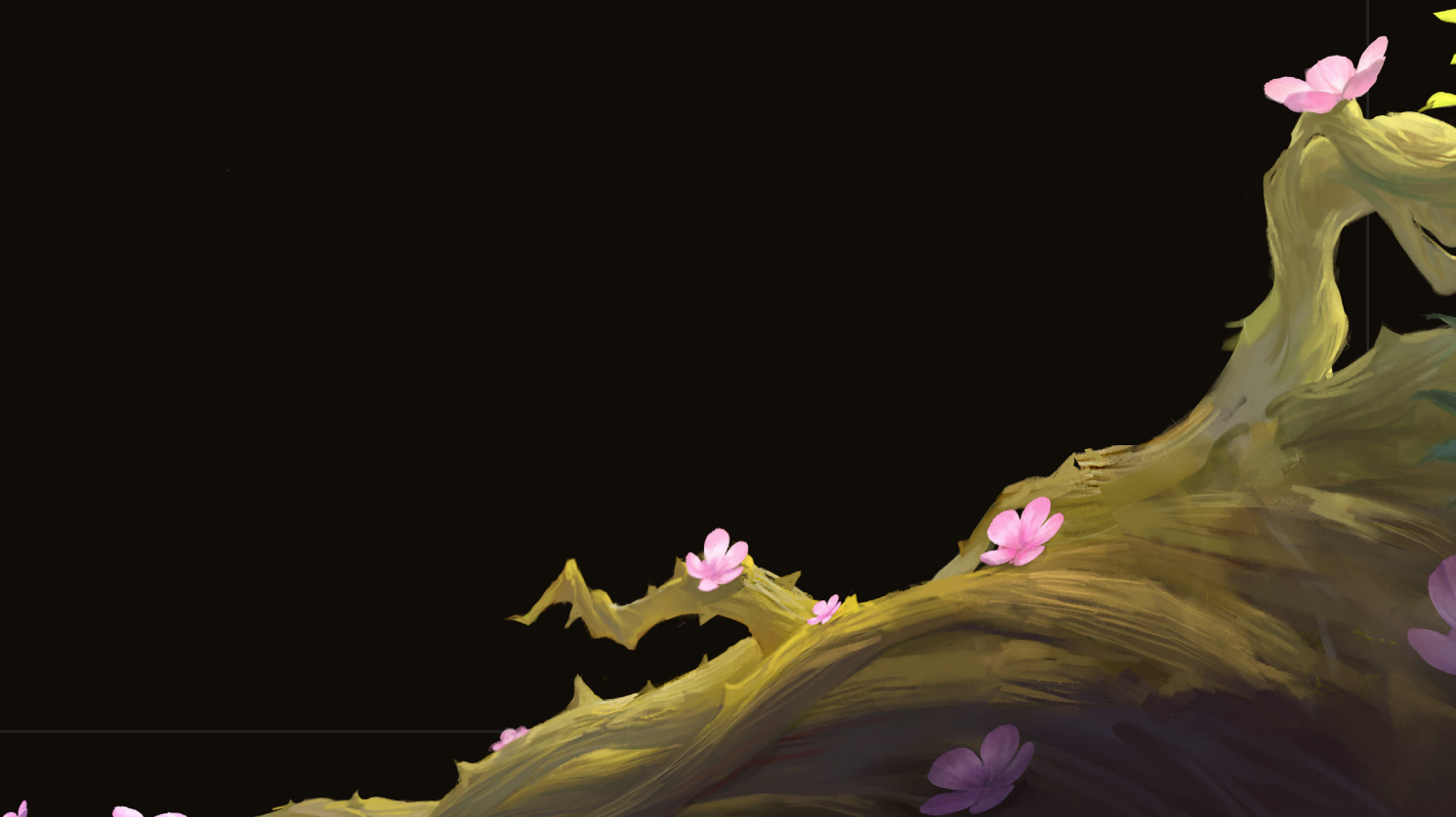
PERENNIAL AND TIMELESS

The vineborne are an eccentric race of plant-like creatures who share their roots with ancient fungi. Like wildflowers, vineborne die of natural causes after only a few years. However, due to their unique process of death and rebirth, a vineborne can live for many centuries. In rare cases, if a vineborne's form remains intact after its death, it decomposes and returns to life by draining the energy of surrounding foliage, growing itself a fresh body. Eventually, this pattern of rebirth ends, but such a process confers a unique outlook on life and death, making the quarrels of other races seem minuscule in comparison to the problems of the wider world.



QUIET BUT TRUSTING

With their quiet personalities and disconcerting appearance, few vineborne choose to live in densely-populated settlements, preferring to reside in farming homesteads or woodland villages far from the eyes of noisier races. They hide their villages well from outsiders, though are quick to trust, should a stranger show an appreciation for nature's gifts.





VINEBORNE TRAITS

A vineborne character has a variety of natural abilities at its disposal, evolved from its years of rapid rebirth.

◆ *Ability Score Increase.*

Your Wisdom score increases by 2, and your Constitution score increases by 1.

◆ *Age.*

Vineborne reach physical maturity in a matter of weeks, though only live for around five years before succumbing to old age and being reborn again. A Vineborne can typically go through between fifty and a hundred cycles, often leading them to live to be up to 500 years old.

◆ *Cyclic Lifespan.*

When you die of old age, your body decomposes into a soft mulch, which takes 1 hour. At the end of this decomposition, if you are within 10 feet of foliage, you sap away its energy and create a new body for yourself from the decomposed mulch. All foliage within range immediately dies, and you stand up with full hit points. Your new body retains all your old memories, class levels, ability scores, proficiencies and any other features you previously had before you died, but your attunement to any magical items is lost when you die. Eventually, this feature stops working and you die permanently; work with your GM to determine how many cycles your character starts with. Most vineborne don't know how many cycles they have left before a true death, so consider leaving this knowledge with your GM for added roleplay options.

◆ *Size.*

Vineborne range from under 4 to over 5 feet tall and have broad builds, composed of dirt, moss, and tightly-knitted vines. Your size is Medium.

◆ *Creature Type.*

You are a humanoid. You are also considered a plant for any prerequisite or effect that requires you to be a plant.

◆ *Speed.*

Your base walking speed is 30 feet.

◆ *Darkvision.*

Accustomed to the dark undergrowth of thick forests and broad-reaching canopies, 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.

◆ *Plant-Kin Adaptations.*

Being so closely related to plants offers a natural resilience to flora others would consider deadly to consume. You have advantage on saving throws against poison, and you have resistance against poison damage. In addition, you know the poison spray cantrip and can cast it without requiring verbal components. Constitution is your spell-casting ability for it.

◆ *Grasping Vines.*

Vineborne have an exoderm of thick, writhing creepers, which hold together their frail forms, broaden their physical appearance, and let them hide easily in dense undergrowth. You have advantage on Dexterity (Stealth) checks made to hide in vegetation. Additionally, the vines can be manipulated into long fingers to grasp or use intricate objects such as door handles or small tools, but aren't strong enough in this form to wield weapons or lift objects weighing more than 11b. You have a reach of 10 feet while using your vines as fingers.

◆ *Languages.*

You can speak, read, and write Common, Druidic and one other language of your choice. In addition, you can communicate with small beasts, through a series of gestures and vocal grunts. Being a perceptive and adaptable race, vineborne often learn a local language to be able to communicate with other populations in their region — mostly to make sure their villages haven't been found.



EXPLORATION AND ADVENTURE

Vineborne take up adventuring out of a need to see as much of the world as possible. With such a strange, cyclic lifespan, each day is considered a special gift to be cherished and used to its fullest, prompting those who choose the life of adventuring to rarely remain in one place for long.

However when leaving a locale, vineborne ensure they leave it better than when they first arrived, often offering up their services to locals one last time before setting off for pastures new.

