

# 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 Druid subclasses, Circle of Undeath.

**Make sure to get your other free demos over at 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.





## CIRCLE OF UNDEATH

Druids from the Circle of Undeath see great artistry in the unwavering reclamation of nature, believing the purest way to protect and serve their world is using that which would otherwise go to waste: abandoned settlements are transformed into thriving animal habitats; bodies of the dead are raised to act as woodland guardians; and the waste of civilization is decontaminated by new and novel organisms. These druids believe that death only occurs when a mortal soul gives up its physical body and leaves for the afterlife. Should the soul choose to remain, it must persist in undeath. Such a choice is not taken lightly, however, as to be a living undead is to commit oneself wholly to the servitude of the wider natural world.

Druids of this circle often choose to remain within their decaying mortal shells for as long as possible, binding their skeletal forms together with knotted vines and protective moss, while taking joy in every piece of rotting flesh that sloughs from their atrophied limbs. While druids of this circle see undeath itself as a blessing, creatures who abuse such a gift for their own selfish means are often exiled or viewed as parasites. Those that feed from the world without giving anything back in return must be expunged.



## CIRCLE SPELLS

Your deep connection to the cycle of life and undeath grants you access to certain spells. At 2nd level, you learn the *spare the dying* cantrip.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for the level in the Circle of Undeath spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.



## CIRCLE OF UNDEATH SPELLS

DRUID LEVEL	CIRCLE SPELLS
2nd	<i>spare the dying</i>
3rd	<i>ray of enfeeblement, gentle repose</i>
5th	<i>speak with dead, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>contagion, reincarnate</i>





## ARMOUR OF UNDEATH

2nd level Circle of Undeath feature

Your attunement to the natural process of death allows you to bind yourself to the flesh and bone of the recently departed. When you are within 30 feet of a dead creature, provided that creature has been dead no longer than 10 days, you can use an action to assimilate parts of its corpse onto your body, forming a skeletal, fleshy armour that has the following features:

- ◆ The armour has a magical barrier of hit points, equal to your druid level + the assimilated creature's Constitution score (minimum of 1). Whenever you take damage, the armour takes the damage instead. If this damage reduces the armour's barrier to 0 hit points, you take any remaining damage.
- ◆ The armour grants you an AC equal to **13 + your Wisdom modifier** while you wear it, and you can don or doff the armour as an action.
- ◆ If the creature was resistant or immune to one or more damage types in life, choose one of them. You gain resistance to that damage type for as long as you wear the armour.
- ◆ The armour is a reflection of your alignment and adopts an appearance of your choice. For example, if you are of a good alignment, the armour might appear as a set of plate, crafted from finely polished bone and boiled leather skin straps. If you are evil, it might instead appear as an intimidating scale mail, crafted from osseous spikes and fleshy, bloodstained sinew.

The armour lasts for **8 hours**, at which point the magic holding it together fades and it disintegrates into dust. Once you use this feature, you can't use it again until you finish a short rest. If you use this feature again on a new corpse, the new armour created replaces your old one.



## GARDENER OF THE DEAD

6th-level Circle of Undeath feature

You learn to imbue fungi and plant matter with limited sentience and bind them to corpses, animating them for a time. You can use your action and expend one use of your wild shape to reanimate the intact body of a creature that has been dead for no longer than one month.

- ◆ An animated creature uses the statistics it had in life, with the following modifications:
- ◆ It has Intelligence, Wisdom, and Charisma scores of 1.
- ◆ It loses its multiattack feature, and if it has any features or actions that have a recharge value, it can use them only once.
- ◆ It can't use legendary actions or lair actions, and loses any legendary resistances.
- ◆ The creature is undead, and has a hit point maximum equal to three times your druid level.
- ◆ It uses your proficiency bonus for its attack rolls, and your spell save DC in place of its own save DCs.
- ◆ It can't cast spells or concentrate on them, nor can it attune to magical items.
- ◆ Its melee weapon attacks count as magical for the purposes of overcoming immunity and resistance to nonmagical bludgeoning, slashing or piercing damage.

A creature you animate is loyal to you and your companions and remains animated for a number of hours equal to half your Druid level, rounded down, after which it crumbles into dust and is destroyed. In combat, an animated creature follows your verbal instructions (no action required by you) and takes its turn directly after yours. If you don't give it an instruction, it defends itself and follows you, and takes the Dodge action.

You can have a number of creatures animated at a time equal to your Wisdom modifier (minimum of one), and the combined challenge rating of all creatures you have animated can't total more than half your druid level, rounded down. If you animate a new creature while you have the maximum number of creatures already animated, you must choose one of the old creatures for the new one to replace.



## AURA OF UNDEATH

10th-level Circle of Undeath feature

Your body begins to decay and the necrotic energy flowing through your being alters you; you become immune to necrotic damage and exhaustion, can't be frightened, don't need to eat, drink, or sleep, and you exude an aura of necrotic spores in a **10 foot radius** while you are conscious. The aura bolsters magic used by you and your allies, and poisons your enemies. When a creature within your aura casts a damage-dealing spell or takes damage from a spell, you can choose to have that spell inflict additional necrotic damage equal to your Wisdom modifier on a hit or failed saving throw.

### ◆ *Rot Spray.*

When a hostile creature hits you or a friendly creature within your aura with a melee weapon attack, you can use your reaction to cause rotting blood to spray from the fresh wound. The attacker must succeed on a Constitution saving throw against your Druid save DC or be poisoned for 1 minute. A target poisoned in this way is haunted by the conception of its own demise. For the duration, it is frightened of you and takes **2d8** psychic damage at the start of each of its turns as it struggles against the visions. The poisoned target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. You can use Rot Spray a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.



## CORPSE CHURNER

14th-level Circle of Undeath feature

You can weave strands of turbulent magic into the bodies of creatures you animate using your Gardener of the Dead feature, causing them to violently erupt in a shower of rotting flesh and necrotic power. As an action, you can choose any number of corpses you have animated within 30 feet of you and cause them to explode, destroying the corpse. A creature must make a Dexterity saving throw against your spell save DC for each exploding corpse within **10 feet** of it. A creature takes necrotic damage based on the size of the corpse (see table below) on a failed save, or half as much damage on a successful one.

You can use this feature twice, and regain all expended uses of it after finishing a long rest.

SIZE	DAMAGE
Tiny	1d6
Small	3d6
Medium	4d6
Large	6d6
Huge	8d6
Gargantuan	10d6

