

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 Paladin subclasses, Oath of the Nightflame.

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.



Art by Artem Kurenkov

OATH OF THE NIGHTFLAME

Paladins who take the Oath of the Nightflame swear fealty to defending their realm's borders from malevolent beings - those vile creatures that lurk in the shadowed recesses of the world. These devoted warriors train to fight their enemies in their own territory, marching into the darkness wreathed in a magical flame, which they use to bolster their allies and ignite their foes.

The colour of a nightflame's fire often symbolises their character; flames of a midnight blue might represent a patient hunter that waits in the shadows, while a piercing white fire might spring from a righteous zealot.



TENETS OF THE NIGHTFLAME

A paladin who assumes the Oath of the Nightflame swears to safeguard the lands of the vulnerable with steel and flame, marching fearlessly into the dark to purge it of the evil that festers within.

♦ *The Night Belongs To Me.*

Take back the dark from those who lurk within it. Make them fear it as they would fear you.

♦ *Purge the Monster, Protect the Vulnerable.*

No evil is safe from your sword, and no monster shall escape your holy fire. March fearlessly into the lion's den to protect those in need, and let the flame be your shield.

♦ *Tread The Line.*

Though the darkness surrounds you, never let it consume you.



OATH OF THE NIGHTFLAME SPELLS

3rd-level Oath of Nightflame feature

You gain oath spells at the paladin levels listed in the Oath of Nightflame Spells table. See the Sacred Oath class feature for how oath spells work.

PALADIN LEVEL	SPELLS
3rd	<i>knight's flame, faerie fire</i>
5th	<i>scorching ray, darkness</i>
9th	<i>beacon of hope, fear</i>
13th	<i>fire shield, wall of fire</i>
17th	<i>flame strike, hallow</i>



CHANNEL DIVINITY

3rd-level Oath of Nightflame feature

You gain the following Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

◆ **Midnight Flame.**

You can use your Channel Divinity to wreathe yourself in the magical fire of the Nightflame and enter a righteous rage, which lasts for 1 minute. For the duration, you have resistance to fire damage, and your weapon attacks deal additional fire damage equal to your Charisma modifier. Additionally, while your Channel Divinity is active, you can use a bonus action at the end of any of your subsequent turns to emit a fiery explosion. Your Channel Divinity ends, and each creature within 15 feet must make a Dexterity saving throw, taking radiant or fire damage (your choice) equal to your Charisma modifier + your level in this class on a failed save, or half as much damage on a success.

◆ **Burnish the Dark.**

You can use your Channel Divinity to banish darkness and reveal the evil lurking within it. As an action, you present your holy symbol and emanate a faint magical light, which radiates out from you in a 30-foot radius sphere, moves with you, and lasts for 1 minute. For the duration, the light suppresses magical darkness of 3rd-level or lower, and dimly lights the area, if it wasn't lit already. Hostile creatures that begin their turn in the light or move into it for the first time on a turn can't hide from you or become invisible and must succeed on a Wisdom saving throw or be frightened of you for as long as they remain in the light's area.



SHADOW'S EMBRACE

15th-level Oath of Nightflame feature

You have become a stalker in the dark, capable of masking your presence with the shadows that surround you. When standing in shadows, dim light, or darkness, you are always considered to be under the protection of the *sanctuary* spell.



AURA OF NIGHT'S SIGHT

7th-level Oath of Nightflame feature

You emanate a mystical aura of glowing embers, which settle on you and your allies and protect you from hidden threats. When a creature attacks you or any creatures of your choice within 10 feet of you, they don't get advantage on the attack roll as a result of being hidden from you or being in dim light or darkness.

In addition, once per long rest you can use an action to draw power from these embers and bolster your vision. Choose any number of creatures you can see in your aura's range. For the next 8 hours, those creatures have darkvision out to a range of 60 feet. If you use this ability on a creature that already has darkvision, the range of its vision is increased by 30 feet instead.

At 18th level, the range of this aura increases to 30 feet.



Art by Rastislav Le



BEACON OF UNDYING FLAME

20th-level Oath of Nightflame feature

You draw upon the power of the nightflame to aid you, conjuring forth a pair of fire elementals which appear in unoccupied spaces within 10 feet of you. As an action, you gain the following features, which last for 1 minute:

- ♦ The fire elementals are friendly to you and your companions and are tethered to you by a strand of flaming energy, preventing them from moving more than 30 feet from you in any direction. An elemental disintegrates and is destroyed if it ever gets more than 30 feet from you. The fire elementals follow your mental commands (no action required by you), move with you when you move, and take their turns immediately before or after yours (your choice each round).
- ♦ The fire elementals use your proficiency bonus in place of their own and have a bonus to their AC equal to your Charisma modifier.
- ♦ As a bonus action on your turn, you can expend a spell slot of 1st-level or higher to have one or both fire elementals regain **1d8** hit points per level of the spell slot expended.
- ♦ The fire elementals can enter a friendly creature's space. If they do so, the creature isn't dealt damage. Instead, they gain a +2 bonus to AC for as long as the fire elemental shares their space, and their weapon attacks deal additional fire damage equal to your Charisma modifier.
- ♦ When you or a friendly creature within 10 feet of you would be hit by an attack, you can use your reaction to interpose one of the fire elementals between the attacker and their target, causing that attack to automatically hit the elemental instead, regardless of its AC.

Once you use this feature, you can't do so again until you finish a long rest.

NIGHTFLAME SPELLS



KNIGHT'S FLAME

1st-level Evocation

Casting Time:	1 action
Range:	60 feet
Components:	S, M (a melee weapon worth at least 1 sp)
Duration:	Instantaneous
Class:	Paladin

You leap into the air and unleash a blade of dark fire, which streaks towards a target you can see within range. Make a ranged spell attack. On a hit, that target takes fire or radiant damage (your choice when you cast the spell) equal to **2d6** + your spellcasting modifier.

In addition, either before or after making the attack, you can immediately leap back to your feet if you were prone. If you were not prone, you can move up to 15 feet in a direction of your choice, ignoring difficult terrain and without provoking opportunity attacks.

♦ *At Higher levels.*

The spell creates more than one blade of fire when you cast it at higher levels: two blades with a 3rd-level slot, and three blades with a 5th-level slot. Make a separate attack roll for each blade.