

THE BLOODLANDS

dtmjuice

The Bloodlands
A Riftbreakers Expansion

Written and illustrated by Mark Allen

The Bloodlands is published under the Blackoath Entertainment Third Party License. It is an independent product, unaffiliated with Blackoath Entertainment.

I've never tried or been inspired to do anything that falls under the umbrella of game design before. Let that be a testament to how much I've enjoyed this game and the community around it. Cheers to Alex T.

Also, there are a number of things in here with Will Wight's books (Cradle and Traveller's Gate) in their DNA.

@2025 dtmj

In Kaethor, the people have more or less adapted and have been getting on as well as possible despite the Rifts spewing monsters and chaos out into the world. But recently, things have gotten worse and new sorts of Rifts have been seen, with all manner of new monsters showing up and causing trouble- horrible creatures, for the most part. Humanoid masses of blood, copying the general appearance and bearing of their prey. Giant floating eyes, passing judgement on those they come across according to unknowable laws of uncompromising morality. Wanderers hollowed out by celestial fire and sent out to accomplish mysterious goals. Victims of the corrupted waters of the Bloodlands and hungry mounds of diseased flesh. Unexpected kittens.

On top of that, the seas have become more dangerous than ever with new monsters spilling out from underwater rifts that have only recently been seen. Before, there were the dangers of the open ocean that any sailor was familiar with. Now, there are enormous tentacled horrors and disturbing ocean-bound spirits wreaking havoc on ships while underway, halting trade and exploration.

No one knows why, after all these years, new Rifts have begun to crack the world. The only hope for the Kaethorians is the steady stream of Strangers strong enough to stem the flood.

Author's Note

This is intended as a small expansion for the second edition of **Riftbreakers**. I started, just wanting to try creating a new Rift Dominion from an idea I'd had. And the Bloodlands was the result. I couldn't just add Bloodlands to my game setup, though. That would have left the Dominions table as a D9 table, and that's ugly. So I had to come up with another one, so it could be a D10 choice. And then the idea of underwater rifts came up and I had to give it a go... So that leaves me with a D11 table, but we'll get to that.

This isn't a finished work; playtesting is ongoing. Especially the Submerged Realms rift. As of now, those are very much in an alpha state. For the other two, at least, the monster fights have been working well so far. So your mileage may vary. If you use any of this... season to taste, I suppose.

Included here are three new Rift Dominions: The Bloodlands, Paradise, and the Submerged Realms. And reference to a fourth: Zikto-Cho's adaptation of Ker Nethalas into a Rift Dominion. Most of the monsters that one might encounter in these three Dominions are new. There's also a couple monsters that don't really belong in either of these rifts. They show up in the forest and marsh encounters. With the addition of the underwater exploration of the Submerged rifts, I've also started working on adding a few new magical

items. There wasn't a lot of thought to game balance given to them as I wanted most of what I currently have for narrative flavor. Again, season to taste.

Also, I added a few monsters into the overland Combat Encounter tables, to thin out the bandits a bit. These tables are included. Including one that I use for the southern part of the Kar Helos farmlands, as that's near to where I've placed Zikto-Cho's Ker Nethalas expansion on the map. I figure some dark stuff has to be spilling out of that great necropolis, now that it's been opened.

And since underwater exploration isn't really built in to the base game, I've begun to add some magical items that will assist in surviving something that should, by rights, drown our intrepid heroes. In this document, at the moment, there's really only one item for that: an epic magic item called the Merrow's Heart. I've also included, for now, some very rough ideas for some expanded enchantment tables and would like to come up with a couple potions to add in as well. We're going to need some help getting into the Submerged Realms rifts. Eventually, I want to have at least five entries in each expanded table and for them not to be so same-y. But coming up with decent enchantments that don't break the game is hard... So this is what there is for now.

Regions

Under the Sea

Exploring underwater has some special considerations. Without some manner of magical aid, movement is slower and more costly. And of course, some means of breathing is necessary. Without the ability to move freely underwater, Move actions in combat cost 5 Aether.

- If you're capable of moving freely, breathing, and exploring underwater for any length of time, you should be able to cover 1 hex in a Travel Day. If you don't have the ability to move freely underwater, you'd likely be able to explore much of a hex in a day, but travel will be slower.
- The Travel Die for Under the Sea travel is a D10. Though, anything 5 or greater results in a Combat encounter.
- Gathering: 10% chance of finding Mineral Ingredients and 50% of finding Alchemical ingredients.
- In the shallows along the coast bordering the Mudbloom Marsh and the Arenmist Forest, there grows a plant called Mermaids Hair. Mermaids Hair can be used to brew a Waterbreathing potion. There is a 45% chance of finding Mermaids Hair on the coast, out to what to most people would be hip deep water. It can be harvested with a successful Gathering check and its rarity determined like any other ingredient.
- With a successful Alchemy (Easy) check, one can add Mermaids Hair to a Liquid Courage potion to turn it into a Waterbreathing Potion. The rarity of the Mermaids Hair determines the duration of the effect. Common will last around five hours, uncommon will last a full day and rare will last 2 days. Though it should be noted that the resulting concoction is bitter, thick, and deeply unpleasant to consume.
- As they're fairly common and, assuming access to the ingredients, easy to make, one can often purchase common Waterbreathing potions in Kar Helos. Around 25% of the time, *someone* should have at least a few in stock.

| D20 | Noteworthy Encounters -Under the Sea |
|-----|--|
| 1 | An ancient metropolis, sunk to the ocean floor. |
| 2 | An old shipwreck covered in ocean life. |
| 3 | A pod of whales lazily moving through the water nearby. Some of the more curious ones swim near you to see what you are. |
| 4 | A merrow ritual site, long since abandoned. |
| 5 | A massive stone arch encrusted in corals. |
| 6 | A seemingly empty cave, once the lair of a large predator. |
| 7 | A Coral Kraken fully engrossed in pulling apart a fresh shipwreck. |
| 8 | A ghost ship under full sail, crewed by phantasms unaware that they're far beneath the tides. |
| 9 | Spires of dark stone jut from the ocean floor all the way to the surface. |
| 10 | A volcanic mound leaking acrid gasses and superheated water. |
| 11 | A baby Nautilus Kraken attempting to subdue the lionfish caught in its tentacles. |
| 12 | A forest of kelp. |
| 13 | The narrow entrance to a much larger sea cave. |
| 14 | An unimaginably deep canyon in the ocean floor. |
| 15 | A patch of driftwood floating along, loosely bound together by happenstance. |
| 16 | A cloud of bioluminescent algae that lights up like green and blue lightning as it's disturbed by any passersby. |
| 17 | A small, life or death struggle between a number of fish and a crab. |
| 18 | Lionfish and other, smaller sharks circling under a raft on the sea's surface holding a lost, frightened traveler. |
| 19 | A small volcanic island, only a few centuries old |
| 20 | A tall pillar of rough stone, vibrantly alive with ocean life. |

| D20 | Interesting Finds - Under the Sea |
|-----|--|
| 1 | You come across a pack of D3+1 lionfish circling a dolphin. Attacking one will drive them away. If you do, you learn that the dolphin is actually a Stranger who has somehow taken the form of a dolphin as they surface, exhausted, and resume their true form. |
| 2 | A group of merrow accuse you of violating their territory. They demand a payment of 100 ^A per person to pass. |
| 3 | A stone temple from an ancient civilization. Something under the sand catches your eye if you make a successful Perception check, whereupon you can roll on the Random Findings table. |
| 4 | A strong current sweeps through and pushes you into a random adjacent hex. |
| 5 | A sea witch with upsetting eyes offers you a magic harpoon to deliver a package to a small tribe of merrow nearby. If you agree, the merrow leader goes pale with fear on receiving the package. The harpoon can be used once against a creature in any Combat Zone with unerring accuracy. When it hits, it shatters apart, dealing 2D8 Force damage. |
| 6 | You find a patch of glowing seagrass. A successful Gathering check allows you to harvest some, which you can add to a healing potion while brewing it to increase its potency by +1. |
| 7 | You come upon a beautiful merrow woman, singing an enchanting song. A successful Tenacity allows you to see through a particularly savvy (Elite) Coral Kraken's illusion born of camouflaged tentacles. Defeating it allows you to find an epic magic item among the trophies of its conquests. |
| 8 | A pod of energetic dolphins swim around you for a time, fending off a hunting lionfish. |
| 9 | An enormous whale swims ponderously past you. Surprisingly, it has gigantic pieces of golden jewelry adorning its great fins and body. After meeting its huge eyes, you hear its gentle voice in your mind, offering well wishes and a short prophecy. (Roll on the Action and Theme tables. Riftbreakers pg. 92) |
| 10 | A successful Athletics check allows you to hitch a ride on the back of the stream of large, fast moving sea turtles. This allows you to travel 1 extra hex before you must find rest. |
| 11 | You find a small town transplanted from the surface. It looks very out of place and nothing grows on or in it. Vague shadows of what seem to be its former occupants are the only things that can still be seen moving there. |
| 12 | You find a shipwreck. There is something buried in its hold that is calling creatures to it. Roll D4+2 times on the encounter table to see what you must face to explore the wreckage yourself. Somewhere deep inside the ill-fated galleon is an epic magic weapon. |
| 13 | In the encampment of a Merrow tribe, you meet their highly regarded weaponsmith who crafts obsidian and coral into impressive tridents and daggers. If you offer a trade of an uncommon or rare magic item, the smith will tutor you, allowing you to craft a weapon in this workstation with a temporary +5 or +10 bonus to your Weaponsmithing, depending on the rarity of your offer. In addition, for this crafting instance, you can use any of your weapon blueprints to instead craft a spear, trident, dagger, shortsword, or javelin. |
| 14 | You find the rotting remains of a small, one person boat. In it, you find a few surviving effects worth 2D20 ^A . |
| 15 | You find the remains of a shattered ship strewn across the ocean floor, torn apart by something huge. A successful Perception check allows you to see something worth your time. Roll on the Random Findings table. |
| 16 | You come across a Stranger, who has cast Air Sphere on themselves, but has otherwise run out of any efficient ways to move and survive underwater and is thus growing increasingly tired and desperate. |
| 17 | You find a small underwater cave. Roll D6. On a 5 or 6, it's uninhabited and would make an acceptable place to camp for a night (assuming you are able to survive overnight underwater.) Otherwise, you would need to fight a Lionfish or Sadeye Swarm to make the cave safe. |

| D20 | Interesting Finds - Under the Sea |
|-----|---|
| 18 | You encounter a large jellyfish bloom. You must make 2 Agility checks to avoid being stung. Each unsuccessful sting results in D6 Poison damage. |
| 19 | An apparent ice crystal floats along, the geometric shapes of its delicate barbs hint at a deeper truth. A successful Reason check lets you increase one skill by +2. |
| 20 | A recent shipwreck. From the strange hull and sail configuration, it looks to have come from a far off land. |

| D20 | Combat Encounters - Under the Sea |
|-----|--|
| 1-4 | Lionfish |
| 5-6 | Drowned Ghouls (Riftbreakers pg. 245) |
| 7 | Merrow |
| 8 | Deep One |
| 9 | Coral Kraken (Riftbreakers pg. 238) |
| 10 | Sadeye Swarm |
| 11 | Tidal Drake (Riftbreakers pg. 301) |
| 12 | Shipwreck Creepers (Riftbreakers pg.285) |
| 13 | Jellyfish Swarm (Riftbreakers pg.262) |
| 14 | Maelstrom Elemental (Riftbreakers pg. 269) |
| 15 | Deep Drake |
| 16 | Driftwood Wraith |
| 17 | Tidal Troll (Riftbreakers pg.302) |
| 18 | Nautilus Kraken |
| 19 | Ocean Wraith (Riftbreakers pg.276) |
| 20 | Sea Serpent (Riftbreakers pg.282) |

Monster Descriptions

Blessed

Their eyes replaced by orbs of radiant light, the Blessed are roaming bands of utterly single-minded zealots whose identities were burned away when they made contact with a celestial entity.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|---------------|---------|-----------|--------------|------------|----------|----------|
| 1 | 50 | 30 | 40 | 40 | - | 8 |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 3▲ | - | 50 | - | 60 | Humanoid |
| Traits | | | | | | |
| Melee, Pack | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Punish the Unbeliever: With whips and sticks, the Blessed flail at a single target. The Blessed makes a Combat Skill check and on a hit, deals D8 Slashing damage + 2 Radiant damage. |
| 3-4 | Sight Beyond: The Blessed's brilliant eyes flash and a single target within 2 Combat Zones is scorched by celestial regard. With a successful Combat Skill check, the Blessed deals D8 Radiant damage. If the target is in the same zone, they suffer an additional +2 Radiant damage. |
| 5 | Divine Light: The Blessed gazes into the sky adoringly, arms spread wide in supplication. Divine light bathes the battlefield and any creatures in the same Combat Zone are <i>Blinded</i> (1). |
| 6 | Laying on of hands: A random injured Blessed receives D8 healing. If none of the Blessed are injured, it attempts a basic attack. |

Blisters

Animated by corrupted blood, the Blisters is a lumbering, infected mass of sores and injured flesh, so blistered and oozing as to be almost unrecognizably human.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|---------------|---------|-----------|--------------|------------|----------|--------|
| 1 | 50 | 30 | 50 | 40 | - | 8 |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 3▲ | - | 60 | - | 40 | Undead |
| Traits | | | | | | |
| Melee | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Wild Smash: The Blisters wildly swings a disgusting, oozing arm at a single target. It makes a Combat Skill check and on a hit, deals D8+2 Bludgeoning damage. |
| 3-4 | Explode: The Blisters collapses to the ground, pulsing and swelling. Until the start of its next turn, it gains -2 Protection and explodes in a spray of corrupted blood if it suffers enough damage to die, dealing D8 Poison damage to all targets on the battlefield. Targets must also pass an Endurance check or be <i>Poisoned</i> (1). If the target is in the same combat zone, they suffer an additional D6 Force damage. In this state, the Blisters is also susceptible to damage from other Blisters. Blisters won't target each other, but area effects will damage them. |
| 5 | Charge: The Blisters moves deceptively quickly, charging at a single target within 1 Combat Zone. The target must pass an Athletics check or suffer D8+2 Bludgeoning damage and be knocked <i>Prone</i> . |
| 6 | Blood spray: Swelling and undulating, the Blisters forces a cloud of diseased fluids out from its sores and wounds. All creatures in the same Combat Zone must pass an Endurance check or suffer D6+2 Poison damage. |

Blood Clone

A humanoid mass of blood that takes on the red, liquid likeness of its prey.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|-----------------------|---------|-----------|--------------|------------|----------|-----------|
| 1 | 60 | 60 | 60 | 40 | - | 22 |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1▲ | 10 | 60 | D6 | 60 | Construct |
| Traits | | | | | | |
| Melee, Penetrating(2) | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Stolen Strike: The Blood Clone's hand forms a shape reminiscent of a sword, maul, or spear and makes a Combat Strike against a single target. On a hit, it deals D6 damage of a type appropriate to its weapon plus D6 Poison damage. |
| 3-4 | Self-knowledge: The Blood Clone targets a character and shifts its form to copy their appearance. For the remainder of combat, the Blood Clone deals an additional +2 Psychic damage to that target. This ability can only be used once, so long as the target is still alive. Otherwise the Blood Clone makes a Basic Strike. |
| 5 | Recovery: The Blood Clone collapses into a puddle of blood until the start of its next turn, Disengaging without a check. In this state, the Blood Clone is resistant to Arcane and Poison damage and immune to all other forms of damage. It also recovers D10 Health. |
| 6 | Blood Calls Blood: The Blood Clone makes a Basic Strike against a single target. If the target is not at full Health, the Strike does an additional D4 Poison damage on a hit. |

Bloody Roots

A carnivorous plant capable of pulling itself along the ground with its thirsty, piercing roots to stalk its prey.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|----------------|---------|-----------|--------------|------------|----------|--------|
| 1▲ | 20 | 60 | 60 | 40 | - | 20▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 | 10 | 60 | D6 | 40 | Plant |
| Traits | | | | | | |
| Melee, Titanic | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Root Lash: The plant lashes out with its knotted roots, making a Combat Skill check and dealing D6+2 Bludgeoning damage to all creatures within the same Combat Zone. |
| 3-4 | Root Grapple: The Bloody Roots extends its roots to seize its target. It makes a Combat Skill check, and if the attack hits, the target is <i>Restrained</i> and takes D6+1 Piercing damage each turn and the Bloody Roots gains half that amount in health until the target breaks free. If you roll this action and the target is already <i>Restrained</i> , the Bloody Roots makes a basic attack. |
| 5 | Smash: The Bloody Roots attempts to crush its target, making a Combat Skill check and dealing 2D6+3 Bludgeoning damage on a hit. |
| 6 | Tunneling Strike: The Bloody Roots sends its roots into the ground, tunneling towards a single target. When they emerge, the target must pass an Agility check or be knocked <i>Prone</i> and suffer 2D6 Piercing damage. |

Bloodhawk

A large, soaring bird of prey formed purely of blood.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|---|---------|-----------|--------------|------------|----------|--|
| 1  | 80 | 40 | 60 | 20 | 15 | 12  |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 2 | 1 | 10 | 70 | D4+1 | 60 | Beast |
| Traits | | | | | | |
| Melee | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Razor Talons: The Bloodhawk swoops down and makes a Combat Skill check, attacking with its razor-sharp talons and dealing D8+2 Slashing damage to its target. |
| 3-4 | Bleeding Storm: The Bloodhawk flaps its wings and sends a barrage of blood feathers towards all creatures within a random Combat Zone. Creatures affected must pass an Agility check or suffer D6 Poison damage. |
| 5 | Red Cyclone: The Bloodhawk ignites a cyclone of blood and fury in a Random Combat Zone. All creatures stepping into that Zone immediately suffer D4 Piercing damage that ignores all armor, for the rest of the combat. Further uses of this action can stack. |
| 6 | Petrifying Stare: The Bloodhawk locks eyes with its target, attempting to dominate their flesh with its gaze. The target must make a Tenacity check or be Paralyzed until the end of the bloodhawk's next turn. |

Celestial Kittens

A pack of adorable kittens, painted on the world in lines of white light and full of purrs and surprises.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|---------------|---------|-----------|--------------|------------|----------|--------|
| 1 | 60 | 40 | 50 | 40 | 10 | 8 |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 3▲ | 10 | 60 | D4 | 70 | Astral |
| Traits | | | | | | |
| Melee, Pack | | | | | | |

| D6 | Action |
|-----|--|
| 1-2 | Bait and Slash: The kitten uses its adorable nature to get close to a single target and strike at them with unexpectedly sharp claws. The kitten makes a Combat Skill check and on a hit, deals D6+1 Slashing damage. |
| 3-4 | Purr: The erratic and irresistible rumble of the kitten's purr draws the attention of a random character up to one Combat Zone away. They must pass a Tenacity check or be <i>Charmed(1)</i> . |
| 5 | Celestial Distraction: The kitten rolls around and plays adorably as another kitten stalks closer. The next kitten to attack gets +10 to its Combat Skill check and +D4 damage to the attack on a hit. |
| 6 | Divine Unity: The kitten makes a basic attack. In the event that all of the kittens fall in battle, their bodies fade away in a glowing mist only to reform as a Celestial Panther(below) in a random Combat Zone and continue the fight. |

Celestial Panther

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|---------------|---------|-----------|--------------|------------|----------|--------|
| 1▲ | 60 | 50 | 70 | 50 | 10 | 4▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 2 | 1 | 10 | 60 | D6 | 70 | Astral |
| Traits | | | | | | |
| Melee | | | | | | |

| D6 | Action |
|-----|--|
| 1-5 | Jaws of Defeat: The Panther pounces on a single target, making a Combat Skill check. On a hit, the target suffers D6+1▲ Slashing damage. |
| 6 | On the hunt: Phasing its body partially out of this world the Panther becomes less substantial and resistant to all damage for one round. |

Corrupted

The pale and drawn victims of the Bloodlands, animated with eldritch blood which can be seen pulsing through their too visible veins and slithering across their skin like a parasite.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|----------------|---------|-----------|--------------|------------|----------|----------|
| 1 | 50 | 50 | 50 | 30 | 10 | 8 |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 3▲ | 10 | 40 | D4+1 | 70 | Humanoid |
| Traits | | | | | | |
| Melee, Vicious | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Savage Swipe: The Corrupted slashes at its target with its jagged, broken fingernails, making a Combat Skill check that deals D8+2 Slashing damage on a hit. |
| 3-4 | Blood Spear: The Corrupted vomits a spear of blood at a random target within 2 Combat Zones. They make a Combat Skill check and deals D8 Poison damage on a hit. If the target is in the same Combat Zone as the Corrupted, the Corrupted gains +20 to their attack check. |
| 5 | Corrupted Scream: The Corrupted lets out a bloodcurdling shriek, giving all Corrupted (including itself) +20 to all attack checks and +D4 damage until the end of the next round. This doesn't stack. |
| 6 | Feral Fury: The Corrupted enters a hollow-eyed, frenzied state, making two attacks with its blood-soaked hands against its target. The Corrupted must make a Combat Skill check for each attack, dealing D6+1 Bludgeoning damage with each. |

Crimson Wraith

An eerie humanoid figure of swirling, wet, red mist that consumes the energy from the warm blood of the living with a touch.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|---------------|---------|-----------|--------------|------------|----------|--------|
| 1▲ | 40 | 40 | 60 | 40 | 10 | 15▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 2 | 1 | - | 60 | D4 | 70 | Astral |
| Traits | | | | | | |
| Melee | | | | | | |

| D6 | Action |
|-----|--|
| 1-2 | Red Caress: The Crimson Wraith makes a Combat Skill check and passes its ethereal hands through its victim, dealing D8+2 Necrotic damage to a single target. |
| 3-4 | Blood Zephyr: The Crimson Wraith creates a powerful gust of wind and razor-edged blood, forcing all creatures in the same Combat Zone to pass an Endurance check or suffer D8 Slashing damage. |
| 5 | Enthralling Song: The Crimson Wraith exudes a haunting melody from its entire body, forcing all creatures to make a Tenacity check. Those that fail are <i>Charmed</i> (2). |
| 6 | Engulf: The Crimson Wraith attempts to engulf a single target in its bloody essence, making a Combat Skill check. If successful, the target takes D6 Arcane damage and is <i>Restrained</i> until they make a successful Athletics check. |

Deep Drake

An aquatic species of the deep sea, this drake has no need of eyes in the hunt for its prey.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|---|---------|-----------|--------------|------------|----------|--|
| 1  | 60 | 40 | 60 | 60 | - | 12  |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 | - | 50 | D6+1 | 50 | Beast, Elemental |
| Traits | | | | | | |
| Ranged | | | | | | |

| D6 | Action |
|-----|--|
| 1-2 | Deep Breath: A stream of superheated water blasts toward a single target. If they're unable to make a successful Agility check, they suffer D8 Fire damage. |
| 3-4 | Rough Waters: The Deep Drake causes the water in a random Combat Zone to churn violently, dealing D8 Force damage to any creature in that Zone who said an Athletics check. |
| 5 | Inexorable Tides: Directing the currents around it, the Deep Drake pushes all creatures 1 Combat Zone away from it. Unless they make a success Athletics check, they're also knocked <i>Prone</i> . |
| 6 | Regenerate: Curling around itself, the Deep Drake uses the energy of its surroundings to heal D8 damage. |

Deep One

From the central stalk of its body, the Deep One's enormous tentacles sway through the water, stinging anything that moves near it to pull it into its cavernous mouth.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|--------------------------------|---------|-----------|--------------|------------|----------|------------|
| 1▲ | 40 | 40 | 60 | 60 | - | 20▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 | 10 | 50 | - | 60 | Aberration |
| Traits | | | | | | |
| Melee, Titanic, Penetrating(2) | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Tentacle Slap: The Deep One's tentacle moves deceptively quickly to club and sting a single target. With a successful Combat Strike, it deals D6 Bludgeoning damage and D6 Poison damage. |
| 3-4 | Symbiotic Relationship: The fish that have made their home among the Deep One's tentacles rush out to batter and bite a single target up to one Combat Zone away before disappearing back into the tentacles. The target must pass an Agility check or take D6+2 Bludgeoning damage. |
| 5 | Sting: The Deep One brushes its venomous tentacles against a single target. The target must pass an Endurance check or become <i>Paralyzed</i> (1) |
| 6 | Withdraw: The Deep One pulls its tentacles back into itself and becomes resistant to all damage until the start of its next turn. In the process, it heals D6 damage. |

Dream Kraken

Difficult to see despite its vast size, this tentacled nightmare moves through the thoughts of its prey even as it undulates across the countryside.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|----------------|---------|-----------|--------------|------------|----------|--------|
| 1▲ | 60 | 30 | 70 | 40 | 20 | 25▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 | 20 | 80 | D4 | 70 | Astral |
| Traits | | | | | | |
| Melee, Titanic | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Mental Assault: The Dream Kraken lashes out with its tentacles, making a Combat Skill check. On a hit, it deals D8 Psychic damage. |
| 3-4 | Thought lash: The Dream Kraken has two tentacles that are longer than the others. Those two tentacles strike from an unseen and unexpected direction. The Dream Kraken makes two Combat Skill checks against one or two targets up to 1 Combat Zone away. Successful attacks deal D6+2 Psychic damage. |
| 5 | Thundering Song: Part roar, part enchanting song, the voice of the Dream Kraken drifts through the thoughts of its prey. All targets up to a zone away must make a Tenacity check or become <i>Dazed</i> (1). |
| 6 | Unreality: The world shimmers around the Dream Kraken's half-seen form under the force of its great will. Until the beginning of its next turn, all damage it takes is reduced by 2. |

Dreamweaver

Elusive and nearly insubstantial, this predator spins its webs of thought to trap the unwary and feed on memory.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|---------|------------|-----------|--------------|------------|----------|--------|
| 1 | 60 | 30 | 70 | 40 | 20 | 16 |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 ▲ | 20 | 80 | D6 | 70 | Astral |
| Traits | | | | | | |
| Ranged | | | | | | |

| D6 | Action |
|-----|--|
| 1-2 | Thought hunter: The Dreamweaver vanishes and reappears next to a random target and slashes at them with its fangs, making a Combat Skill check. On a hit, the target suffers D6+2 Psychic damage. After its attack, the Dreamweaver silently teleports to a random Combat Zone without needing a Disengagement check. |
| 3-4 | Mind Net: The Dreamweaver spins a web of light and slings it at a random target, dealing D6 Psychic damage with a successful Combat Skill check. |
| 5 | Woven Hypnosis: Swirling symbols in the Dreamweaver's web sink into a random target's mind. They must make a successful Tenacity check to avoid being <i>Charmed(2)</i> . |
| 6 | Silken Shield: The Dreamweaver spins an ethereal shield around its body, reducing all damage by half for the next two rounds. |

Driftwood Wraith

A spirit that caused a shipwreck, the Driftwood Wraith built its body from the wreckage in an attempt to live as a corporal being once again.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|---------------|---------|-----------|--------------|------------|----------|--------|
| 1▲ | 70 | 30 | 60 | 50 | 10 | 15▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 | - | 60 | D4 | 70 | Undead |
| Traits | | | | | | |
| Ranged | | | | | | |

| D6 | Action |
|-----|--|
| 1-2 | Detritus Strike: The Wraith makes a Combat Skill check. On a hit, the target takes D10+2 Bludgeoning damage as remnants of a broken ship are hurled at them. |
| 3-4 | Rough Waters: Tumultuous currents batter against everyone in a random Combat Zone, dealing D6+2 Bludgeoning damage and pushing them one Zone away from the Wraith. |
| 5 | Call of the Depths: An eerily beautiful song emanates from the creaking and rasping of the timbers that comprise the Wraith's body. All creatures must make a Tenacity check or become <i>Charmed</i> for 2 rounds. |
| 6 | Just a Broken Ship: Until the beginning of its next turn, the Wraith seems to disappear from its "body," leaving it just a pile of floating driftwood. In this state, it is immune to all damage. |

Eye of Heaven

A huge disembodied eye in golden flame, floating in the center of a razor sharp ring of gleaming steel. Ever watchful and very capable of meting out any punishments required to maintain the purity of Paradise.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|---------------|---------|-----------|--------------|------------|----------|-----------------------|
| 1▲ | 30 | 30 | 70 | 20 | - | 20▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 | — | 70 | D6 | 80 | Aberration, Astral |
| Traits | | | | | | |
| Ranged | | | | | | |

| D6 | Action |
|-----|--|
| 1-2 | Fiery Regard: The Eye focuses its glare on a sinner and flashes, making a Combat Skill check against a single target. On a hit, the target takes D8+2 Radiant damage. |
| 3-4 | Chakram Strike: The spinning ring of sharpened steel around the Eye is launched toward a single target up to one Combat Zone away. The target must pass an Agility check or suffer D8+2 Slashing damage. |
| 5 | Heaven's Fall: The Eye closes. Beams of brilliant golden light slam into the ground in a random Combat Zone. Any creature in the targeted Zone must pass an Endurance check or take D6+1 Radiant damage and be <i>blinded</i> for two rounds. |
| 6 | Commune: As it contemplates the nature of your guilt, the Eye becomes insubstantial and Immune to all damage until its next turn. |

Golden Guardian

An animated marble statue of a physically ideal human surrounded in golden flame.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|-------------------|---------|-----------|--------------|------------|----------|-----------|
| 1▲ | 20 | 50 | 60 | 60 | - | 15▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 | 10 | 50 | D8 | 70 | Construct |
| Traits | | | | | | |
| Melee, Relentless | | | | | | |

| D6 | Action |
|-----|--|
| 1-2 | Hammer of Justice: The Guardian swings its large golden hammer at a single target, making a Combat Skill check. On a hit it deals D10+2 Bludgeoning damage. |
| 3-4 | Sweeping Strike: Despite its lumbering bulk, the Golden Guardian sweeps its hammer in a surprisingly nimble series of attacks. It makes two Combat Skill strikes against one or two targets. On a hit it deals D8 Bludgeoning damage. |
| 5 | Fires of Purity: The flames around the Golden Guardian burst into brilliant white light for a moment, repairing the Guardian's stone body. It regains D8+2 Health. |
| 6 | Shining Armor: The Golden Guardian's flames solidify into powerful armor, granting it +10 Parry for the next 2 rounds. |

Haughty Corpse

A rheumy-eyed humanoid with skin the pallid color of a maggot and long, sharp teeth, cursed with an unslakable thirst for the warm blood of the living.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|-------------------|---------|-----------|--------------|------------|----------|--------|
| 1▲ | 60 | 50 | 60 | 50 | 10 | 20▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 | - | 60 | D4 | 70 | Undead |
| Traits | | | | | | |
| Melee, Relentless | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Claw Strike: Slashing with its broken fingernails, the Haughty Corpse makes a Combat Skill check against a single target. On a hit, it deals D8 Slashing damage and 2 Poison damage. |
| 3-4 | Vampiric Bite: the Haughty Corpse makes a Combat Skill check. On a hit, it deals D8 Necrotic damage and recovers a like amount of Health. If the target is Dazed from Haughty Corpse's Hypnotic Gaze, the Bite succeeds automatically. |
| 5 | Hypnotic Gaze: A single target up to a zone away must pass a Tenacity check (Demanding) or be <i>Dazed</i> (2). |
| 6 | Mist Form: The Haughty Corpse becomes misty and insubstantial until the start of its next turn. In this state, it is immune to all damage. |

Honeypot

Vibrant and beautiful, this stationary plant hunts with the help of its seedlings, and the intoxicating scent of its nectar.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|-----------------------------------|---------|-----------|--------------|------------|----------|--------|
| 1▲ | 70 | 40 | 70 | 60 | 50 | 15▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 0 | 1 | - | 30 | D8 | 60 | Plant |
| Traits | | | | | | |
| Ranged, Suppression Aura, Titanic | | | | | | |

| D6 | Action |
|-----|--|
| 1-2 | Thorny vines: Slender thorny vines spread across the field. The Honeypot makes a Combat Skill check against a single target. On a hit, the target suffers D6+1 Piercing damage and must make an Easy Athletics check (+10) to avoid being <i>Restrained</i> . |
| 3-4 | Seedling Drones: One of the Honeypot's seedlings appears in the same Combat Zone as a random target and attacks the nearest target. Seedling traits are Melee and Pack. Their stats are all 30, except for Parry and Evasion of 0, Combat Skill 50, Health 4 and Move 1. They have a Basic Strike which deals D4 Piercing damage on a hit. On a hit, the target is also <i>Restrained</i> . Seedlings become inert and passive at the end of the turn in which the Honeypot dies. |
| 5 | Pollen Blast: All targets in the same Combat Zone must make an Endurance check to avoid D6 Poison damage. In addition, they must make an Athletics check or be ejected to an adjacent Combat Zone. |
| 6 | Sweet Nectar: The sweet scent of the Honeypot's nectar calls to a single target who must make a Tenacity check to avoid being <i>Charmed(2)</i> . |

Lionfish

Sleek and larger than a human, this deadly fish slides through the water, stalking its prey. When it scents a target, it bites with its row upon row of sharp teeth.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|----------------|---------|-----------|--------------|------------|----------|--------|
| 1▲ | 50 | 50 | 60 | 40 | - | 14▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 2 | 1 | - | 80 | D4 | 30 | Beast |
| Traits | | | | | | |
| Melee, Vicious | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Lunge and Devour: The Lionfish lunges in to bite at a target, making a Combat Skill check. On a hit, it deals D8 Slashing damage. It then automatically disengages and moves to a random adjacent Combat Zone. |
| 3-4 | Exploratory Bump: The Lionfish swims in to test a single target's defenses, bumping into them and knocking them <i>Prone</i> unless they pass an Ability check. If the Lionfish has remaining Move actions, but no other actions, it uses its Move to go to a random adjacent Combat Zone. |
| 5 | The Scent of Blood: If any of the Lionfish's opponents are not at full health, the Lionfish receives +10 to its next attack check. If its target is not at full health, it does an additional D4 damage. |
| 6 | Ambush Predator: The Lionshark swiftly dives away and comes up from under a single target up to 2 Combat Zones away. On a successful Combat Skill check, it deals D10+2 Slashing damage. |

Merciful Sisters

A crawling amalgamation of thoughts, flesh, and piety. They wish only to spare the living from the pain of existence. Those that can't be spared, must be converted... and subsumed into their mass.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|----------------------------|---------|-----------|--------------|------------|----------|------------|
| 1▲ | 30 | 40 | 50 | 40 | - | 15▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 | 10 | 50 | D4 | 70 | Aberration |
| Traits | | | | | | |
| Melee, Vicious, Anti-magic | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Rending Mercy: The Sisters produce an arm tipped with razor claws and make a Combat Skill check against a single target. On a hit, they deal D8+2 Slashing damage. |
| 3-4 | Hymn of Piety: A cacophony erupts from the Sisters' form. All creatures within 2 Combat Zones must pass a Tenacity check or be <i>stunned</i> for 1 round. |
| 5 | Convert the Heathen: The sisters attempt to engulf a single target and absorb them into their mass. This attack does D4 Psychic damage. The target must pass an Agility check or take an additional D8 Bludgeoning damage. |
| 6 | Divine Procession: The Sisters charge toward a single target in any Combat Zone who must pass an Agility check to avoid suffering 3D6 Bludgeoning damage. |

Merrow

Some merrow are intoxicatingly beautiful humans from the waist up, with the graceful tails of a fish. Others are brutish, ugly creatures with prominent gills and webbed fingers and toes. Few exist between those extremes.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|----------------|---------|-----------|--------------|------------|----------|----------|
| 1 | 65 | 60 | 60 | 00 | 10 | 12 |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 2 | 2▲ | 10 | 60 | D4 | 40 | Humanoid |
| Traits | | | | | | |
| Melee, Stalker | | | | | | |

| D6 | Action |
|-----|--|
| 1-2 | Trident Strike: The Merrow stabs out with its trident, making a Combat Skill check against a single target. On a hit, it deals D8 Piercing damage. |
| 3-4 | Harpoon Throw: The Merrow launches a primitive harpoon, making a Combat Skill check against a single target up to 2 Combat Zones away. If the target is in the same Combat Zone, the Merrow gets +20 to their attack check. On a hit they deal D8+2 Piercing damage |
| 5 | Pack Tactics: In their clicking language, the Merrow rouses and inspires its fellows. For the rest of the round, all the Merrows receive +10 to their attack rolls and do an additional +D4 damage. |
| 6 | Obscuring Cloud: Squeezing a pouch, the Merrow releases a cloud of dark ink. All Merrows in the same Combat Zone gain +10 Parry and Evasion and +10 to their attack rolls. |

Nautilus Kraken

With its long tentacles reaching out from its gargantuan shell, the Nautilus Kraken feeds on anything it can fit in its beak.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|-----------------|---------|-----------|--------------|------------|----------|--------|
| 1▲ | 40 | 60 | 70 | 60 | - | 25▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 | 10 | 70 | D6 | 60 | Beast |
| Traits | | | | | | |
| Ranged, Titanic | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Tentacle Strike: Lashing out at a single target in any Combat Zone, the Kraken makes a Combat Skill check. In a hit, it deals D10+2 Bludgeoning damage. |
| 3-4 | Servant Fish: The Kraken makes a Combat Skill check against a single target in any Combat Zone. On a hit, some of the marine life enslaved by the Kraken launch themselves at the target, dealing D6+2 Bludgeoning damage and dying in the process. |
| 5 | Seize: A tentacle grabs a single target in any Combat Zone causing them to be <i>Restrained</i> . On their next turn, they have the opportunity to free themselves with a successful Athletics (Demanding) check. If they don't free themselves, the kraken pulls them to their beak and bites them, dealing D8+2 Force damage and then flinging them a Zone away. |
| 6 | Meat Shield: The fish serving the Kraken swarm around it, placing themselves in danger to protect it. The Kraken gains D12 temporary Health. This ability can only be activated once. Otherwise, it makes a basic attack. |

Ravenous Oak

A vaguely humanoid tree of rotting wood and blood, striding through the landscape, on the hunt for new life to feed into its roots.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|------------------------|---------|-----------|--------------|------------|----------|----------------------|
| 1▲ | 10 | 80 | 50 | 70 | - | 25▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 1 | 10 | 35 | D8 | 60 | Plant, Aberration |
| Traits | | | | | | |
| Melee, Titanic, Savage | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Sweeping Blow: The Ravenous Oak swings its branches against its target and another character in the same Combat Zone, making a Combat Skill check against both and dealing D8+2 Bludgeoning damage on a hit. |
| 3-4 | Devouring Thorns: The Ravenous Oak spreads its thorned vines toward its target up to one Combat Zone away, who must make an Agility check or become <i>Restrained</i> . Every round that the target remains <i>Restrained</i> , they suffer D6 Piercing damage. For every 2 points of damage, the Ravenous Oak heals 1 Health. |
| 5 | Decaying Growth: The Ravenous Oak wills its coating of blood into its rotting wood, healing D8 Health. |
| 6 | Ravenous Embrace: The Ravenous Oak attempts to crush its target into its body, making a Combat Skill check and dealing 2D10 Bludgeoning damage if it succeeds. |

Sadeye Swarm

Icy fish the size of a human hand. Their name comes from their doleful looking eyes, a trait which belies their ravenous hunger and mouths full of serrated, razor-sharp ice shard teeth.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|-----------------------------|---------|-----------|--------------|------------|----------|---------------------|
| 1 | 50 | 30 | 30 | 30 | - | 4 |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 2 | 4▲ | - | 50 | - | 30 | Beast, Elemental |
| Traits | | | | | | |
| Melee, Pack, Penetrating(1) | | | | | | |

| D6 | Action |
|-----|---|
| 1-4 | Bite: The Sadeye deftly swims up to a single target and attempts to bite, making a Combat Skill check. On a hit, dealing D6 Cold damage. Then, it automatically disengages and moves a Zone away in a random direction. |
| 5 | Frigid Waters: Swirling and darting, the Sadeye begins freezing the water around it. Any creatures caught in the cold in this Combat Zone suffer -2 Aether for 1 round. This doesn't stack. Any other Sadeyes in the same zone will do a basic attack instead of this ability during this round. |
| 6 | Ice Swarm: The Sadeye darts forward to bite a single target and makes two Combat Skill checks, each deal D4 Cold damage. In addition, the next Sadeye to attack deals an additional +2 Cold damage. |

Scarlet Knight

A figure in shining red full plate armor, draped with a crimson cloak that would be luxurious if it weren't wet and oozing, and mounted on a steed formed of living blood.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|-------------------|---------|-----------|--------------|------------|----------|----------|
| 1▲ | 50 | 50 | 60 | 40 | 15 | 20▲ |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 2 | 1 | 15 | 60 | D8+1 | 50 | Humanoid |
| Traits | | | | | | |
| Melee, Relentless | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Mighty Sword: Striking out with his large, blood-stained sword, the Scarlet Knight makes a Combat Skill check. On a hit, the target takes D8+2 Slashing damage. |
| 3-4 | Enflame the blood: Using his unnatural affinity to blood, the Scarlet Knight attacks the entire battlefield. All creatures in combat make a successful Tenacity check or suffer 2d6 Poison damage. A success reduces the damage taken by half. |
| 5 | Charge: Rearing its bloodsteed, the Scarlet Knight charges towards every character in play. Each character must pass an Agility check or suffer D8+2 Bludgeoning damage. |
| 6 | Crimson Shield: The Scarlet Knight's bloody cloak moves around him, protecting him from attacks. The Scarlet Knight gains +2 Protection for the next 2 turns. |

Sin Eater

A gaunt, mindlessly relentless humanoid whose eyes have been burned away by holy light, cursed to wander and cleanse anyone it encounters. This cleansing seems to consist of devouring and purifying their prey of the corrupting influence of the flesh.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|----------------------------|---------|-----------|--------------|------------|----------|----------|
| 1 | 70 | 40 | 60 | 40 | 10 | 16 |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 1 | 2▲ | — | 50 | D6 | 50 | Humanoid |
| Traits | | | | | | |
| Melee, Stalker, Relentless | | | | | | |

| D6 | Action |
|-----|---|
| 1-2 | Purify the body: The Sin Eater's mouth opens obscenely wide and it tries to bite a single target, making a Combat Skill check. On a hit, it deals D8+2 Piercing damage. |
| 3-4 | Rectify the Spirit: Attempting to bite and latch on to a target, the Sin Eater makes a Combat Skill check. On a hit, it deals D6+2 Necrotic damage and recovers a like amount of Health. |
| 5 | Gaze from Beyond: The blackened, eyeless gaze of the Sin Eater burns into the attention of a single target, who must make a Tenacity check or be <i>stunned</i> for one round. |
| 6 | Flight of Redemption: The Sin Eater pauses and looks up, arms spread. Great wings of white flame sweep out from its back and across the immediate area before disappearing. Anyone in the same Combat Zone must make an Agility check or suffer 2D6 Fire damage. |

Winged Warrior

A strikingly beautiful, physically ideal human with large white wings and hair of radiant flame.

| Actions | Agility | Athletics | Combat Skill | Endurance | Evasion | Health |
|---|---------|-----------|--------------|------------|----------|--|
| 1  | 60 | 40 | 60 | 40 | 10 | 15  |
| Move | Number | Parry | Perception | Protection | Tenacity | Type |
| 2 | 1 | - | 60 | D4 | 50 | Humanoid |
| Traits | | | | | | |
| Melee, Swift | | | | | | |

| D6 | Action |
|-----|--|
| 1-2 | Smite: The Winged Warrior brandishes a burning sword and makes a Combat Skill check, dives onto a single target, smiting them for D8+2 Slashing damage on a hit. |
| 3-4 | Wing Strike: Landing next to a single target, the Winged Warrior smashes into them with a powerful blow from its wing. The target must pass an Athletics check or suffer D6+2 Bludgeoning damage and be knocked <i>Prone</i> . |
| 5 | Guarded Fury: The Winged Warrior leaves the skies to charge among its enemies until the end of the round, using its wings to protect itself from attacks. A random character takes D8+2 Slashing damage. While in this state, the Winged Warrior has +20 to Evasion and Parry. If the Winged Warrior takes damage while on the ground, the damage is negated, but its Movement is reduced to 1 and it suffers -10 to its Agility for the remainder of combat. |
| 6 | Weighted Nets: Proud as they are, Winged Warriors are not above using trickery and traps to defeat a worthy foe. The Winged Warrior swoops overhead toward a random character anywhere on the battlefield. It drops a weighted net on the target, who must pass an Athletics check or be <i>Restrained</i> . |

Rifts

| D12 | Rift Dominion |
|-----|--|
| 1 | Frozen Wasteland (Riftbreakers pg. 143) |
| 2 | Infinite Desert (Riftbreakers pg. 146) |
| 3 | Lava Fields (Riftbreakers pg. 149) |
| 4 | Primordial Forest(Riftbreakers pg. 152) |
| 5 | Sky Islets (Riftbreakers pg. 155) |
| 6 | Thousand Islands (Riftbreakers pg. 158) |
| 7 | Timeworn Ruins (Riftbreakers pg. 161) |
| 8 | Underground Cave System (Riftbreakers pg. 164) |
| 9 | Bloodlands |
| 10 | Paradise |
| 11 | Submerged Realm |
| 12 | Necropolis (by Zikta-cho) |

Optional note: While generating a quest for Rift Closure, the Quest Board should already be aware if the rift in question is a Submerged Realms rift, as they nearly always appear in some sort of body of water.

- Note: If you don't determine the Rift Dominion on quest creation (and assuming the number of Dominions in the attached Rift Dominion table) you can roll for a 1 in 12 chance to determine that the Rift is Submerged so that your Stranger will know how to prepare and gear up for the Closure. If it's determined not to be a Submerged Realms rift, just roll as normal upon reaching the hex containing the rift. At which point, an 11 would get rerolled, as you knew before setting out that it isn't a Submerged Realms Rift. For a bit of flavor, you could say that any rifts that generate beyond the coastline have a greater chance, say 1 in 6, of being Submerged. But that's up to how you want your game to feel. Really, it works just as well to have any rift have the potential to be any Dominion.

Rift Dominions

9 - Bloodlands

This is a realm corrupted by the power of blood. It permeates through the landscape and often demands a price of pain to advance.

-There's a price: Each time you generate a new link, roll D10: a result of 1-4 means that there's a price demanded of you to move to the next area. This requires a Tenacity check. Failure means you take D6 Slashing damage that ignores Protection.



| D20 | Bloodlands Overall Description |
|-----|---|
| 1 | A macabre mirror of the natural world. Seemingly normal except for plants that ooze bloody sap, and streams and ponds fouled by blood. |
| 2 | A land obscured by a ceaseless crimson blizzard. Bloodsnow accumulates in huge drifts and impedes sight as it's borne on powerful winds. |
| 3 | A hot and hungry desert choked by scarlet light and an overwhelming coppery taste. |
| 4 | The bank of a roiling river of thick red violence, lined with corrupted vegetation replete with thorns and grasping vines. The occasional dessicated remains of the plants' meals can be seen. |
| 5 | An idyllic landscape marred only by the reddish mist permeating everything. Despite the unnerving silence, it's eerily beautiful, but smells faintly of distant death. |
| 6 | The interior of an endless fortress of deep red stone polished to a warm glow and decorated with black silk and gold filigree. Disturbing sounds from beyond the walls can occasionally be heard. |
| 7 | A dimly seen ghost of a real world structure, peopled with figures of pink mist. |
| 8 | An ancient researcher's laboratory with room after room full of the remnants of experiments on the blood of powerful creatures. |
| 9 | A path through a forest. The trees are unassuming, but the inhabitants and animals are formed from masses of dripping, oozing blood. |
| 10 | A gently rolling prairie of tall, sharp-edged, golden grass that eagerly drinks in any spilled blood. Frequent storms blow through, with bloody rain and crimson lightning. |
| 11 | A chaotic structure with walls formed from masses of razor sharp blades jutting out in every direction. |
| 12 | A plane of mysterious, red, crystalline pillars towering out of sight. |
| 13 | A path of dark whispers and rusted chains stretching off into the distance. |
| 14 | A series of barges tied together on an ocean of blood. |
| 15 | A cave full of sparkling walls and dripping, bloody stalactites and stalagmites. A constant, soft breeze hums through it all. |
| 16 | A foreboding vault of cunningly worked stone. Vicious scenes of battle and death are carved in bas-relief and set with rubies. The feeling of being watched is nearly overpowering. |
| 17 | An otherwise normal wilderness but the world is entirely drawn in reds and pinks. |
| 18 | A forest of carnivorous trees with the suggestion of faces in their bark and leaves of such a deep red that they're nearly black. |
| 19 | A decaying, somehow fresh battlefield as far as the eye can see. |
| 20 | A twisting tower carved from blood that has been turned hard as marble. Infrequent windows look out on a featureless black void full of howls and the hungry gnashing of unknowable teeth. |

| D10 | Bloodlands Area Feature | D20 | Bloodlands Dangers |
|------|--|-------|---|
| 1-2 | None- Just another section of the Bloodlands with nothing remarkable about it. | 1-5 | Ambush! You are ambushed and surprised by a Monster, and cannot avoid combat. Roll on the Bloodlands Monsters table to see what you'll be facing. |
| 3-7 | Danger- Roll on the Bloodlands Dangers table. | 6-12 | Combat Encounter. Roll on the Bloodlands Monsters table. |
| 8-10 | Landscape- Roll on the Landmark tables to learn about what you see of interest in the vicinity. | 13-14 | Hollow natives. A denizen of the Bloodlands surprises a random PC and consumes some of their essence. They must pass an Endurance check or see their max Health reduced by -1 for the next 24 hours. |

| D10 | Bloodlands Monsters |
|-----|--------------------------------------|
| 1 | Blighted Bats (Riftbreakers pg. 230) |
| 2 | Crimson Wraith |
| 3 | Blisters |
| 4 | Blood Clone |
| 5 | Scarlet Knight |
| 6 | Bloodhawk |
| 7 | Corrupted |
| 8 | Haughty Corpse |
| 9 | Bloody Roots |
| 10 | Ravenous Oak |

| | |
|-------|---|
| 15-16 | Hungry landscape. The hunger of this bloody land is a constant drain on your energy. All PCs must pass a Tenacity check or see their Aether reduced by -1 until they exit this rift. |
| 17-18 | Sangwind. The air of this rift swirls violently around you and steals some of the energy in your blood. All PCs must pass an Endurance check or suffer D6 Cold damage. |
| 19-20 | Crimson Surge. Heat ripples form around you and ignites the power contained in your blood. A random PC takes D8+2 Lightning damage, but also gets +1 Aether for D3 hours. |

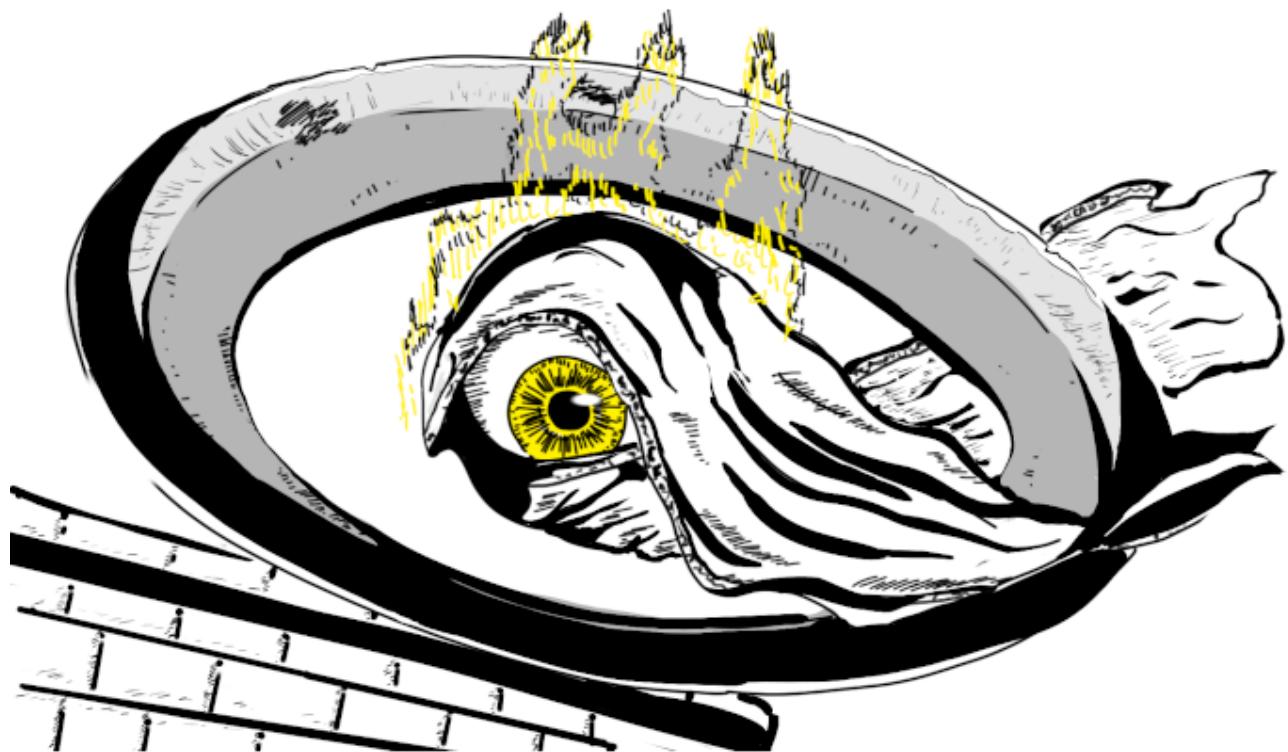
| Riftlord Additional actions - Bloodlands | |
|--|--|
| 7 | Blood Domination: The Riftlord reaches out to take control of the blood on the battlefield. All creatures within 2 Combat Zones suffer D6 Necrotic damage. In addition they must pass an Endurance check or be knocked <i>prone</i> . |
| 8 | Blood Clone: The Riftlord summons a Blood Clone- a liquid, crimson clone of a random PC from the latent blood in the rift. It appears next to that character and immediately attacks them. |

When fighting a Riftlord in a **Bloodlands** Dominion, the Riftlord is joined by a Corrupted at the beginning of the third round, and every round thereafter, until the Riftlord is defeated. If the Corrupted uses its **Corrupted Scream** ability, the Riftlord also gains the bonuses, regardless of its type.

10 - Paradise

At first glance, this is a place made perfect. Perfect beauty, perfect tranquility, perfect representation of ideals. So much so, that any Stranger who enters is likely to feel out of place, clumsy, unwelcome, and judged.

-**The weight of perfect Attention:** Despite the idyllic beauty and peace of this rift, as you move through it, the burden of your flaws weighs upon you, making it harder to act. While in this rift, you suffer -1 Max Aether and -5 to all actions.



| D20 | Paradise Overall Description |
|-----|--|
| 1 | A golden city of golden buildings and golden walls. It feels safe. |
| 2 | A small, empty village where nothing bad has ever happened. The air smells of fresh baked bread. |
| 3 | A gentle stream through a cool, well lit wood. |
| 4 | A path of paving stones through a lush, mossy landscape. There's a breeze just cool enough to feel. |
| 5 | A field of playful puppies. That's all. As far as you can see... Puppies. |
| 6 | A fortress crafted from amber. Huge tapestries adorn the walls showing warriors in acts of charity. |
| 7 | A city of carved, stark white marble. The streets and roofs are encased in mother of pearl, gleaming in the light of the setting sun. |
| 8 | A meadow full of clover and wildflowers. |
| 9 | A group of small tropical islands with beautiful black sand beaches connected by sturdy rope bridges over the crystal clear sea. |
| 10 | An emerald city overlooking the countryside from a large hill. Scattered throughout are banners that say "Loyalty above all" in a language you can read, but don't know. |
| 11 | A series of open air caves looking out on a central, sunlit cavern with a picturesque waterfall cascading down into a peaceful pond. |
| 12 | A grassland under a shining sun. Frequent summer showers sweep through. |
| 13 | A seemingly empty fortress of justice and righteous anger. The walls are decorated with tapestries depicting battles against evil forces. |
| 14 | Room after room inside a vast meadhall, with merry fires blazing in the center of each one. |
| 15 | A towering cloud that you have no trouble walking in. Swirling openings present a view of an unending expanse of more clouds. |
| 16 | A perfectly tended garden of flowers, balanced against one another so none of the scents are overpowering. |
| 17 | A storybook forest with a pleasant little path wending through the quiet underbrush. |
| 18 | A titanic hall of golden spires on which are seated unknowable winged beings of fire and mournful eyes. They seem incapable of acknowledging the existence of any passersby. |
| 19 | A black tower that seems to absorb light. The silence should be unnerving, but it isn't. |
| 20 | A calm lake with faint wisps of fog rising from the still water in the light of the rising sun. |

| D10 | Paradise Area Feature |
|------|--|
| 1-2 | None- Just another section of Paradise with nothing particularly remarkable about it. |
| 3-7 | Danger- Roll on the Paradise Dangers table. |
| 8-10 | Landscape- Roll on the Landmark tables to learn about what you see of interest in the vicinity. |

| D10 | Paradise Monsters |
|-----|---|
| 1 | Holy Warrior (Riftbreakers pg. 258) |
| 2 | Blessed |
| 3 | Shadow Assassin (Riftbreakers pg. 283) |
| 4 | Luminous Lizards (Riftbreakers pg. 268) |
| 5 | Merciful Sisters |
| 6 | Golden Guardian |
| 7 | Eyes of Heaven |
| 8 | Celestial Kittens |
| 9 | Sin Eaters |
| 10 | Winged Warriors |

| D20 | Paradise Dangers |
|-------|--|
| 1-5 | Ambush! You are ambushed and surprised by a Monster, and cannot avoid combat. Roll on the Paradise Monsters table to see what you'll be facing. |
| 6-12 | Combat Encounter. Roll on the Paradise Monsters table. |
| 13-14 | Flame of Judgement. You aren't worthy. And as a result, a brilliant white flame engulfs you, dealing 1d6 Radiant damage. |
| 15-16 | Crushing Disappointment. All of reality seems to have judged you and found you wanting. It takes significant effort to push the weight of that away to be able to act. Suffer -2 Max Aether for D6+2 hours. |
| 17-18 | Tranquility. You are lulled into an overwhelming sense of peace and tranquility by the beautiful nature of this place. Your next Initiative roll is made with disadvantage. |
| 19-20 | Ribbons of Fire. Brilliant white and gold ribbons of heavenly flame ignite across the sky. All characters must pass an Endurance check or be <i>blinded</i> in this and the next Area. |

| | Riftlord Additional actions - Paradise |
|---|--|
| 7 | Holy Wrath: Punishment is often necessary to correct bad behavior. The entire battlefield ignites in the white hot fires of stern patience and understanding. All creatures must make an Endurance check, to avoid taking 2d8 Radiant damage and being knocked <i>prone</i> . On a success, they take D8 Radiant damage, but keep their feet. |
| 8 | Unconditional Love: The Riftlord gazes upon the battlefield. All understand that it yearns for everyone to live, free and perfected, under its gentle rule. Surrender is love. Obedience is peace. All creatures on the battlefield must make a Tenacity check or be <i>charmed</i> until the Riftlord's next turn. |

When fighting a Riftlord inside a **Paradise** Dominion, at the start of the third round, and every round thereafter, an Eye of Heaven joins the battle. Though only one Eye will join the battle at a time. If the Eye is still alive, it is instead healed of D6 damage.

12 - Submerged Realm

Normally appearing only in bodies of water, Submerged Realms rifts look like whirlpools stretching down into the depths regardless of the size of the body of water. Inside, everything is submerged under a vast expanse of water. They're a particularly hostile rift to explore, requiring special equipment or rituals to survive.

-Underwater: Without a means of ensuring their ability to breathe, anyone who enters the Submerged Realm immediately starts *Drowning*. In addition, without some sort of magic item or spell that offer the Stranger the ability to move freely underwater, in combat, Move actions incur a cost of 5 Aether.

| D20 | Submerged Realm Overall Description |
|-----|--|
| 1 | An eternity of water. In every direction with little in the way of touchstones. |
| 2 | A crumbling ruin of an ancient city on the ocean floor. |
| 3 | A coral reef that stretches as far as the imagination, vibrant and lively. |
| 4 | A river of freshwater, snaking through canyons and tunnels deep under a brackish sea. |
| 5 | A large settlement of blue-skinned merfolk, unbothered by the passing of monsters or Strangers. |
| 6 | A jungle of massive growths of seaweed stretching out of sight above, blocking out most of the light. |
| 7 | An inverted pyramid suspended in a field of empty water. |
| 8 | A series of islands floating suspended in a loose clump, full of life. |
| 9 | A labyrinth of deep sea caves. |
| 10 | A world of ice, cold and unpleasant. Only navigable through the stream of warmer water wending through frozen caverns. |
| 11 | An ocean floor riddled with cracks venting superheated water and volcanic gasses into the infinite expanse of sea above. |
| 12 | An eternal river, seemingly miles deep and murky, replete with coves and tributaries. |
| 13 | The abandoned lair of a truly ancient and titanic kraken. |
| 14 | A series of gaps in an eternally big swarm of jellyfish. |
| 15 | Murky depths, riddled with shipwreck after shipwreck. |
| 16 | A series of abandoned magical research facilities, now submerged and untended. |
| 17 | A graveyard of the bones of whales ranging from standard sized, to truly vast. |
| 18 | An ancient city of marble and gold, untouched by the ravages of the ocean floor. |
| 19 | A ghost ship, now resting on the ocean floor. Wisps of the restless dead still plying their ancient trade on her deck. |
| 20 | A dim trail through a reef on the edge of an unknowably deep crevasse. |

| D10 | Submerged Area Feature |
|------|--|
| 1-2 | None- Just another area with nothing remarkable about it. |
| 3-7 | Danger- Roll on the Submerged Dangers table. |
| 8-10 | Landscape- Roll on the Landmark tables to learn about what you see of interest in the vicinity. |

| D10 | Submerged Monsters |
|-----|--|
| 1 | Merrow |
| 2 | Sadeye Swarm |
| 3 | Lionfish |
| 4 | Drowned Ghouls (Riftbreakers pg. 245) |
| 5 | Jellyfish Swarm (Riftbreakers pg. 262) |
| 6 | Maelstrom Elemental (Riftbreakers pg. 269) |
| 7 | Deep Drake |
| 8 | Driftwood Wraith |
| 9 | Deep One |
| 10 | Nautilus Kraken |

| D20 | Submerged Dangers |
|-------|---|
| 1-5 | Ambush! You are ambushed and surprised by a Monster, and cannot avoid combat. Roll on the Submerged Monsters table to see what you'll be facing. |
| 6-12 | Combat Encounter. Roll on the Submerged Monsters table. |
| 13-14 | Whirlpool. A whirlpool forms around you, tossing you around and over in a confusing jumble, leaving you discombobulated. Your next initiative check is made with disadvantage. |
| 15-16 | Icy currents. A swirl of ice cold water washes over you. Pass an Endurance check or suffer a -10 penalty to all checks for the next D4 hours. |
| 17-18 | Turbulent waters. Buffered by violent currents, you must pass an Athletics check or suffer D8 Force damage. |
| 19-20 | Jellyfish swarm. A sudden cloud of tiny jellyfish are swirled past you, dealing D6 Lightning damage. |

| | Riftlord Additional actions - Submerged Realms |
|---|---|
| 7 | Tricky Currents: All creatures find that the currents hamper their movement more than before. Until the beginning of the Riftlord's next turn, Move actions cost an additional 2 Aether. |
| 8 | Sonic Strike: The Riftlord releases an enormous clicking sound that has the force of a blow in the water. All creatures in the same Combat Zone are <i>Stunned(1)</i> . Any creatures in other Zones must pass an Endurance check or become likewise <i>Stunned(1)</i> . |

When fighting a Riftlord in a Submerged Realms Dominion, each round, roll a D4. A result of 1 means that a huge school of large, powerful fish spear up from the depths, battering all creatures in combat and dealing D6 Bludgeoning damage before disappearing into the distance above.

Combat Encounters

| D20 | Mudbloom Marsh |
|-----|---------------------|
| 1-2 | Bandits |
| 3 | Dreamweaver |
| 4 | Bloody Roots |
| 5 | Ravenous Oak |
| 6 | Beastman |
| 7 | Blighted Bat |
| 8 | Bog Snake |
| 9 | Cave Troll |
| 10 | Cursed Archer |
| 11 | Dark Dweller |
| 12 | Drowned Ghoul |
| 13 | Giant Spider |
| 14 | Jellyfish Swarm |
| 15 | Maelstrom elemental |
| 16 | Mossy Horror |
| 17 | Poisonous Frog |
| 18 | Slime Beast |
| 19 | Thorn Beast |
| 20 | Whirlwind Wraith |

| D20 | Crystal Plains |
|-----|---------------------|
| 1-6 | Bandits |
| 7 | Scarlet Knight |
| 8 | Sin Eaters |
| 9 | Corrupted |
| 10 | Crimson Wraith |
| 11 | Cloud Drake |
| 12 | Crystal Harpy |
| 13 | Gale Spider |
| 14 | Giant Spider |
| 15 | Lightning Elemental |
| 16 | Stormwolf |
| 17 | Storm Giant |
| 18 | Tidal Drake |
| 19 | Thunderbird |
| 20 | Winged Naga |

| D20 | Bonespire Peaks |
|-----|------------------|
| 1-7 | Bandits |
| 8 | Bloodhawk |
| 9 | Merciful Sisters |
| 10 | Corrupted |
| 11 | Avalanche Beast |
| 12 | Chilling Chimera |
| 13 | Frost Fang |
| 14 | Glacial Gargoyle |
| 15 | Ice Drake |
| 16 | Winter Wyrm |
| 17 | Cave Troll |
| 18 | Earth Elemental |
| 19 | Slime Beast |
| 20 | Tunneling Horror |

| D20 | Arenmist Forest |
|-----|-----------------|
| 1-7 | Bandits |
| 8 | Corrupted |
| 9 | Honeypot |
| 10 | Ravenous Oak |
| 11 | Ancient Ent |
| 12 | Beastman |
| 13 | Grove Guardian |
| 14 | Giant Spider |
| 15 | Luminous Lizard |
| 16 | Mossy Horror |
| 17 | Poisonous Frog |
| 18 | Root Ravager |
| 19 | Thorn Beast |
| 20 | Spirit Bear |

| D20 | Kar Helos Southern Farmland |
|------|-----------------------------|
| 1-8 | Bandits |
| 9-15 | Cutthroat |
| 16 | Necropede* |
| 17 | Dessicated Cryptguards* |
| 18 | Bone Spiders* |
| 19 | Bone Golem* |
| 20 | Skeletal Horrors* |

*Necropolis Rift by Zikta-Cho

Magic Items

The tables below will definitely need some tweaking and several additions. Right now you have a really big chance of getting some sort of underwater aid. Underwater rifts are becoming a problem, so it can be justified by the Quest Board focusing real effort on gearing people up for facing them. But I don't like it. It's ugly and needs more items on the table to avoid jacking up the probabilities so much. This is very much a work in progress.

| D10 | Magic Properties |
|-----|---|
| 1-9 | Use the Magic Properties table (Riftbreakers starting pg 192) |
| 10 | Use the Expanded Magic Properties tables below |

| D10 | Weapon - Expanded Magic Properties | |
|------|---|----------------------------|
| 1-4 | You can move freely underwater | 1x Mineral + 3x Monster |
| 5-7 | Gain the Death Heart ability <i>Death Bolt</i> . You may add it to your Loadout. | 2x Alchemical + 3x Monster |
| 8-10 | When you deal a Critical Hit with this weapon, your receive +10 to your next attack roll. | 1x Alchemical + 1x Monster |

| D10 | Boots - Expanded Magic Properties | |
|-----|--|-------------------------|
| 1-4 | You can move freely underwater. | 4x Monster |
| 5-6 | Once per combat, vanish and instantly reappear in an adjacent Combat Zone at a cost of 3 Aether. | 3x Monster + 2x Mineral |

| D10 | Armor - Expanded Magic Properties | |
|------|--|----------------------------|
| 1-8 | You are immune to <i>Drowning</i> . | 3x Mineral + 1x Alchemical |
| 9-10 | When an enemy gets a Critical Hit against you, they take D4 Cold damage in turn. | 2x Alchemical + 2x Monster |

| D10 | Gloves - Expanded Magic Properties | |
|------|------------------------------------|----------------------------|
| 1-5 | You can move freely underwater. | 2x Monster + 1x Alchemical |
| 6-10 | | |

| D10 | Ring - Expanded Magic Properties | |
|------|---|----------------------------|
| 1-10 | Gain the Ritual Heart ability <i>Air Sphere</i> . | 2x Alchemical + 2x Mineral |

| D10 | Belt - Expanded Magic Properties | |
|------|---|----------------------------|
| 1-8 | You can breathe underwater. | 3x Monster + 2x Alchemical |
| 9-10 | This belt has a tiny pouch that acts as a Spatial Bag with 5 inventory slots. | 4x Alchemical + 2x Mineral |

Special Magic items

Void key: Temporarily turns any door into the entrance of an extradimensional storage closet accessible only to the holder of this key. The Void Key has 3 charges and 25 slots of inventory space. Expending a charge adds 25 slots of inventory to the space.

Arcane Battery: This obsidian rod can be hung from a belt and holds D3-1 of 4 maximum charges. Expending a charge refills a charge on another item. The Arcane Battery gains a single charge when exposed to the dissipating energies of a rift after the Riftlord has been defeated.

Rift Forge: This fist-sized crystal orb opens a portal to a small pocket world that can house a workshop for Alchemy, Weapon-, Armor-, or Jewelcrafting. To start, there is one empty crafting station which must be activated by sacrificing an appropriate Toolkit and 300A. Additional crafting stations can be added at the cost of 1x charge, 1x Toolkit and Aetherite equal to 600 times the number of workstations in the Rift Forge. The Rift Forge starts with 0 charges and cannot be opened inside a Rift.

Hearth Chalk: This stick of dimly glowing chalk has UD8 charges and can be used to draw an entrance on a nearby vertical surface. This opens into a small, safe and comfortable cottage that lasts for one night. While resting in this cottage, characters recover 2D8+2 Health instead of the usual D8. If used in a rift, the UD roll is made with a -2 penalty and the cottage has only a 60% chance of appearing.

Merrow Heart: Though not a Crystallized Heart, this anklet holds a cunningly crafted jewel that will accept a Heart Essence to grant its wearer some of the physical attributes of the Merrow, giving them the ability to move freely and breathe underwater, so long as the Merrow Heart is equipped. The downside, however, is that when not underwater, wearing the Merrow Heart causes the wearer to be *Drowning* and incredibly clumsy. Also, the initial changes between states is quite painful. Once activated, it never needs another Essence to function and can be doffed and donned as necessary. (Item slot: Boots)

| D8 | Rift Quest Reward |
|-----|--------------------------------|
| 1-3 | 200A |
| 4-5 | 3x Skill Books |
| 6 | 1x Random Formula or Blueprint |
| 7 | 1x Random Magic Item |
| 8 | 1x Random Special Magic Item |

Note: This is the table I use for Rift Closure rewards for now. It kind of brute forces the new magic items into the game a bit too much, but it works. I think I'll be switching to the Epic Magic Items below, though.

| | Epic Magic Items |
|--------|-----------------------------|
| 1-3 | Aetheric Bead |
| 4-7 | Amulet of Protection |
| 8-11 | Astral Seed |
| 12-14 | Crystallized Shroud |
| 15-17 | Enchanted Hunting Knife |
| 18-20 | Enchanted Pickaxe |
| 21-23 | Enchanted Sickle |
| 24-26 | Pendant of Sacrifice |
| 27-29 | Ring of Arcane Might |
| 30-32 | Ring of Brutality |
| 33-35 | Ring of Combat Superiority |
| 36-38 | Ring of Controlled Timeflow |
| 39-41 | Ring of the Elements |
| 42-44 | Ring of Imperviousness |
| 45-47 | Ring of Infinite Range |
| 48-50 | Ring of Piercing |
| 51-53 | Ring of Shared Vitality |
| 54-56 | Ring of Shadows |
| 57-59 | Ring of Storage |
| 60-62 | Ring of the Vampire |
| 63-66 | Shard of Vitality |
| 67-69 | Shattered Mind Essence |
| 70-79 | Spatial Bag |
| 80-82 | Tiara of Knowledge |
| 83-85 | Void key |
| 86-88 | Arcane Battery |
| 89-91 | Rift Forge |
| 92-95 | Hearth Chalk |
| 96-100 | Merrow Heart |