

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 Δ 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 Δ .
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)

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.

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 starts *Drowning* almost immediately. In addition, without some sort of magic item or spell to 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	Sea Serpent (Riftbreakers pg. 282)
4	Drowned Ghouls (Riftbreakers pg. 245)
5	Coral Kraken (Riftbreakers pg. 238)
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 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.

Monster Descriptions

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(1)</i>
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.

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.

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 Lionfish 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.

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.

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.

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, you 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 Air Sphere.	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. Expendng 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. Expendng 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 300Å. 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	200Å
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