

Epic Magic items

Magic

Arcane Battery: This obsidian rod can be hung from a belt and holds D3-1 of 4 maximum charges. Expending a charge releases 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.	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.
Writen and illustrated by Mark Allen	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 1x Forge. The Rift Forge starts with 0 charges and cannot be opened inside a Rift.
The Bloodlands	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.
Weights books (Cradle Traveller's Gaze) in their DNA.	Weights dummy

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Written and illustrated by Mark Allen

A Riftbreakers Expansion
The Bloodlands

I've never tried or been inspired to do anything that fills 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 weights books (Cradle Traveller's Gaze) in their DNA. 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.

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Hey there, Stranger

dtmjuice

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.

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**. Unofficial, obviously. 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.

This isn't a finished work; playtesting is ongoing. But for me, at least, the monster fights have been working well so far. As it stands right now, I haven't put all the monsters truly through their paces yet. I'm still just encountering them when the dice present them to me. They are largely, if I'm honest, aimed at being a decent fight for my particular characters. So your mileage may vary. If you use any of this... season to taste, I suppose.

Included here are the two new Rift Dominions: The Bloodlands and Paradise. Most of the monsters that one might encounter in these new 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. I'm kicking around a couple ideas for other rift dominions, so these might find a home in a Dominion at some point. I'm also working on adding a few new magical items. I included them in my game as possible rewards for completing Rift Closure quests. I didn't give too much thought to game balance with them, they've been primarily used as flavor in my game. Again, season to taste.

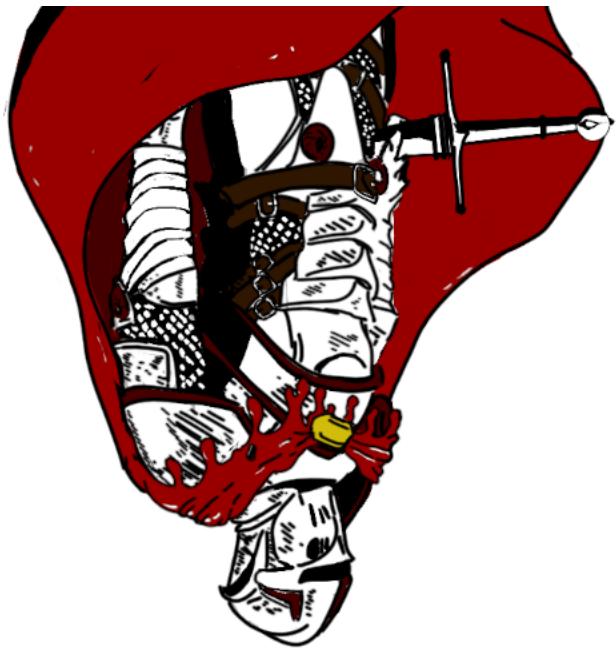
I added a few monsters into the overland Combat Encounter tables, to thin out the bandits a bit. These tables are included.

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> .



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.

Sin Eater						
Actions	Agility	Athletics	Combat	Endurance	Evasion	Health
Move	Number	Parry	Precision	Protection	Tenacity	Type
1	70	40	60	40	10	16
1	70	—	50	D6	50	Humanoid
Melee, Stalke, Relentless						
Traits						
D6	Action					

9 - Bloodlands

Rift Dominions

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

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.

Fight of Redemption: The Sin Eater pauses and looks up, arms spread. 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 stunned for one round.

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Rectify the Spirit: Attempting to bite and slash 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.

Purify the body: The Sin Eater's mouth opens obscenely wide and tries to bite a single target, making a Combat Skill check. On a hit, it deals D8+2 Piercing damage.

Recover the Spirit: Attempting to bite and slash 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.

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 stunned for one round.

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.

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.

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.

D20	Ambush! You are ambushed and surprised by a Monstrosity, and cannot avoid combat. Roll on the Bloodlands Monstrosities table to see what you'll be facing.	1-5
6-12	Combat Encountered. Roll on the Bloodlands Monstrosities table.	6-12
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.	13-14
15-16	Hungry Landscape. The hungerer of this bloody land is a constant drain on your energy. All PCs must pass a Tenebriety check or see their hunger reduced by -1 until they exit this rift.	15-16
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.	17-18
19-20	Crimson Surge. Heatripples form around you and ignites the Power contained in your blood. A Random PC takes D8+2 Lightning damage, but also gets +1 Action for D3 hours.	19-20

D10	Bloodlands Area Feature	None- Just another section of the Bloodlands with nothing remarkable about it.	3-7	Danger- Roll on the Bloodlands Dangers table.	8-10	Landscape- Roll on the Landmarks tables to learn about what you see of interest in the vicinity.
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D6	Action	Sweeping Blow: The Raveneous 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.
1-2		
3-4	Devouring Thorns: The Raveneous Oak spreads its thorned vines toward its target up to one Combat Zone away, who must make an Agility check or become Restrained. Every round that the target remains Restrained, they suffer D6 Piercing damage. For every 2 points of damage, the Raveneous Oak suffers 1 Health.	
5	Decaying Growth: The Raveneous Oak wills its coating of blood into its rotting wood, healing D8 Health.	
6		Ravenous Embrace: The Raveneous Oak attempts to crush its target into its body, making a Combat Skill check and dealing 2D10 Bludgeoning damage if it succeeds.

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

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

Ravenous Oak

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.

Bloodlands Riftlord Domain Effect

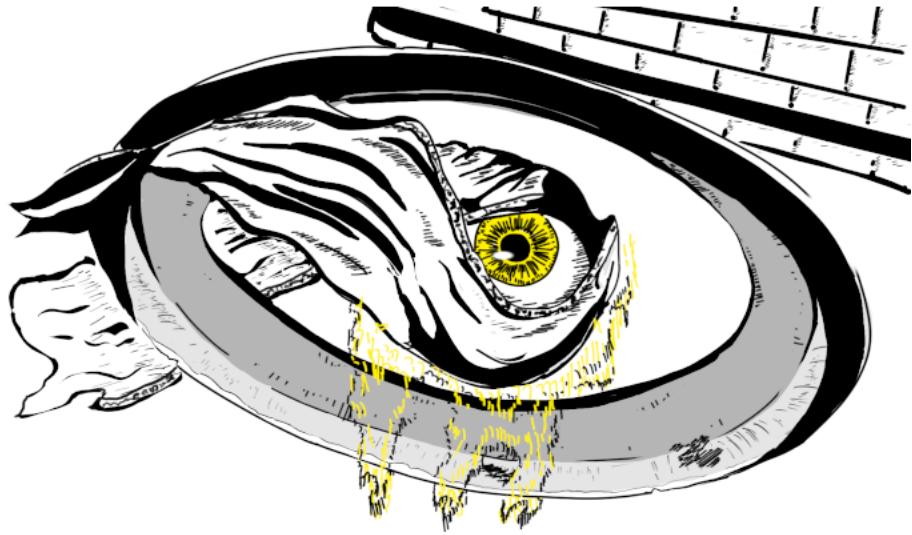
When fighting a Riftlord in a **Bloodlands** Dominion, the Riftlord is joined by a Corrupted at the beginning of the third round, and every round thereafter, until the Riftlord is defeated. If the Corrupted uses its **Corrupted Scream** ability, the Riftlord also gains the bonuses, regardless of its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

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.



Action	D6	Thornty Vines: Slender thorny vines spread across the field. The Honeypot's seedlings apppear in the same Combat Zone as a random target and attacks the nearest target. Seedlings suffer D6+1 Piercing damage and must make an Easy Athletics check (+10) to avoid being Restrained.	Seedling Drones: One of the Honeypot's seedlings appears in the same Combat Zone and attacks the nearest target and moves all 30, except for Party and Evasion traits. If 0, Combar 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 Restricted. Seedlings become inert and passive at the end of the turn in which the check or be ejected to an adjacent Combat Zone.	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 to avoid being Charmed(2).	Sweet Nectar: The sweet scent of the Honeypot's nectar calls to a single target who must make a Tenacity check to avoid being Charmed(2).
3-4	3-4	Targets are Melee and Pack. Their stats are all 30, except for Party and Evasion traits. If 0, Combar 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 Restricted. Seedlings become inert and passive at the end of the turn in which the check or be ejected to an adjacent Combat Zone.	Targets are Melee and Pack. Their stats are all 30, except for Party and Evasion traits. If 0, Combar 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 Restricted. Seedlings become inert and passive at the end of the turn in which the check or be ejected to an adjacent Combat Zone.	Targets are Melee and Pack. Their stats are all 30, except for Party and Evasion traits. If 0, Combar 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 Restricted. Seedlings become inert and passive at the end of the turn in which the check or be ejected to an adjacent Combat Zone.	Targets are Melee and Pack. Their stats are all 30, except for Party and Evasion traits. If 0, Combar 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 Restricted. Seedlings become inert and passive at the end of the turn in which the check or be ejected to an adjacent Combat Zone.
5	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 to avoid being Charmed(2).	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 to avoid being Charmed(2).	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 to avoid being Charmed(2).	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 to avoid being Charmed(2).
6	6	Honeypot Ides: Sweet Nectar: The sweet scent of the Honeypot's nectar calls to a single target who must make a Tenacity check to avoid being Charmed(2).	Honeypot Ides: Sweet Nectar: The sweet scent of the Honeypot's nectar calls to a single target who must make a Tenacity check to avoid being Charmed(2).	Honeypot Ides: Sweet Nectar: The sweet scent of the Honeypot's nectar calls to a single target who must make a Tenacity check to avoid being Charmed(2).	Honeypot Ides: Sweet Nectar: The sweet scent of the Honeypot's nectar calls to a single target who must make a Tenacity check to avoid being Charmed(2).

Ranged, Suppression Aura, Titanic														
Traits														
Actions	Agility	Athletics	Combat	Skills	Endurance	Evasion	Health	Type	Tenacity	Protection	Precipition	Parity	Number	Moving
1▲	70	40	70	60	60	50	15▲	15▲	15▲	15▲	15▲	15▲	1	-
0	Move	Move	Move	Move	Move	Move	Move	Move	Move	Move	Move	Move	Move	Move

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

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

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 Armor and -5 to all actions.

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10 - Paradise

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.

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(2)</i> .
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.

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 Danger's 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
2	Blessed
3	Shadow Assassin
4	Luminous Lazarus
5	Merciful Sisters
6	Golden Guardian
7	Eyes of Heaven
8	Celestial Kittens
9	Skin 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 table.
13-14	Flame of Judgment. 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 Afterer 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 blinded in this and the next Area.

Move	Number	Parry	Perception	Protection	Tenacity	Type	Trails	Mele, Relentless
1	20	50	60	60	-	15▲		
1▲	1	10	50	D8	70	Construct		
1	1	1	10	50	60	15▲		

D6	Action	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.
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 Fury: The flames around the Golden Guardian burst into brilliant white light for a moment, repainting the Guardian's stone body. It regains its health.	
6	Shining Armor: The Golden Guardian's flames solidify into powerful armor, granting it +10 Parry for the next 2 rounds.	

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

Golden Guardian

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

Rifflord 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. On a failure, they take 2d8 Radiant damage and are knocked <i>prone</i> . On a success, they take D8 Radiant damage, but keep their feet.
8	Unconditional Love: The Rifflord 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 Rifflord's next turn.

Bloodlands Rifflord Domain Effect
When fighting a Rifflord 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 an Eye would appear, but the previous one is still alive, the previous is healed of D6+2 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.

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

Ranged						
Trails						
Move	Number	Agility	Athletics	Combat Skill	Endurance	Evasion
1	60	30	70	40	20	16
1	1	1	20	80	D6	70
1	1	1	20	40	70	Astral

Action						
D6						
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.						
3-4 Mind Net: The Dreamweaver spins a web of light and spins 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 Charmed(2).						
6 Skinned Shield: The Dreamweaver spins an ethereal shield around its body, reducing all damage by half for the next two rounds.						

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

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

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

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(1)</i> .
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.

Crimson Wrath

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

Actions	Agility	Athletics	Combat Skills	Endurance	Evasion	Health
1▲	40	40	60	40	10	15▲
Move	Number	Parry	Perception	Protection	Tenacity	Type
2	1	-	60	44	70	Astral
Traits						
Melee						

Action	D6	Punish the Unbeliever:	With whips and sticks, the Blessed shall at a single target. Slashing damage +2 Radiant damage.
3-4	1-2	Blood Zeppyr:	The Crimson Wrath 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	3-4	Enthralling Song:	The Crimson Wrath exudes a haunting melody from its entire body, forcing all creatures to make a Tenacity check. Those that fail are Charmed(2).
6	5	Engulf:	The Crimson Wrath 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 Restrainted until they make a successful Athlete check.

Action	D6	Sight Beyond:	The Blessed's brilliant eyes flash and a single target within 2 Combat Zones is scorched by celestial regard. With a single attack, the Blessed deals D8 Radiant damage. If the target is in the same zone, they suffer an additional +2 Radiant damage.
6	6	Laying on of hands:	A random injured Blessed receives D8 healing. If none of the Blessed are injured, it attempts a basic attack.

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

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.

Blessed

Monster Descriptions

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						

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	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.

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.

Actions	Avgility	Athletics	Combat Skill	Endurance	Evasion	Health
1	60	60	60	60	40	22
Stolen Strike:	The Blood Clone's hand forms a shape reminiscent of a sword, target and strike at them with unexpected sharp claws. The kitten makes a deal 6d6 damage.					
1-2	Stolen Strike:	The Blood Clone uses its adorable nature to get close to a single maul, or spear and makes a Combat Strike against a single target. On a hit, it deals 6d6 damage of a type appropriate to its weapon plus 6d6 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 divine unity.				
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 damage. If the target is at full Health, the Strike does an additional D4 poison damage on a hit.				

D6	Action	
1-2	Stolen Strike:	The Blood Clone's hand forms a shape reminiscent of a sword, target and strike at them with unexpected sharp claws. The kitten makes a deal 6d6 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 divine unity.
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.

6	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.
5	Divine Unity:	All the kittens on the battlefield begin to merge. They become a single vaguely humanoid shape with wings of fur and claws and count as one monstrosity with a Movement speed of 2. All damage received while in this form is directed into one kitten, which can't die until the form disperses back into individuals. The merged form lasts until the end of the round in which it attempts a melee Combat Strike against a single target. On a hit, it deals D4 Slashing damage for each kitten that went into the form. If there are fewer than 3 kittens left on the battlefield, the kitten can't begin a hit, it deals D4 Slashing damage for each kitten that went into the form. If a hit, it also recovers D10 Health.
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 Charmed(1).
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 divine unity.
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.

Traits						
Move	Number	Parry	Perception	Protection	Tenacity	Type
1	1	1▲	10	60	70	Beast
1	60	40	40	10	8	
Actions	Avgility	Athletics	Combat Skill	Endurance	Evasion	Health

A pack of adorable kittens, full of purrs and surprises.

Celestial Kittens

Blood Clone

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

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.