

DIVINE INTERVENTION? NO ONE ASKED.

When people get healed from every disease, you might think it's divine intervention. And you'd be right - sort of.

Caelius, a dreamy solar guy, drops some lore: a celestial bridge guard died, causing the rift, and his beloved hollyphant was thrown into the mortal realm. Soon, both realms will collapse. The little guy knows how to fix this mess, but it's been abducted by the Vanitas Circus.

Caelius waves his shiny sword and promises it as a reward if you close the rift. Fail? Well, the angels might just blow up the village for the greater good. *Oops.*

First task: infiltrate the Circus. Play a riddle game to win the hollyphant - if you want to risk total humiliation when *your mom* randomly spawns in with a slipper to embarrass you. Or sneak in, burn their supplies, free caged animals, and cause absolute chaos.

Word is, there's a cocky performer who got tossed out and now sits in a cage outside. Maybe he's got a plan... or at least a few bad ideas.

HALF-GOD'S GOT TALENT (NOT REALLY)

The key ingredient to close the rift? A Chosen One. Bonus points if they're half-celestial, like Althea, the Monasterium boss! Problem solved... as long as you can convince her to *sacrifice*. Whether you spin some lies or keep it real, now's the time to level her up. Welcome to the celestial grind - *godly trials* incoming.

- **First Trial:** Ever wanted to play judge? Well, now you're the one deciding the fate of a soul. Is it guilty? Innocent? Or should they sweep marble floors for eternity while listening to the same elevator music on loop?
- **Second Trial:** Follow three maze paths that'll test your courage, number of brain cells, and the color of your moral compass (spoiler: celestials aren't vibing with 'morally gray' hotties). Mess up? The maze switches routes to a punishment room. Just don't die.
- **Third Trial:** What's a trial without a lil' self-damage? Give Althea your best ability point (yes, really) or prepare to get hit with the *bombastic side-eye* from the Ancient Golden Dragon.



WAIT, WHY AM I EVEN HERE?

Miracles happen, but seriously - how did you end up in this holy mess?

- You're sick. Like, *dying* sick. Not exactly the highlight of your day. But hey, a local medic whispered some gossip about this super sus Monasterium that's been making cripples bust out the cancan. Why not give it a shot?
- Being an adventurer is cool and all, but it's also a stress ball. When you spot a poster for Vanitas Circus performing in the middle of nowhere, you just want to take a short vacay and grab some cotton candy.
- Your gnome shopkeeper homies casually spill the tea about the rift causing impending doom. How do they know? No clue. But they're willing to pay you for saving the world. At least someone's making a profit off this!

STARRING:

- **Althea:** Head of the Monasterium with mad medical skills but don't ask how she learned - it's complicated. Also, the Chosen One that needs to survive godly trials and close the rift, hopefully with your help.
- **Nyx:** The circus queen who turned "helping outcasts" into a business model. She's got a thing for fame and dark powers. Dazzle them all - just don't ask about the contracts.
- **Caelius:** Celestial justice guy with a soft spot for mortals, despite not getting the whole "feelings" thing. He wants to help your realm by delaying divine intervention, so better hurry.
- **Greg:** Stubborn dwarf with dragon scales and a raccoon that's probably smarter than him. He's looking for answers, but Nyx's circus keeps dragging him into questionable situations.
- **Nepheli:** Former sky pirate, now your overly optimistic healer and Althea's assistant. She's got a heart of gold, but still kinda mad at herself for all the murdering she did.



RIFT RIDERS

A Cheat-Sheet DnD adventure by:

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Want the whole module?

Click [here](#) to download the entire pdf, including extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

INTRODUCTION

Welcome to Elpida, a village that just went viral for its *Monasterium of Rebirth* serving miraculous healings 24/7. You pull up to check it out, stumble upon a glowing rift, and boom - nap time. In your dreams, Mr. Solar hits you with casual, 'Both realms? About to go kaboom soon, but no pressure, I have an idea.'

Rescue the hollyphant who knows things, but was snatched by the shady-as-heck Vanitas Circus. They're in town flexing the 'greatest show' vibe, but also scheming some evil shenanigans. Team up with Althea, aka the Chosen One, and help her survive the godly trials. Then actually close the rift without dying. Or, you know, switch sides, go full chaotic evil, and risk catching some divine smoke from Mr. Solar himself. Bonus: There's a pegasus somewhere in this story. Good luck finding it!

CHOOSE WISELY (OR DON'T, WHO ARE WE TO JUDGE)

Depending on your choices, this story can end in a few ways:

- **Rift Closed - The Good Way (the "You Did Something Right for Once" Ending):**
Close the rift with Althea, who *probably* sacrifices herself willingly (or grumbles about it but does it anyway). Rift closed, celestials happy, mortals being sick again as they should be, and you grab amazing god-tier rewards!
- **Rift Closed - The Wrong Way (the "You Really Screwed This One Up" Ending):**
You lied to Althea, she's so mad, but who has time for feelings? You yeet her into the rift and call it a day. Rift closed, Althea's kinda damaged, the celestials are having an existential crisis, but at least mortals are sick and confused again. Mission accomplished?
- **Angels Are Taking Over (the "I Should've Just Stayed in Bed" Ending):**
You joined the Circus (it's a clown world, after all) or completely botched things. The celestials, fed up with your nonsense, decide it's time to solve this. The greater good is turning the Monasterium into a pile of rubble. Run. For. Your. Life. There's no Plan B.

THE SECRET PEGASUS AND HOW TO FIND IT

Yup, there's a legendary pegasus in this story! How to find it? Here's the chaotic guide:

- **Free Greg the Draconic Dwarf**
Greg's locked up in the Circus. Free him, and he'll hook you up with earplugs - because you're gonna need them for the enchanted Riddle Game. Trust.
- **Win the Riddle Game**
Earplugs in, brain cells activated! Now solve the riddles (yes, you have to) and, if you're not completely brain-dead, you'll win a hollyphant!
- **Agree to Join the Circus**
Nyx's mind is blown that you won her game. She'll try to recruit you (which is a terrible idea), but let's call it "strategic insider trading."
- **Look for the Silver Light**
Spot a silver streak of light? Yep, that's pegasus magic in the air! Follow it to a hidden wagon with a sad pegasus locked inside. Free it? Absolutely. But you're not done yet.
- **Run Away... With a Giant Horse!**
When you've got a giant, winged horse, stealth is off the table. Fight your way out, create some havoc, or fly off into the night leaving your friends, because why not? If you set the pegasus free, wave a napkin and watch it fly back to its magical land. Or if you fail, cry when it gets recaptured and corrupted into *evil pegasus mode*. Trust me, you don't want to face an evil pegasus.