

# Unchained worlds: Basic Edition



All is created by all. I typed these rules up on a computer, but so many people have made this possible, from inspiration to those who provided the food, shelter, electricity, education, healthcare, mentoring, spare time, and life experiences. A special shoutout to my infinitely supportive wife, my best friend, and the various players and GMs who've collaborated with me over the years.  
- Blukat

I'd like to call out sources of inspiration from TSR, Runehammer, Dungeon Craft, and Orbital Crypt ([orbitalcrypt.blogspot.com/2022/02/the-18-slot-inventory.html](http://orbitalcrypt.blogspot.com/2022/02/the-18-slot-inventory.html)).

# Table of Contents

**Base Mechanics And Combat pg**

**Damage pg**

**Rest pg**

**Gear pg 6**

**Perks pg**

**Magic pg**

**Skills pg 10**

**Character Creation pg**

**World of Crucible pg**

**Glossary pg**

## Foreword

### **What Is This Book?**

This PDF exists to onboard players to the games that I, Blukat, run. It is not a commercial product made for wide appeal, nor is it a rules-complete guide to running games like mine.

### **What Kind of Game Do You Run?**

Players create player characters within the setting. The default for this system is Crucible. As a keeper, I work with players to provide objectives and obstacles. The players are then tasked with navigating the world in order to achieve those objectives. While player characters(henceforth PCs) may grow skilled and powerful, the problems are intended to stimulate creative problem-solving. While the game can be more than that, solving problems is the heart of my style.

### **Core gameplay loop**

When playing Unchained Worlds, you can expect the following pattern to repeat.

1. The keeper describes the situation
2. The players declare their character's actions
3. The keeper adjudicates that action, asking for dice to be rolled when relevant.

### **Characters Are Discovered**

A fresh character sheet may have some ability scores, a name, and an appearance, but little else. This is more or less a blank slate to fill in. You do so at the table through making decisions over the things you can personally control, such as choosing perks, interacting with NPCs, and acquiring items. You also define your character by deciding how they react to the things that cannot be controlled. A bad roll is an inevitability that carries dramatic potential for those willing to tap into it.

### **There Are Many Paths**

My goal is to build and run scenarios containing challenges to be overcome. Some of these challenges may be met with brute force through sword and spells, but I hope to provide challenges that force creative thinking. A fight may be skewed strongly against you, and you might lack a spell to solve a specific problem. You are encouraged to seek other paths. Could you change the odds of this fight? Could you avoid the fight altogether? Could you use items in your environment or inventory to do what your spell can't? Thinking outside the box will often advantage you.



# Base Mechanics

## Checks and saves

As a player, the keeper may ask you to make checks or saves to decide the outcome of an action. A **check** is made to ensure a positive outcome (ie climb a cliff). A check to prevent a bad outcome may be referred to as a **save**, but is otherwise identical. A check entails rolling a D20 and adding any relevant modifiers, bonuses/penalties, or bonus/penalty dice. The sum of the roll is compared with a target number generally called a difficulty class (**DC**) and specifically called an Armor Class (**AC**) in the case of making an attack. If your roll meets or beats the target number, your check or save is successful.

## Advantage and Disadvantage

If you have advantage or disadvantage on a check or attack roll, you roll an extra D20. When you have advantage, you pick the higher of the two, or the lower of the two if you have disadvantage. Advantage and disadvantage cancel one another out, and neither stacks.

## Abilities

**Strength (STR)** represents your physical might, and is used to lift, climb, carry, grapple, or throw.

**Dexterity (DEX)** represents your physical coordination, and is used to sprint, jump, duck, sneak, aim, and perform very precise movements such as picking a lock.

**Constitution (CON)** represents your physical endurance, and is used to resist the effects of taking damage, exposure to toxins and disease, prolonged physical activity, and the elements.

**Intelligence (INT)** represents your ability to remember, reason, and calculate.

**Wisdom (WIS)** represents your perception, intuition, and willpower.

**Charisma (CHA)** represents your ability to control how others perceive you and your actions, which may range from making a first impression, to convincing someone of a lie/truth, to rallying a crowd, to simply entertaining an audience.

## Ability scores and modifiers

An **ability score** is a number from 1-20 which represents one of a character's abilities and is used to calculate the modifier applied to said character's ability checks. The **ability modifier** for each ability score is shown in the table below.

### Score and modifier

20: +5  
18-19: +4  
16-17: +3  
14-15: +2  
12-13: +1  
10-11: 0  
8-9: -1  
6-7: -2  
4-5: -3  
2-3: -4  
1: -5

**Note:** No ability score may be increased higher than 20. If an ability score is decreased below 1, the effected creature dies.

## Inventory

### Inventory Slots

An inventory is measured in slots. A character has a number slots equal to 10+STR mod.

### Quick Slots

A slot located in a highly accessible spot such as a holster, utility belt, pocket, or sheath is a quick slot. Mark it with a Q. You can draw an item from that slot and use it with the same action. This is great for throwing knives, potions, swords, and ammunition.

### Container Slot

A slot located in a satchel, pouch, backpack, or similar container can hold a stack of 5 small items, and a large number of tiny items. A slot with 250 coins is fine.

### Item Sizes

Depending on their sizes, items may take up one or more slots. For other sizes, identical items stack with one another.

**Large (LG):** 2+ slots per item. Barrel, greatsword, etc

**Normale (NM):** Sword, rope, book, etc

**Small (SM):** Torch, ration, knife, dart, soap, etc

**Tiny (TN):** Chalk, paper, vial, ink, coin, etc

## Hit Points

A character's hit points (**HP**) represent their physical condition, and are reduced by taking damage. A character's maximum HP is equal to their CON score (not mod).

## Armor Class

Armor class (**AC**) is the target number which an attack roll must meet or beat in order to deal damage. The higher it is, the harder it is for attacks to hit. A character's armor class defaults to 10+DEX when they are unarmored.

## Temporary Hit Points

Temporary hit points (**THP**) represent something such as a magical effect which protects from physical damage. Incoming damage reduces THP first, then regular HP. THP does not stack. If you gain THP, you may replace your value with the new one. Unless otherwise specified, THP expires after completing a rest.

## Rest

Once a day, a character may rest for 8 hours in order to regain HP equal to their **CON** mod (minimum 1). They get a bonus 1HP of additional healing from each of the following amenities. Each amenity can be applied once.

- Being warmed by a fire or other heat source
- Sleeping on a dry bed
- Eating a ration (Small item's worth of food and water)
- Eating a second ration
- Consuming a vice (alcohol, caffeine, tobacco, sweets)
- Enjoying a pleasantry (music, incense, dance, bath, campfire story)



## Character Creation In 4 Steps

A new character is a blank canvas. Determining the name, ability scores, starting gear, and appearance of your character serve only to provide inspiration.

### Step 1: Create a Name

1. Think up four or five words that describe your character's job and appearance. *Tree axe river stick*
2. Select three to four random syllables. *Tre xe ver ick*
3. Combine them to make your name. *Trexeverick*

### Step 2: Roll for Ability Scores

Roll a 3d6. That's your strength score. Do it again, dexterity. Continue for the other abilities. You may replace one ability score with a 14.

### Step 3: Starting Gear

You begin with common clothes + one item bellow. (D6)

1. 4 Torches
2. Waterskin
3. Pitchfork
4. Bow and 5 arrows
5. Rope (50ft)
6. 4 Dry Rations

### Step 4: Appearance

Choose between a Bimran and Beastfolk. For any table related to the appearance of your character, you may either roll or choose an option.

### Sidebar: The Question Game

As an ice-breaker during the first session, or during lulls in the action such as rests or downtime, players may wish for an opportunity to reflect on their character. The question game was created to fill this niche as a form of structured roleplay. To play this game, characters takes turns asking a personal question of the others. Every character answers this question for themselves, and then the next character asks a question. Questions might be as simple and neutral as "What is your favorite food?", or might be as heavy as "What crime have you yet to be caught for?" Each question is an opportunity to flesh out your character at the table collaboratively.

#### Bimran

Humanoids created by the god Bimros in his image. Roll 2d6 for each column in the table below.

| 2d6 | Complexion | Eye color | Height  | Mutations |
|-----|------------|-----------|---------|-----------|
| 2   | Grey       | Black     | 7'      | 4         |
| 3   | Peach      | Gray      | 6' D12" | 2         |
| 4   | Blue       | Brown     | 6' D6"  | 1         |
| 5   | Yellow     | Blue      | 6'      | None      |
| 6   | Brown      | Blue      | 5' D8"  | None      |
| 7   | Green      | Green     | 5' D6"  | None      |
| 8   | Tan        | Hazel     | 5' D4"  | None      |
| 9   | White      | Hazel     | 5'      | 1d2-1     |
| 10  | Pink       | Brown     | 4' D12" | D2        |
| 11  | Purple     | Amber     | 4' D6"  | D4        |
| 12  | Red        | Red       | 4'      | D6        |

Roll D12 on the table below for each mutation you have.

- |                         |                     |
|-------------------------|---------------------|
| 1. Animal ears and tail | 7. Forked tongue    |
| 2. Animal legs          | 8. Slitted pupils   |
| 3. Spade tail           | 9. Functional Gills |
| 4. Horns                | 10. Third eye       |
| 5. Small bat wings      | 11. Pointed ears    |
| 6. Scales               | 12. Fangs           |

#### Beastfolk

Anthropomorphic humanoids created by the god Raos. Choose or roll a D6 for the tens place and a D6 for the ones place on the table below.

| D66 | Beast    | D66 | Beast    |
|-----|----------|-----|----------|
| 11  | Possum   | 41  | Boar     |
| 12  | Lizard   | 42  | Wombat   |
| 13  | Squirrel | 43  | Raven    |
| 14  | Horse    | 44  | Mouse    |
| 15  | Skunk    | 45  | Rat      |
| 16  | Wolf     | 46  | Goat     |
| 21  | Fox      | 51  | Cow      |
| 22  | Housecat | 52  | Beaver   |
| 23  | Panther  | 53  | Bear     |
| 24  | Tiger    | 54  | Leopard  |
| 25  | Lynx     | 55  | Pheasant |
| 26  | Lion     | 56  | Turtle   |
| 31  | Deer     | 61  | Weasel   |
| 32  | Hyena    | 62  | Stoat    |
| 33  | Rabbit   | 63  | axolotl  |
| 34  | Raccoon  | 64  | Buffalo  |
| 35  | Otter    | 65  | Chicken  |
| 36  | Sheep    | 66  | Cheetah  |

Roll a D6. On a 1, Roll a mutation below.

1. Red glowing eyes
2. Unnatural fur/scale/feather color
3. Extra set of horns
4. Extra set of eyes
5. Extra set of ears
6. Hybrid: Roll an additional beast type

#### Bimrans



#### Beastfolk



# Combat

## Combat Vignette

Sometimes, drawing up a battlefield, placing tokens, and rolling initiative isn't worth the time. In such a case, rules may be applied in a fuzzy fashion to get to interesting decisions and outcomes quickly. Taking the example of eliminating a scout silently, a combat vignette may resolve the entire combat(silently eliminating the scout), or may lead into a pitched battle(the scout successfully alerts its nearby allies).

## Pitched Battle

When tactical combat is desired by players or keeper, time is taken to draw terrain and place tokens on a gridded map. Individuals on the same side of the conflict take their turns together simultaneously, acting as a team. Unless there is an obvious advantage of surprise, each side rolls a D6 and the highest roll goes first(rerolling on a tie). Once each side has taken their actions, the first round ends and the second begins using the same order.

## Making attacks

Make a STR check for melee attacks, or a DEX check for ranged attacks. Add any bonuses from relevant perks. If your attack roll meets or beats the AC of the target, it hits. Rolling a 20 on the D20 for an attack roll always hits and deals max damage, whereas a 1 always misses. Roll a damage die according to the weapon you're using(ie a D2 for unarmed).

## Serious Injury table(D6)

Each time you take damage and you have less than 1HP after, you are seriously injured and must roll on this table.

6. You are lucky: nothing happens
5. Dazed: 1 action per turn for 1 hour
4. Temporary injury(removed with medical care/magic healing)
3. Maimed
2. Unconscious. Re-roll at start of turn until stabilized
1. You die

## Actions

Each round represents ten seconds, and each task taken is described as an action. Each character may perform up to **three actions per round**. Common actions are described below.

**Attack:** Make an attack roll against an enemy, drawing your weapon from an accessible spot such as a quiver, belt, or sheath as part of the action.

**Second Attack:** Attack again this round with a -3 penalty to hit.

**Third Attack:** Attack a third time this round with a -6 penalty to hit.

**Focus:** Grant a D6 bonus to your next attack roll this round. This doesn't stack.

**Power Up:** The next attack made this round deals a minimum of half its maximum damage, rounded down.

**Stunt:** Make a STR check against the target, who may resist with a STR or DEX check. Common stunts include grappling, knocking prone, pushing up to 10 feet, disarming, or using a grappled target as a humanoid shield.

**Move:** Move up to 30ft

**Hide:** If you have broken line of sight, make a DC 12 DEX save to become hidden.

**Interact:** Open a door, pick up a rock, push a boulder, retrieve or stash an item from your inventory, etc, etc.

**Speak:** Relay a message no more than 10 seconds long

**Cast Spell:** Takes two actions for Arcane spells, one for others.

## Weapon Types

### Unarmed

Your bare fists, palms, fingers, toes, knees, teeth, horns, or head. Standard damage is D2.

### Minor

Knives, daggers, darts, wooden stakes, handaxes, clubs. Standard damage is D4.

### Martial

Swords, spears, javelins, clubs, sabers, battleaxes. Standard damage is D6.

### Great

Greatswords, greataxes, greatclubs. Standard damage is D12

### Ranged

Shortbows, longbows, crossbows, muskets. Standard damage is D6.

# Advancement

## Experience Points

You begin with 0XP(experience points) at level 0. As you adventure, you gain XP through certain actions.

### Combat

You risk life and limb in order to engage an enemy force in combat. After you slay the enemy or force them to surrender or flee, the experience grants critical insights. The total XP from a combat is equal to the sum of the enemy force's HP, and is divided equally between all party members.

### Spending Gold

As you spend your amassed wealth, you reflect on how you acquired it, gaining critical insights. For every gold you spend in this transaction, gain 1XP.

### Acquiring Magic Items

As you turn a new find over in your hand, you ponder the road that lead you to it. You reflect on the obstacles you overcame, the choices you made, and the dangers you faced. The keeper will tell you the magic item's XP value. Each party member receives this amount of XP.

### Receiving An Injury

You are brought below 1HP and immediately realize your error, gaining critical insight. You gain 25XP at level 0, and after that 25XP multiplied by your level.

### Completing An Objective

You reflect on an accomplishment and the lessons you learned achieving it, gaining critical insight. The XP you gain matches the achievement. Sometimes a keeper may tell you the XP value of an objective before you pursue it, or may include additional XP for bonus objectives.

## Gaining Levels

As your total XP grows, so does your total level. Each time you gain a level, you may spend a day of downtime developing yourself in a class. Each class encompasses one area of competency. Selecting the same class multiple times gives you multiple levels in that class. Classes are listed below:

- Skills(Page 9)
- Unarmed(Page )
- Minor Weapons(Page )
- Martial Weapons(Page )
- Great Weapons(Page )
- Ranged Weapons(Page )
- Defense(Page )
- Sorcery(Page )
- Pact Magic(Page )
- Naming Magic(Page )
- Arcane Magic(Page )

### XP level milestones

1. 50
2. 100
3. 150
4. 200
5. 300
6. 400
7. 500
9. 600
10. 800
11. 1000
12. 1200
13. 1400
14. 1800
15. 2200
16. 2600
17. 3000
18. 3800
19. 4600
20. 5400
21. 6200

## Popular Character Archetypes

If you wish to make a Level 10 character embodying archetypes popular in adventuring TTRPGs, here's some inspiration. Get levels in the classes listed, and your character will resemble it.

### Artificer

(3)Ranged Weapons, (7)Skills(Alchemy, Crafting)

### Barbarian

(5)Great Weapons, (3)Defense, (2)Skills(Athletics, Intimidation)

### Bard

(3)Naming magic, (5)Skills(Performance, Persuasion), (2)Minor Weapons

### Cleric

(2)Martial Weapons, (5)Pact Magic(Bimros), (1)Defense, (2)Skills(Religion, Insight)

### Druid

(2)Martial Weapons, (5)Pact Magic(Fliff), (3)Skills(Insight, Foraging, Tracking)

### Fighter

(3)Martial Weapons, (3)Ranged Weapons, (2)Defense, (2)Skills(Athletics)

### Monk

(5)Unarmed, (5)Skills(Acrobatics, Athletics, Sneaking, Perception)

### Paladin

(3)Martial Weapons, (3)Pact Magic(Solus), (3)Defense, Skills(Religion)

### Ranger

(5)Ranged Weapons, (5)Skills(Perception, Tracking, Foraging, Medicine)

### Rogue

(3)Minor Weapons, (7)Skills(Sneaking, Pickpocketing, Lockpicking, Acrobatics)

### Sorcerer

(6)Sorcery, (3)Defense, Minor Weapons

### Warlock

(5)Pact Magic(Demonic), (2)Minor Weapons, (3)Skills(Deception, Religion, Insight)

### Wizard

(7)Arcane Magic, (3)Skills(Crafting, Alchemy, History)



## Class: Skills

When you gain a level in skills, you may do one of the following:

- create a new skill die
- roll 2d6 for a benefit below

**2.** Learn a new language of your choice

**3-5.** +2 to INT, WIS, or CHA or +1 to 2

**6-9.** Increase the size of one skill die (Maximum of D20)

**10-11.** Roll max value of skill die once per rest

**12.** Gain a once/rest power based on one skill

### Using Skill Dice

Anyone may perform any skill, making ability checks to do so. However, only those with levels in skills have access to skill dice. A skill die represents proficiency in one particular skill, and may be added as a bonus to any checks where that skill is used. For example, someone with an athletics skill die may apply it to a STR or DEX check for playing a sport, but also to an INT check for recalling facts about sports.

### Growing a Skill Die

If you gain the benefit of increasing a skill die, it increases on size. This progresses from D6->D8->D10->D12->D20.

## List of Skills

### Pickpocketing

Successfully taking an item from a target's inventory or hand without being detected.

### Lockpicking

Disarming mechanical locks quietly and without leaving evidence.

### Acrobatics

Swinging from chandeliers, rolling to avoid harm from a fall, running across a tight-rope, leaping great distances, etc.

### Athletics

Grappling, tripping, or throwing opponents, breaking doors down, climbing, etc.

### Sneaking

Moving quietly in the shadows and avoiding detection.

### Tracking

Identifying signs of nearby creatures, the age of tracks, and making calls, bait, or repellant for beasts and monsters

### Persuasion

Appealing to a subject's self-interest, rationality, morality, or other traits tactfully in order to change their mind

### Deception

Bluffing, exaggerating, implying untruths, denying truths, or otherwise fabricating details convincingly

### Intimidation

Creating a threatening presence in order to gain undue influence over someone through fear, on or off the battlefield

### Insight

Determining someone's general disposition, current mood, stress levels, and detecting deception

### Foraging

Locating and identifying edible plants, fungus, fish for food, medicine or alchemy.

### History

Recalling the details of famous people, places, objects, or cultures through secondary sources such as conversing with others or reading texts.

### Religion

Recall the lore of divines, undead, fiends, fey, and extra-planar beings. Pray to, contact, bargain with, summon, or detect these same entities.

### Performance

Evoke feelings such as wonder, joy, rage, serenity, or sorrow through a performing art. Arts include, but are not limited to music, poetry, public speaking, dancing, storytelling, acting, and flirting.

### Crafting

Create, repair, or enhance items.

### Alchemy

Brew an ingredient to produce a tincture with one effect, or brew multiple incutres together to create a potion with some mixture or synthesis of their effects.

### Medicine

Perform field medicine on a dying or injured ally, or create a healer's kit from foraged ingredients.

# Martial Arts

## Class: Unarmed

Those who study unarmed combat channel strength and dexterity into control of their own body as well as the body of their opponent.

Each time you gain a level in this class, roll 2d6 for a benefit.

**2.** A successful stunt may deal unarmed damage

**3.** Unarmed attacks deal D2 more damage

**4-7.** +1 to unarmed attacks

**8-9.** +2 to either STR, DEX, or CON, or +1 to two

**10-11.** Once per rest, deal double max damage

**12.** No penalty on second or third unarmed attack

### Level Benefits

You gain additional benefits by reaching certain levels in this class.

## Class: Martial Weapons

In the hands of a trained warrior, martial weapons become extensions of the body that deal lethal damage with great accuracy.

### Random Benefit

Each time you gain a level in martial weapons, roll 2d6 for a random benefit.

**2.** Dual wielding grants advantage to attacks

**3-4.** Once per day, perform a stunt as part of a martial weapons attack

**5-7.** Once per day, add a D6 to martial damage

**8-9.** +1 to martial weapon attacks

**10-11.** +2 to either STR or CON, or +1 to both

**12.** Free attack if a melee attack misses you

### Level benefits

You gain additional benefits by reaching certain levels in this class.

Level 1. Two-handed martial weapons attacks deal D10 damage

## Class: Minor Weapons

Minor weapons are small, versatile, and pair well with stealth.

### Random Benefit

Each time you gain a level in this class, roll 2d6 for a benefit.

**2.** Dual-wielding deals 2d4 damage

**3-4.** Once per rest, deal max minor weapon damage

**5-7.** +1 to minor weapon attacks

**8-9.** Once per rest, add a D6 to minor weapon damage

**10-11.** +2 to either STR, DEX, or CON, or +1 to two

**12.** Second attack with minor weapon has no penalty

### Level Benefit

You gain additional benefits by reaching certain levels in this class.

1. May use DEX for attacks with small minor weapons

2. Dual wielding gives advantage on minor weapon attacks

3. Backstabbing an unsuspecting enemy deals 3d6 damage

## Class: Great Weapons

Great weapons convert the physical might of a warrior into massive damage.

### Random Benefits

Each time you gain a level in martial weapons, roll 2d6 for a random benefit.

**2.** Deal max damage when you have less than half your maximum HP

**3-4.** +1 to great weapon attacks

**5-7.** Once per rest, deal max damage

**8-9.** +2 to either STR or CON, or +1 to both

**10-11.** Once per rest, automatically hit

**12.** May reroll great weapon damage, using second roll

### Level Benefits

You gain additional benefits by reaching certain levels in this class.

1. Reckless attack: You have advantage on the first attack this turn, but attacks against you have advantage until the start of your next turn.

**Class: Defense**

Training your pain tolerance, health, and learning to take hits makes you a more formidable opponent on the battlefield.

**Random Benefit**

- Each time you gain a level in martial weapons, roll 2d6 for a random benefit.
- 2.** Once per rest, spend 10 minutes to restore D4 HP
  - 3-4.** Once per rest gain D6 THP that lasts 1 hour
  - 5-7.** Gain +1 to max HP
  - 8-9.** +2 to STR, DEX, or CON, or +1 to two
  - 10-11.** Once per rest, take half damage for D6 turns
  - 12.** +1 to AC when wearing heavy armor

**Class: Ranged Weapons**

Those with ranged weapons depend on their fine motor skills to deliver accurate firepower from a safe distance.

**Random Benefit**

- Each time you gain a level in martial weapons, roll 2d6 for a random benefit.
- 2.** Power up ensures max damage for a ranged attack
  - 3-4.** +1 to ranged weapon attacks
  - 5-7.** Once per rest, add D6 to ranged damage
  - 8-9.** +2 to either DEX or WIS, or +1 to both
  - 10-11.** Once per rest, add D6 to ranged attack roll
  - 12.** Second attack with ranged has no penalty

**Level benefits**

- You gain additional benefits by reaching certain levels in this class.
- 1. Sharp shot: Suffer a -5 penalty to this attack, but deal +10 damage on a hit.

## Naming Magic

### Using naming magic

You may use an action to cast a spell. To do so, select one or more names and describe a spell of your own making to the keeper, who will assign a DC for a spell check. Before casting on a given turn, you may use an action to charge this spell, granting a D6 bonus to the check. You may charge a spell twice, but charging does not effect your next turn's spellcasting. If you roll a 1 on the D20, you experience a catastrophic failure. Your spellcasting modifier is CHA + naming bonus, and your spell DC is 10 + CHA + naming bonus

### Runesmithing

During a rest, you may forego healing to attempt to capture a single spell onto a rune. Each attempt consumes 5sp of materials, and foregoes 1HP of healing. Create a spell using only one name, then make a spellcheck. On a success, you have created a runestone storing this spell. If you roll a 1 on the D20 for this check, you will still experience a catastrophic failure. The runestone preserves the exact spell you described and your current spellcasting modifier and spell DC. When a runestone is cast, it automatically succeeds and uses its modifier and spell DC.

### Perk: Naming Magic

Each time you select this perk, you may opt to learn a random name, losing 1 CON. In addition, roll 2d6 for a benefit.

**2.** Consume materials to gain +5 to spell check

**3-4.** Add a D6 to a spell check once per rest

**5-7.** +1 to naming bonus

**8-9.** +2 to CHA or WIS or +1 to both

**10-11.** Expend 1 CON to create a spell scroll

**12.** Create your own name at no cost

Examples of spells and their DCs:

(DC10 - DC12)Lasso: Grab object or creature from within 30ft

(DC13 - DC15)Lasso: Grab object from within 100ft or pull a large creature

(DC16 - DC18)Spirit Lasso: Grapple creature through a solid wall

(DC19 - DC21)Spirit Lasso: Grapple a creature's spirit and rip it from the body

## 20 Examples of catastrophic failure

The keeper may roll on this table or create their own.

1. Transform into a hideous monster
2. A limb falls off, animates, and gains sentience
3. Blinded by the past: your vision suffers a one minute delay
4. You explode into a 120ft radius fireball dealing 6d6 DMG
5. You create a corrupted, evil duplicate of yourself
6. You are teleported 500 feet straight up
7. Paralyzing empathy: you can feel the pain of anyone within 50ft, DC 15 CON save to avoid passing out from a nearby death
8. Your CON is now 1, and despite your withered form, you may not die of old age
9. Your CHA raises to 20, draining other ability scores proportionally in a random fashion
10. Wild sense: you can see and hear many spirits wherever you go. Some of them aren't hallucinations
11. New Diet: You may only digest a single food going forward
12. Your arms and legs lose their bones and grow 15 feet long. They may coil like snakes, and are prehensile
13. Tiny bite marks continually over your body as fast as they can heal, leaving you with chronic open wounds
14. You are now an animated wax statue of yourself
15. You can only speak or write names, proper or magical
16. You secrete a sweet nectar from your body, which may be collected to form a fresh ration. Your clothes rot if not constantly laundered
17. Within a 20ft radius, metal objects are now drawn to you with deadly force
18. You create a 1 mile radius anti-magic field
19. Only children and animals can see your true form. Others see an eldritch monstrosity
20. A swarm of 2d4 weasels follow you, creating chaos. If killed or separated, a new swarm appears

# Arcane Magic

Arcana is the magic of the intricate symbols that cast spells when invoked. Through mentors, guilds, and schools, mages write spells into spellbooks to then cast with scrolls or a spell focus. The desperate or foolish invite living spells to bind to them as spell tattoos. When casting an arcane spell, the modifier is INT + arcana bonus, and the spell DC is 10 + INT + arcana bonus. Casting an arcane spell takes two actions.

## Spell Focus

A spell focus such as a wand, staff, or medallion allows a caster to cast a written or tattooed spell without consuming it. Instead, the spell uses a magical charge stored in the focus. When you cast a spell using a spell focus, you consume one charge from it. During a rest, you may forego some healing in order to restore charges, gaining one charge per HP of healing consumed. One may attune to a single focus at any one time, doing so during a rest. Attuning to a focus assigns the focus the number of charges awarded from the arcane magic perk.

## Spell Scrolls

Copying an arcane spell onto a scroll allows a mage to reliably cast that spell at a later time. When you do so, you consume 5sp of materials and forego 1HP of healing for every attempt. Make a DC 15 spell check. Upon success, the scroll is created with your current spell mod and DC, which will be used when casting it later. When a spell scroll is invoked, it casts successfully and then burns to ash.

## Copying Written Spells

You may spend downtime (even when gaining perks) copying down spells from mentors, libraries, merchants, or other sources. No matter who you learn from, the common spells listed in this section are available. Beyond this, you may be required to pay, build trust, or quest for spells. Most arcanists are weary to share destructive spells, which may cause disasters that come back to bite them. Other arcanists simply charge top coin to copy their most potent spells. Each day of downtime allows you to copy up to six spells.

## Common Spells

Any library or mentor worth their salt will have these spells to learn.

**Awaken:** You touch a beast and grant it sentience until you cast this spell again.

**Summon weasels:** Swarm of 2d4 weasels materialize for 1 hour, follow orders, 1HP each.

**Fly:** For 10 minutes, you may fly (30ft per action)

**Shield:** Once in the next 8 hours, gain +5 AC when it would prevent an attack from hitting you.

**Sleep:** Up to 6 targets succeed CON save or fall asleep for 1 hour

**Green Flame:** Conjure green fire in a 5ft cube for 1 hour. DEX save to halve 2d6 DMG for those inside.

**Magic Missile:** Three spectral darts automatically hit up to three targets, dealing D4 DMG each.

**Light:** Touch an object or creature. It produces 30ft of light for 1 hour.

**Telepathy:** Send and receive messages others using your mind for one hour, ignoring language barriers.

**Tongues:** You speak, and any creature that can hear you understands for the next hour.

## Perk: Arcane Magic

Each time you select this perk choose **one** of the following:

- Add one charge to your spell focus
- roll 2d6 for a benefit

**2.** Create your own written spell

**3.** +D6 to arcane spell check or DC once per rest

**4-8.** +1 to arcana bonus

**9-10.** +2 to INT or CON or +1 to both

**11.** Gain 6 written spells

**12.** When you craft a scroll, you get a free duplicate



# Sorcery

## Class: Sorcery

The magic of the foolish and desperate, sorcery transforms their body into a font of magical power. This transformation corrupts the caster, changing them in fundamental ways. Most cities forbid sorcery under grounds of safety, as those corrupted by it are known to harbor evil ambitions a temple or mages guild would refuse to indulge. When you gain a level in this class, select a type of sorcery. This informs the manifestation of your corruption as well as the level benefits you gain.

### Casting Sorcery Spells

The runes of any sorcery spells you know appear as glowing tattoos on your body. It takes one action to cast a spell via sorcery. You may cast each one once, causing the tattoo to vanish. To regain the tattoo, you may either complete a rest, or expend D4 of your HP to rapidly recharge it. Sorcery uses your CON mod, and you spell DC is 10+CON mod.

### Random Benefits

Each time you gain a level in this class, roll 2d6 for a benefit.

- 2.** Consume D4 HP to alter any spellcast, making a sorcery check to succeed
- 3-4.** Alter one spellcast per day, making sorcery check to succeed
- 5-7.** +1 to sorcery magic checks
- 8-9.** +1 to CON score for each level of this perk. Any excess after 20 CON instead becomes a max HP bonus
- 10-11.** Once per rest, your spell deals maximum damage/healing, or has double range or duration
- 12.** Touch a creature to drain their HP when recasting a spell

### Fixed Benefits

Each time you gain a level in this class, you lose 1 CON score and a choice of three randomly rolled spells.

## Corruption

Refer to the type of sorcery for the nature of the corruption, then roll on the target of corruption table below. Each other person comes up with an idea for an appropriate corruption, and you may choose one of these as the corruption you gain this level.

### Target of Corruption(D12)

1. Eyes
2. Ears
3. Nose
4. Mouth
5. Hands
6. Arms
7. Torso
8. Legs
9. Feet
10. Skin
11. Hair
12. Mind



|  |   |   |
|--|---|---|
|  | <p><b>Wild Magic Sorcery</b></p> <p>You wish to gain arcane magic, but not through careful practice. You find alchemical substances, either refined ones like moondust, or biproducts dumped in a trash heap, and you bathe in them. Of all the forms of corruption, this is the one that genuinely produces monstrosities.</p> <p><b>Level benefits</b></p> <p>Level 3. You can now see in the dark up to 60ft.</p> <p>Level 6. During a rest, you may lose all spells and replace them with new totally random spells.</p>      |   |
| <p><b>Demonic Sorcery</b></p> <p>You speak incantations in the forbidden abyssal language, and demonic spirits come from miles around to possess and corrupt you. The seven deadly sins manifest across the target of the corruption.</p> <p><b>Level benefits</b></p> <p>Level 3. You may consume the flesh of a humanoid to regain all your hit points.</p> <p>Level 6. You take half damage from non-magical sources.</p> |   | <p><b>Fey Sorcery</b></p> <p>You wish to gain fey magic, but not through a patron. You pursue the more gruesome path of eating their flesh. You bite the heads off of pixies and make salads of flower sprites. As the fey learn to curse your name, you inherit their powers.</p> <p><b>Level benefits</b></p> <p>Level 3. If a creature gives you their name, you have advantage on all charisma checks against them when using said name.</p> <p>Level 6. You may expend a spell in order to fizzle out another creature's spell mid-cast.</p> |
|  | <p><b>Undead Sorcery</b></p> <p>You seek the path of the litch and locate a soul gem, a crystal whose structure may contain a living soul. You endeavor to transfer your soul into it, little by little, and transcend your bodily form. Bony protrusions, pale skin, and the appearance of decay are common.</p> <p><b>Level benefits</b></p> <p>3. You may exhaust a spell to heal D4 HP.</p> <p>6. If your body is destroyed, your intact soul gem may be inserted into the skull of a skeleton to raise it as a new body.</p> |   |

| Pact Magic   |  |  |
|--|--|--|
| <b>Using Pact Magic</b><br>Select at least one patron, a powerful magical entity such as a divine, nature spirit, or demon who forms a pact to offer their magic. You maintain a list of spells by praying for them. To cast a spell, you make a spell check against the DC of the spell in question in order to cast successfully. Your pact magic modifier is WIS + pact bonus, and the spell DC is 10 + WIS + pact bonus. Casting a pact spell takes one action. If you fail a spell check, that spell is exhausted until you complete a favor for your patron. Before you cast, you may use an action to charge a spell, adding a D6 bonus to the spellcheck. You may charge a spell twice, but can only charge a spell cast on the same turn. | <b>Perk: Pact Magic</b><br>Each time you select this perk, choose one of the following:<br>- roll 2d6 for a benefit<br>- gain one new pact spell.<br><b>2.</b> Gain a once per rest power from patron<br><b>3-4.</b> Add a D6 to a spell damage once per rest<br><b>5-7.</b> +1 to pact spellcasting bonus<br><b>8-9.</b> +2 to WIS or CHA or +1 to both<br><b>10-11.</b> Add a D6 to spell healing once per rest<br><b>12.</b> Gain a permanent benefit from patron | <b>Praying for Spells</b><br>During a rest, you may pray for a spell, describing it with two words such as "Healing Word" and roll on the table below. The keeper creates a spell to fit the patron and roll. You may replace an existing spell if it is not exhausted.<br><br>Roll 2d6 for a result below.<br><br><b>2.</b> Cantrip, DC 8<br><b>3-6.</b> Weak, DC 10<br><b>7-9.</b> Average, DC 12<br><b>10-11.</b> Strong, DC 15<br><b>12.</b> Expert, DC 17 |



**Bimros**, God of law, order, discipline, and creator of the Bimrans.



**Raos**, god of farming, empathy, and creator of the beastfolk.



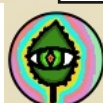
**Exia**, goddess of discovery, knowledge, and research.



**Solus**, god of fire, war, and light.



**Coent**, god and goddess of seasons, chaos, and beauty.



**Fliff**, goddess of plants, rebirth, and creator of the fey.



**Gidur**, entity of secrets that appeared well-after the divine age.

# World of Crucible

## History

The divines created the world, Bimros creating the Bimrans in his image, and Uaos creating the Beastfolk. This divine age ended when a war of the gods broke out, leading to a holy exodus. Following that time, Dragons, Titans, and the Empire of Man each took their turns reigning over the world.

The fractured kingdoms of the current age struggle with one another, but also the tide of chaos. Mutations are surprisingly common even within cities. The wilderness swarms with monsters.

## Life in Crucible

### Lost Tech

Those who are sufficiently wealthy or close to ruins may have access to relics of ages past whose secrets are lost to time. At best, scholars learn to use and maintain these devices. Often, these devices cannot be repaired when they break.

### Money

The most universal currencies are coins of gold, silver, and copper for its metal value. One gold is worth ten silver, or a hundred copper. Urban commoners often live on about 20 or 50 gold a year. Commoners in remote locations usually reserve coins for trade with outsiders, opting for gift economies internally.

### Monsters

Some cities have massive monster hunter guilds, while others erect fortified walls to keep monsters out. Whatever the case, monster parts are highly valued for their unique properties and superior quality when compared to equivalent beast parts. Monsters are an abundant source of chitin, leather, bone, and alchemical ingredients.

### Mutation

Many monsters are believed to be magically corrupted people. Whether this is true or not, those with visible mutations are often enough viewed as monsters in their early stages of transformation. People with red eyes are likewise often mistaken for demons assuming the form of people.

### Magic

Most communities support shrines or temples for the diviners as a form of magical healthcare. Arcane mages form shops, guilds, colleges, and universities through which they sell their services to the highest bidder whilst protecting their public image. Naming magic and sorcery are almost universally considered dangerous, and thus outlawed.

## Languages

### Common

The official language of the Empire of Man. While many in urban areas are native common speakers, many more in remote locations pick it up as a second language.

### Beast Tongue

A language created specifically to be spoken by those with beaks, snouts, and other beastly barriers to speech. This language is incredibly popular with beast folk, and particularly with those physiology makes speaking other languages more difficult. Many fey spirits know this tongue.

### Mercantile

It's unknown which seafaring people originally spoke mercantile, but its adoption by sea merchants made it a language of prestige and class. Most official legal documents are written in mercantile. Many nobles, aristocrats, and other wealthy individuals pick up mercantile as a first language, considering the languages used by commoners beneath them. Many more merchants pick up mercantile in hopes of doing direct negotiation with the rich.

### Primordial

A tongue created by the divines alongside the creation of Bimrans and beastfolk. It has survived millenia in many remote communities, albeit the dialects are so thick and diverse that common is often used as a bridge language. Primordial was a spoken language first, and hundreds of written forms have been created by its speakers.

### Celestial

The language of celestia, the name of the heavens. The language itself is charged with divine energy and words spoken in celestial can be painful to the undead, demons, and devils. Most priests, priestesses, and diviners learn celestial as a second language for its power.

### Infernal

Every devil's soul-binding contracts are written in infernal. When mortals speak infernal, all the devils in the upper Hells can hear their voice. For this reason, infernal is often seen as a form of dark magic and commonly forbidden.

### Abyssal

The magical speech of the demons that dwell within the lower Hells. Speaking it aloud can attract demons, and for that reason speaking it is forbidden even for those who study it in secret.

### Draconic

The language of the dragons.

### Titan

The system of writing found on Titan artifacts. Constructs dating back to the Titan era speak by rhythmically uttering "Dak", which is thought to be a spoken form of this language.

## The material plane

### The Tunnels of Malkuth

A seemingly endless network of tunnels converge into a dense cluster beneath the ruins of a Titan city in a desert land. Every night, monsters emerge from the tunnels to roam and feast, returning again just before dawn. Within the tunnels are various communities of deep folk who have no living memory of the sun's warmth.

### Thousand Isles

Some speculate a the thousand isles were once a single continent that the divines flooded. The peoples of the region are sea-faring, and the shallow waters are filled with divine ruins and monsters. The deeper waters conceal sea monsters capable of submerging entire ships, which has kept this region isolated from outside investigation.

### Seething Jungle

The ruins of a Titan megacity buried beneath the overgrowth of a prolific jungle. It's rumored a city of fey-corrupted people can be found at the heart of this land, guarded by nature spirits.

### The scars

The descendants of the Titans cling to the ruins jutting out from the desert. The shifting sands occasionally reveal entrances to untouched Titan ruins, but only ever for a day or two before they are buried again.

### Breathless Archipelago

A constellation of satellites and space stations formed around Archon, city of seven green rings. Ascended during the Titan age, much of the archipelago has been abandoned due to mutation, monsters, war, and hundreds of years without supplies from the surface.

### Wild Lands

A land where scattered warlords wield weapons from the dragon age against a ceaseless advance of monsters and magical entities from the tunnels.

### Steam Lands

The steel barons reign supreme through steam engines and gunpowder. They are locked in proxy wars to reclaim monster-infested lands and to expand their corporate empires.

## The Heavens

Each divine is thought to have their own separate heaven, which is connected to the other celestial realms. The religious often pray to their deity of choice in hopes that their soul will be transported to their respective heaven. Since the end of the divine age, the divines have communicated almost exclusively through their diviners and refused to send avatars down.

## The Hells

Evidence of mortals visiting the Hells has largely been destroyed for public safety by various temples. The most learned on the topic report that the Hells are nine realms connected vertically with an endless war between devils at the top and demons at the bottom. It is common knowledge that opening a gate to the Hells allows devils and demons to spill out.

## The Etherial Plane

Some thing the spirit world is its own realm separate from the material world. Those who have visited it know that it is one in the same, and is the space where spirits retreat into when they are no longer tethered to a body. Some mages glimpse the Etherial plane in order to detect the magical auras of spirits and invisible creatures.

# Glossary

**Keeper** - Someone who controls the game world and adjudicates actions declared by players.

**Bonus:** A die or number you add to a roll

**Penalty:** A die or number you subtract from a roll

**HP:** Hit points

**AC:** Armor class

**ATK:** Attack

**DMG:** Damage

**STR:** Strength

**DEX:** Dexterity

**CON:** Constitution

**INT:** Intelligence

**WIS:** Wisdom

**CHA:** Charisma

**Skill die:** A die you may add as a bonus to checks for a particular skill.

**D6:** 6-sided die. This abbreviation applies generally to other dice as <die size>D.

**2d6:** Two six-sided dice rolled together. This abbreviation applies generally as <number of dice>d<size of dice>.