



Limitless  
Adventures  
©2026

# Prelude

Into the Crucible Playtest



# 1. We have a mission for you...

\*\*\* THIS IS A PLAYTEST DOCUMENT\*\*\*

"You gaze over the edge of the bluff called 'The Gryphon's Watch' at the battlefield 200 feet below you. To your left, you see the white granite walls of Gargoyle Keep where the open plains of the south are funneled through the Great Gate between two mountain ranges. The gate has remained closed for seven years due to the war. At the top of the wall, the Gryphon's Perch, where once were kept great flying beasts.

The enemy camp is visible in the distance to your right, beyond it somewhere is The Horn. Its deep bellow foretells doom. Between the two camps groups of soldiers from both sides fight day and night to hold trenches and hills. Battle lines shift daily as defenders from the North attempt to hold the line against the conscripted army of Horde.

Below you, a portcullis opens and allows a sortie of soldiers to exit the Cave Staircase on some important mission amongst the ruin. Someone behind you clears their throat, 'You should have seen the view before the war. This used to be a spot for picnickers and lovers.'

## Actions

### Bird's Eye View

You hear the crunch of gravel under someone's boots as they approach from behind you.

Choose **one** action from the list below and add appropriate modifiers. Record your roll, then turn the page to reveal the consequences.

#### Choose One and Roll:

- DECEPTION (DC 15) "I remember it well. There was a lovely spot under those trees."
- HISTORY (DC 15) "I think I recall the last such siege only lasted a little bit longer than this one."
- INSIGHT (DC 15) (You do not turn around.) "You must be..."
- INTELLIGENCE (DC 15) "The granite is said to have been brought all the way from..."
- INTIMIDATION (DC 15) "How dare you disturb me!"
- PERCEPTION / WISDOM (DC 15) (Stop and wait for the person to speak)
- PERFORMANCE (DC 15) "I think I recall a poem written here..."

## Journal

I Chose:

I rolled (d20):

\_\_\_\_\_

## Success

Meets or exceeds the DC

- DECEPTION You turn to face a tall, elderly, warrior. He pulls a monocle from a pocket in his tabard and regards some papers in a notebook. "Strange, your paperwork says you're not from around here, I'm curious how you'd know about that."
- HISTORY "Quite. Perhaps you can help is shorten this one." You turn to face a tall, elderly, warrior.
- INSIGHT "... General Holttest." You turn and bow. You face a tall, elderly, warrior. He is impressed.
- INTELLIGENCE The man sadly interrupts you, "... from the remains of a temple in a sea port long fallen to the enemy."
- INTIMIDATION "Save it for the enemy." You turn to face a tall, elderly, warrior. He seems unamused.
- PERCEPTION / WISDOM "General Holttest, it is an honor to meet you." You turn and bow. You turn to face a tall, elderly, warrior. He is impressed with your observation.
- PERFORMANCE You retell a short poem of two lost loves, each living on one of the mountain ranges, and their devotion causing gryphons and rooks to bring stones to build the original wall so they could cross. The tall elderly warrior eye's glisten with memory.

## Failure

Fails to meet or exceed the DC

**All Failures:** You earn **Holttest's Annoyance**, make a note.

- DECEPTION "You're a poor liar." You turn to face a tall, elderly, warrior.
- HISTORY "It was broken in a week." You turn to face a tall, elderly, warrior.
- INSIGHT "... Clerk Andrez!" You turn to face a tall, elderly, unamused warrior.
- INTELLIGENCE ".. this mountain!" You look down at the black rock of the Roost and realize your mistake.
- INTIMIDATION "Please, young one." You turn to face a tall, elderly, warrior. "Your curriculum is not that impressive."
- PERCEPTION / WISDOM "... " You wait. He waits. Eventually you turn and face the tall, elderly warrior.
- PERFORMANCE Your memory fails you, no poem comes to mind. All you can remember is the phrase, "..something... something.. carried the stones."

## Tides of Battle™

General Holttest looks over some paperwork, and back to you. "*Your mission...*" (proceed to **2. Scattered Scouts**)

## 2. Scattered Scouts

"General Holttest leads you to the main tent, where a large table is laid out with the entire battlefield in miniature. Small figures cast in lead mark positions of enemies and friendlies on the battlefield. Around the perimeter of the maps are scrolls and papers. You also see some tools of divination in spots: Bones, feathers, stalks of herbs, and small dice. 'Andrez tells me you have seen a thing or two.'"

### Actions

#### Choose your Route

General Holttest points to a spot on the map, and begins: *'We sent a small squad to investigate sightings of a horned wizard of some sort here.'* He taps a spot that looks like a large crater and some ruins. *'They have not reported back, and our spotters haven't been able to see them over the blasted fog. We'd like you to go out and investigate, and see if you can bring them home. How would you prefer to approach the area?'*

Choose **one** action from the list below. Record your choice, then turn the page to reveal the consequences.

#### Choose One:

- PERCEPTION -- "Slowly, with my eyes peeled for trouble. Measured steps ensure I don't step into any traps."
- STEALTH -- "I prefer to slip in unnoticed, and take advantage of the battlefield."
- STRENGTH -- "I prefer to rely on my strength, ride in - rescue the soldiers and ride out. No sneaking around for me!"
- SURVIVAL -- "I'll follow the flow of the land, stick to spots that won't be watched - so they can't get the upper hand."

#### Recovery Room

In the event that your hitpoints are reduced to **zero**, return to this **recovery room** and recover 1d6 hitpoints plus your constitution modifier.

#### Journal

I Chose: \_\_\_\_\_

## Tell the Tale

Andrez looks at you with fascination, "*I would be grateful if you could recount a tale from your adventures of a similar choice or situation.*" He opens up a scroll and readies a quill.

---

---

---

---

---

---

---

---

## Consequences

**PERCEPTION** -- Because you take your time and keep your wits about you, in the following battle, you may roll initiative with advantage.

**STEALTH** -- Your first attack may apply sneak attack damage, if you have the ability. You may make your first attack with advantage.

**STRENGTH** -- Add 1d8 additional damage to your first attack in the ensuing battle.

**SURVIVAL** -- Each enemy will make their first attacks against you at disadvantage.

## In the event of your untimely demise...

In the event that your hitpoints are reduced to **zero**, proceed to the **recovery room** in **3. Return to Camp**.

## Tides of Battle™

Clerk Andrez hands you a **potion of healing** (2d4+2 hitpoints healed), and admonishes you, "*We don't have a lot of those, so don't waste it!*" Add the potion to your inventory.

You prepare yourself, are led down the Cave Staircase, and slip out the portcullis onto the battlefield. You make your way to the destroyed mill. (proceed to **4. The First Scout, The Mill**)

### 3. Return to Camp

"The camp is bustling, with scouts returning with information and squads preparing to leave for the battlefield. General Holttest looks at you, 'Back Again, so soon?'"

#### Actions

##### Recovery Room

If you have available hit dice, you may take a short rest here.

In the event that your hitpoints are reduced to **zero**, return to this **recovery room** and recover 11 (1d6+8) hitpoints. The healers do their best with what they have, you may only use this feature once during this adventure. If you've used the healing feature, and have hit dice available, you wake with 1 hit point and may take a short rest here. Scouts may also be healed, and have 1 hit die (d8; 8 hp max).

If your hitpoints have been reduced to **zero**, you have no available hit dice and have used the healing feature, proceed to **This Battle Is No Longer Yours**

**If you're using the room as a Recovery Room:** "We can't spare any more resources on you today, you need to be more careful."

**If you are recovering and earned Holttest's Annoyance:** "Get up, and get back to your mission! You put another soldier's life at risk, I was tempted to leave you out there!"

##### Return to the Search

Andrez pulls up a scroll, "Spotters have noticed what might be more of our lost squad on the battlefield, please bring them home."

Choose **one** action from the list below. Record your choice, then turn the page to continue.

##### Choose One:

THE RUINED -- "The first scout we sent you for." **Only if you haven't recovered the first scout, Avex**

MILL

THE ROOKERY -- "Another scout was briefly seen at the old rookery, he signaled with his hand mirror."

**You may choose to leave scouts at the camp or bring them along. Remember, they**

##### Journal

I Chose:

\_\_\_\_\_

## Tell the Tale - Action Report

Andrez takes up his scroll, "*One more thing... Please add a sentence or two about your experiences on the battlefield.*" He dabs his quill on his tongue, permanently stained blue-black from the habit, and puts it to the parchment.

---

---

---

---

---

---

---

---

## Missions

THE RUINED -- "I'm sure you'll be able to get them home." (proceed  
MILL to **4. The First Scout, The Mill**)

THE -- "Be careful, the signal was reporting something about  
ROOKERY birds." (proceed to **5. The Second Scout, Rookery**)

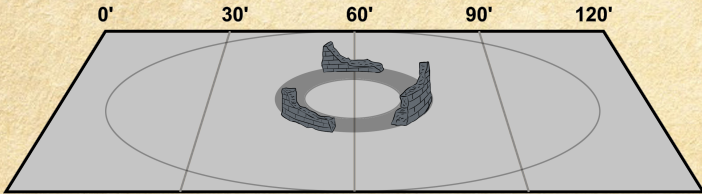
## Tides of Battle™

If you haven't, you may take a short rest here. Otherwise, proceed with your selected mission.

## 4. The First Scout, The Mill

"Years ago, some skirmish destroyed the large stone mill that was here, leaving fractured walls and the massive crater. It is almost a hundred feet wide and twenty feet deep with a small pool in the center. Old arms and armor have built a small junk yard of rust surrounding the remaining fragments of walls, making movement in the area difficult. A ribcage of a long-dead warrior crunches under your heel. In the center of it all is a small hill of mud with a prisoner tied to a post. They are slumped forward, with blood matted hair. They raise their head and plead with swollen eyes."

### Battlefield - Roll for Initiative!



Player starts at **0'**. Dark grey circle is 5 ft wide and difficult terrain.

Prisoner is in the center at the **60'** mark. Walls provide cover.

### Roll for Initiative! (12+)

First round, if your roll beats a 12, jump to **Player Turn**.

**Round Tracker** ○○○○○○○○○○○○

Mark off one circle each round.

### Enemy Turn

#### Skeletons (13 HP) AC 13 Start: Hiding

Saves: Str +0, **Dex +2**, **Con +2**, Int -2, Wis -1, Cha -3

#	HP	/	13	Intent	Cond.
#1	HP	/	13	Intent	Cond.
#2	HP	/	13	Intent	Cond.
#3	HP	/	13	Intent	Cond.
#4	HP	/	13	Intent	Cond.
#5	HP	/	13	Intent	Cond.

**Won Initiative:** Wait.

**Aggressive:** Move 30' to melee, Longsword +4, 5 (1d6 + 2) piercing damage.

**Ranged:** Hold position, Shortbow +4; 5 (1d6 + 2) piercing damage.

**Hiding:** Unmoving. Indistinguishable from detritus, wait until player reaches the inner ring. Arrange evenly around the larger circle.

Half Cover (+2 AC/Dex) when inside the ruin; Three-Quarters Cover (+5 AC/Dex) if standing near the walls; Full Cover if prone by a wall.

## Player Turn

Move + Action (+ Bonus Action if available). If you are in melee, moving away will draw an attack of opportunity (reaction) from each opponent, unless you take the **Disengage** action.

**TRIGGERS:** After resolving your turn check triggers, update enemy intent/condition slots, return to Enemy Turn:

- Player reaches inner circle, Hiding Skeletons: Stand (use 15' movement) and make **Ranged** attacks. Two become **Aggressive**
- Melee Skeletons defeated: Three more become **Aggressive** and move in to attack. If they are still at a distance, they will make another **Ranged** attack this round after they move.

## Avex, the Scout

Avex (AC 13; 1 hit point (8 hp max), 1 hit die (d8), and 1 level of exhaustion) is a Scout. Once freed, he may take an action to scavenge a bow and 1d6 arrows from the detritus (Shortbow +3; disadvantage; 1d6+2 piercing damage), or a sword and shield (AC 15, Shortsword +3; disadvantage; 1d6+2 piercing damage). Once healed, you may command him as a bonus action to fire on the enemy, or to flee.

## Treasure (DC 15 Investigation)

A DC 15 Investigation check takes two rounds, and uncovers a small strip of red leather sealed to each of the skeletons with grave wax showing some kind of arcane glyphs. Add **necromantic seal** to your inventory.

## Experience

Defeating the Skeletons : 400 XP

## Tides of Battle™

Bring Avex back to the Camp, where he will be healed. If reduced to **zero** hit points and stabilized (DC 10 Medicine check or *spare the dying*), he will be healed there. proceed to **3. Return to Camp**.

If you are defeated, see the **Recovery Room** text in **3. Return to Camp** for what happens next.



## Rook Warden (36 HP) AC 13 Start: Aggressive

Saves: **Str +1, Dex +2**, Con +0, Int -2, Wis +0, Cha -2

### Undead.

HP \_\_\_\_\_ / 36 Intent \_\_\_\_\_ Cond. \_\_\_\_\_

**Won Initiative:** Uses its action to summon three Null Rooks and order them to be **Aggressive**.

**Aggressive:** Move (30 ft.) to player and Bite +3; 9 (2d6+2) piercing damage. On a hit, make a DC 10 Constitution saving throw or be poisoned until the end of your next turn.

**Fewer than Three Null Rooks:** (Roll a 5-6 on d6) Remaining Null Rooks destroyed, three more appear in proximity to the Rook Warden and become **Aggressive**.

**Melee (No Null Rook Helper):** Continue to be **Aggressive**, Use bonus action to order Null Rook to **Help**.

## Player Turn

Move + Action (+ Bonus Action if available). If you are in melee, moving away will draw an attack of opportunity (reaction) from each opponent, unless you take the **Disengage** action.

**TRIGGERS:** After resolving your turn check triggers, update enemy intent/condition slots, return to Enemy Turn:

- Player attacks Rook Warden and kills a Helper Rook Warden. Rook Warden regains 1d4 hit points.
- Scout ally attacked by Null Rook and takes damage. Roll DC 10 Morale check, on a failure ally disengages and cowers behind cover on their next turn. Requires DC 15 Charisma-based check by the player as a bonus action to get them to resume fighting.

## Treasure

There is no treasure here. But there is a Scout (Ofiggen) unconscious, but stable, inside the Rookery in a pile of bird dung and bat guano.

### Ofiggen, the Scout

Ofiggen (AC 13; 1 hit point (8 hp max), 1 hit die (d8), current unconscious) is a Scout. Ofiggen may join the party once healed.

## Experience

Defeating the Rook Warden : 250 XP

## Tides of Battle™

Bring Ofiggen back to the Camp, where he will be healed. He is current unconscious and stable. proceed to **3. Return to Camp**.

If you are defeated, see the **Recovery Room** text in **3. Return to Camp** for what happens next.

## This Battle Is No Longer Yours

### There is a Stillness

You stand on the battlefield, confused by the odd muffled quality of the sound. Bodies, some old and some new, are visible around you. Below you, a familiar shape that was once you lies crumpled in a heap. Its last ragged breath rattles out in a raspy sigh.

Violently, The Horn - that massive thing beyond the enemy encampment - blasts a sound that grates on your soul. It shakes you, it tears at the space around you. It's so loud, you begin to feel a ripping of the fabric of space. You nearly feel compelled to step... back into your body? You are filled with a longing for living again, like a hunger you can't quite feed. Insatiable. Bottomless. Cold.

A hand grasps your shoulder. "*This battle is no longer yours.*" says a voice with authority like solid stone. The sound is still there, but it holds no power over you. You turn and see the most astounding creature who nods to you. "*You have done your part. Time to go.*"

*"We have Further Adventures to behold."*

### Tides of Battle™

You have died. (If you'd like to try again, reset your character to its state at the beginning of the game and return to **1. We have a mission for you...**)

## Legal Information: OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty--free, non-- exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co--adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE