



INDEX CARD RPG

• **CORE** •

SECOND EDITION

**RUNEHAMMER GAMES presents:
INDEX CARD RPG CORE SECOND EDITION**

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INTRODUCTION

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BUILD YOUR OWN WORLD

Face your own monsters.

Be the hero, the storyteller, the dreamer. There's never been a better time to do it.

Index Card RPG is the tool you've been looking for.

RUN A GREAT GAME

Much of this book is addressed to the Game Master (GM, Judge, Narrator). YOU are the one driving it all forward. YOU will build the world: is it a dark and doomed hell-scape, a high-towered fantasy fable, or a comical romp? Is it a deep space horror, an ice-laden hunt, or a fight to survive in the ruins of Earth?

YOU will set the stage, introduce perils, conjure monsters and offer ultimate redemption. YOU will teach the game, narrate the heroes, and lift them up to glory everlasting!

BE AN EPIC PLAYER

If you're a player, this book is yours, too. Tabletop legends are born in the minds of players and the wild imagination they bring to the story. No amount of preparation or design can contain the player's will to survive, to do the right thing, and get home with the treasure. Being a great player is no easy thing, for you too must be a leader, a beacon, and a teacher.

MASTER YOUR CREATIVITY

Index Card RPG (ICRPG for short) takes the stance that creativity can never be tamed. It is a feral thing. Like lightning across the clouds or a wave on a stone, it crashes and disappears. It's fickle, impetuous, and insolent! ICRPG is a tool to wrestle this beast, bring it out of its lair, and make your next tabletop session the best you've ever played.

MAKE A MEMORABLE TABLE

In minutes you can print, cut, and prepare hundreds of monsters, locations, props, and even miniatures. Never before have you been so unchained with possibilities! Blend the cards into your 3D game terrain, play them directly onto your table, or play them on a grid mat with dry erase and miniatures! Do it YOUR way.

Even if the cards never reach your play table, they make a potent creative tool when you face that brutal void of a new campaign or last minute one-shot.

ICRPG gives you freedom. It's more visual than 'theatre of the mind,' but far faster, more portable, more extensible, and more improvisational than a massive 3D terrain set. It's a funny thing, freedom, for it challenges us to rise to the moment.

Now is your time.

The obstacles are gone.

Rise.



Jonathan Finkle

INTRODUCTION

ICRPG



ICRPG IN A NUTSHELL

ICRPG follows a basic flow of ATTEMPTS and EFFORT. Players take turns to describe their action, and based on their LOOT (see p. 197) and character STATS (see p. 24), roll dice in order to see if they meet or beat the TARGET of the room or challenge (see p. 13). If they succeed, they put EFFORT (see p. 13) towards their goal, be it slaying a monster, casting a spell, or opening a locked chest.

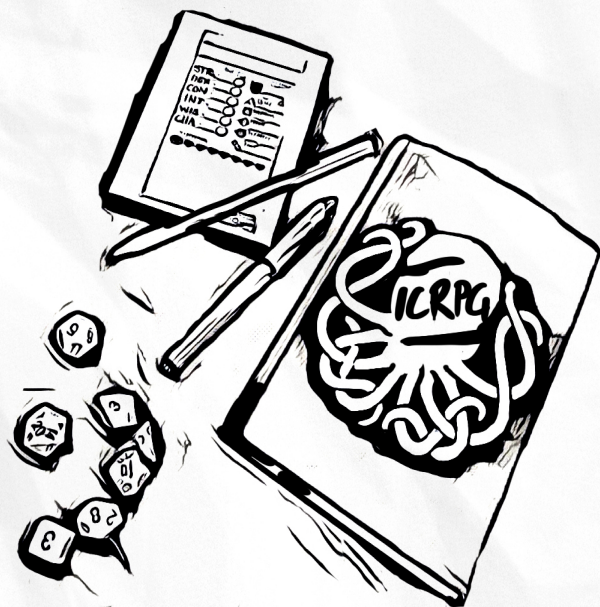
To house or convey the details and setting of the action, the game uses print-and-play miniatures, and prop and location cards to bring the game table to life. It's a hobby of making, storytelling, and laughter on a Friday night. The precepts, rules, and innovations of **ICRPG** can also be used by the rules-collector or 'homebrewer' to enhance any tabletop game with smoother, faster play.

Finally, the **ICRPG CORE** includes two distinct WORLDS or settings: ALFHEIM, which is a world of fantasy conveyed in the Runehammer novels; and WARP SHELL, which is a science fiction epic in a ruined universe facing annihilation. These WORLDS include character classes and equipment, and they're vastly expanded in the **ICRPG WORLDS** book.

Flip through, get comfortable, and try making a few characters to warm up. Thanks for reading.

GETTING STARTED

INDEX



ASSEMBLE YOUR TOOLS

Welcome! This is a full blown, world-built, battle-tested, wall-to-wall RPG for your tabletop! If you're new to tabletop gaming, you've chosen a great place to start. If you're an old vet, set aside all the old cruff and open the beginner's mind...the little mind...let's just sit down and have some fun.

To get started, you're going to need all the goodies of any killer tabletop session - the very roots of our glorious hobby:

- Pencil and Pen: The ultimate weapons of imagination
- Inevitable Notebook: Get a cool one! Make a mess of it!
- The Noble Polyhedrals: A set of the seven classic RPG dice: D4, D6, D8, 2D10, D12, and the terrifying and ambivalent D20!
- ICRPG Print n' Play: Build your miniatures, print and cut hero cards, monsters, and character sheets. It's easy, just jump in
- Friends: Reach out! Be the weird enthusiastic one. It's time!
- Food and Drink: Deny not the body lest the mind wither

WHY 'INDEX CARD RPG' ANYWAY?

This game uses a huge collection of artwork to tell stories, create dungeons, fight monsters, and navigate traps. For years, players have been using index cards to represent buildings, people, locations, corridors, and more. This game simply says "Let's run with that." It's also a highly refined and innovative rules set that can stand on its own or enhance your current game.

Maybe your GM has already printed and cut a whole set of ICRPG cards, or you can do it as a group, identifying the coolest stuff as hints of what may come. Print at home, or go all out and print at your local office supply on card stock to really have a deluxe set. There is simply no faster, cheaper, or more diverse set of tabletop terrain, monsters, heroes, and locations in gaming.

GO FOR IT

Ok, you're at the table; you've got all the stuff; and it's time to open the dreaming mind, the endless mind, the daring mind! You've heard the stories. Something brought you to this moment...what was it? Be honest! Become the tabletop player you thought you would be!

We're going to make characters, and we're going to hurl them into perils without end! How will YOU be that character? Why does it matter? Who are you, truly, when your choices run out, your enemies are all around, and there's no way to victory?

Let's find out together, here in the eon-spanning world of ICRPG.



GETTING STARTED

CRAFT YOUR PRINT N' PLAY

Once you've downloaded your copy of **ICRPG Core**, open the separate PDF titled **ICRPG Core: Print n Play**. Print this file on your home laser printer, or for bonus points, take the PDF file to your local office supply or print shop and have them print it on card stock. Thicker paper will make your huge collection of miniatures super sturdy and make the table feel awesome overall, so it's worth the trip!

With your printout, use a sharp craft knife or cutting arm, follow the guidelines on each card page, cut light guidelines for each character, then fold on the center line at top. These folded minis can be placed into plastic miniature bases, glued to pennies or small tokens of any kind, or even just folded, creased, and stood as A-frames.

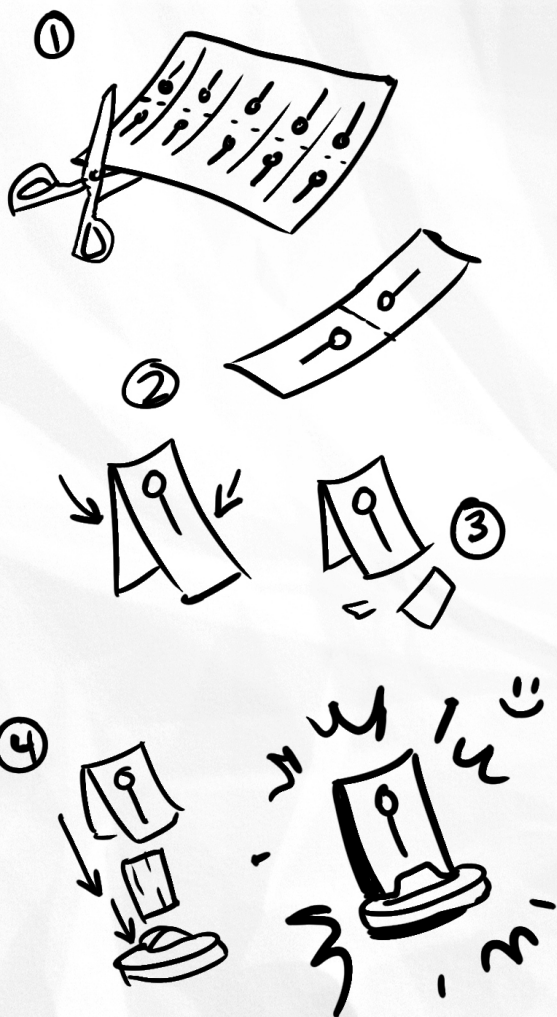
THE BITS

Take time to make some miniatures, print and cut some monsters, and get to know the creative landscape. Print out a few character sheets and roll some dice just to warm them up. The beginning is the most magical time, so enjoy it! With just a few dice and a monster or two, the fun begins.

You can also get **CARD VOLUMES** for **ICRPG**. Each Volume features 100 cards to print, cut, and use at your table. These are sold separately on DriveThruRPG. Notice, none of the cards have stats or data. All that detail will live in your journal, where only your devious mind can truly appreciate its horrors.

The print n' play also includes character sheets, which are also at the end of this book. Print these off on normal printer paper, one per player to start. These things will get some abuse, so you might be printing more as you play. Nothing beats that feeling of a blank character sheet ready for imagination and adventure...

During the crafting process, you'll notice certain things that strike you as awesome. Keep these in a separate pile. These are the roots of your next story!



HOW TO PLAY



*Before you dive into creating characters, you'll need a sense of how the game works and flows. This section has everything you need, as a **PLAYER**, to enter your world of adventure and to make it out alive (or be torn to shreds).*

THE STAGE IS SET

ICRPG



WELCOME TO THE TABLE

Take your place at the table. You're among friends! Have a snack, and let your mind go with the flow. The Game Master will welcome you, make sure all characters are good to go, and answer any questions. Now, enough of the mundane world, THIS is the adventure of a lifetime...

THE STAGE IS SET

To start a good session, the Game Master will set the scene. This means describing back-story, recapping other sessions or off line conversations, and describing the state of the story at this very moment. The miniatures come out onto the table, maybe a few cards to describe scenery, or a monster leaps from the shadows.... What will YOU do?

If you will be the Game Master for your table, be sure to know **ICRPG** front to back, and read the **GAME MASTERY** section below (p. 70). Once the stage is set, the game begins. The player to the left of the Game Master goes first, then clockwise. You are about to embark on the greatest hobby on the planet.

IT'S YOUR TURN

Every time your turn comes around, visualize your **HERO**. What would he/she do? Once you can see it in your mind, follow the steps below. In time, it will be second nature, the game will get out of your way, and that's when the fun really begins.

The GM says "Your move." Here's what will happen...

ON YOUR TURN

DESCRIBE

All the action in a good tabletop session comes from description. Communicate! Be bold! Think **INSIDE** your character and let your imagination be **IN** the action. Describing what you want to do, what you want to know, or how you react will set the game rules in motion.

- "I want to smash this skeleton with my sword!"
- "I jump right over that crocodile."
- "I'll attempt to read the runes..."
- "Can I check for mud men on the horizon?"

ROLL

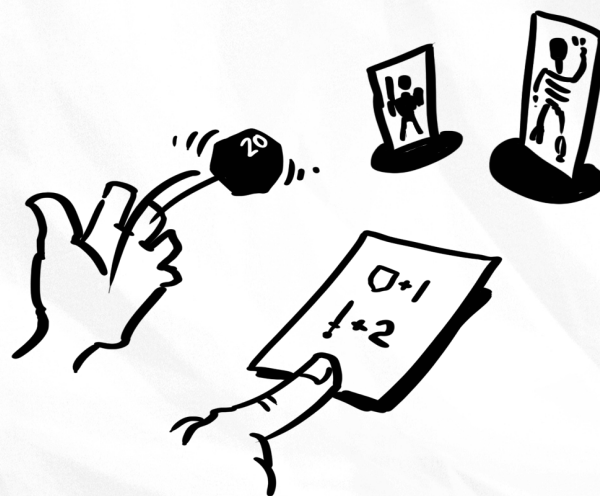
Characters are built with different **STATS**, which will be used to accomplish wonders! Depending what kind of action you're dreaming up, the GM will usually ask for a D20 roll, or maybe you'll dash across the battlefield.

- "Make an Attempt with STR."
- "Ok, roll your DEX to make that leap."
- "Alright, make an INT roll to start translating."
- "Give me a Scouting Check."

RESULTS

Once you've made your rolls, the GM will describe how the scene is changing because of your actions. Maybe the battle just rages on, maybe you've ended the encounter completely, or maybe you've discovered the secret of the pyramids! As the turns go round and round, the scene will keep changing.

- "You slice the skeleton right in two!"
- "You trip and go tumbling into the mud."
- "With a bit more time, you'll decipher the runes."
- "Great roll. You see four figures in the distance."



MOVING AND ACTIONS

THREE KINDS OF TURNS

MOVE FAR

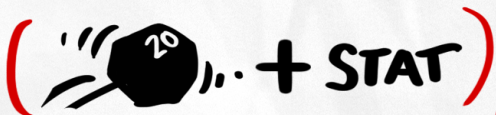
Also known as a 'DASH,' this is when you just need to charge across the map at a full sprint. You use your entire turn to bolt headlong to your destination, as long as it's reachable. You'll know its 'FAR' by using the banana-based distance system on p. 16.

MOVE NEAR and MAKE an ACTION

The most common type of turn is where you move a short distance, then do something specific. This is a lot like real life, where you often 'walk to the Asteroids machine, and turn it on' or 'go to the fridge, and grab a soda.'

STAY PUT and MAKE an ACTION

Actions are a limitless list of possible things you can do in your game world. They're how you affect the story, defeat the enemy, decode a mystery, or help an ally. ICRPG divides this limitless realm into three types that you'll use on your turn to be awesome.



VS.



THE THREE KINDS OF ACTIONS

SIMPLE

No roll, no TARGET, no problem! Simple actions are just that. They happen instantly, take little time, and always succeed. Talking to allies, gulping a potion, or switching weapons are all Simple Actions.

CHECK

A CHECK is a dice roll you make to see if you can do something quick. It's a pass/fail roll. If you try to 'scan the distance for bad guys' or 'hop over the mine,' you roll a CHECK. This roll will be a D20 plus any STATS that apply, trying to meet or beat the TARGET.

ATTEMPT

The most common type of Action is an ATTEMPT. These include opening chests, attacking enemies, casting spells, and repairing a star drive. Just like a Check, you'll roll a D20 + STATS to meet or beat the TARGET, but with a successful Attempt, you'll then roll EFFORT.

TARGET AND EFFORT

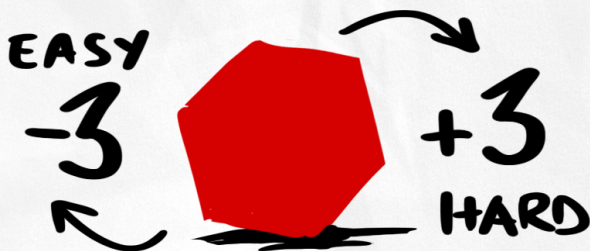
MEET or BEAT the TARGET

All kinds of Actions, CHECKS, and ATTEMPTS mention the TARGET. This is the number you are trying to meet or beat with every roll. Your GM will have it prominently displayed at all times on your table. She'll even announce if it changes, "The Target is now 12!" When the TARGET goes UP, everything just got more difficult! When it goes down, your rolls will be easier to make.

This number represents the overall challenge of the encounter or situation you're confronting at that moment. Whether you're trying to attack a foe, leap a river, or see through the fog, you'll roll a D20, add what STATS you can, and try to get an equal or higher total than that blasted TARGET. This number makes it simple and tangible for the GM to ratchet up the challenge, and it makes life for players simple and clear, too.



Not all Rolls are created equal! Sometimes, you will try something HARD, others, your Roll will be EASY. HARD Rolls are TARGET+3, while EASY Rolls are TARGET-3. Whether your TARGET is standard, EASY, or HARD is determined by all the details and context of that CHECK or ATTEMPT.



Examples of Making a Target EASY:

- You've already tried once
- Your character has had extensive experience
- There's no duress or distraction
- An ally is assisting you with their turn
- You have LOOT that makes particular tasks EASY

Examples of Making a Target HARD:

- Totally unfamiliar task or surroundings
- A magical resistance to your efforts
- Distractions, attackers, or confusing surroundings
- Extreme injury or disability
- It's a really long way to jump!

ROLL EFFORT

The most unique and expansive mechanic in ICRPG is the concept of EFFORT. It's a key word for all kinds of work against tasks or enemies. When you succeed at an Attempt, it's time to Roll EFFORT. When you Roll enough EFFORT to OVERCOME a task or enemy, your goal is achieved! It is a way to track your progress on a task or enemy. Here are examples to illustrate:

- When attacking an enemy, WEAPONS EFFORT (damage) is what you're rolling. If you do enough damage to an enemy, you defeat it!
- When casting a spell, say to read a cryptic ancient book, MAGIC EFFORT is the measure of your progress deciphering the text
- When doing a simple task, BASIC WORK is the struggle and strain of your fingers and brain as you toil away. Stay at it enough, and complete your work!
- When you roll a 20 on your ATTEMPT, you roll EFFORT as normal, but you also roll an additional D12 of ULTIMATE EFFORT! This will help you overcome your task with great speed!
- Any obstacle or enemy you're making EFFORT against will have HEARTS. Each HEART represents 10 EFFORT for you to overcome. Now you see why rolling a D12 is so huge!

Most games only track DAMAGE this way, but that leaves out so much detail! ICRPG treats some tasks with the dice-rolling fun that is normally isolated to damage. But variety is the spice of life! Placing EFFORT on everything can slow the game, so make sure to mix in plenty of CHECKS or enemies with only 1 HP.

TYPES OF CHECKS

COMMON CHECKS

When you describe what you want to do, the GM will respond, "Ok, roll DEX" or "roll Scouting" or "roll Charisma, and meet or beat the Target, which is 11 here." Knowing what STATS will be used for what kind of CHECK is the key to mastering your character, so you can play to your talents. Remember, CHECKS are simple pass/fail rolls, where no EFFORT is needed. You either meet or beat the TARGET, or you don't, and move on with the results.

The table to the right shows several common CHECKS and their associated roll type. What do YOU usually do in adventures? Attack anything that moves? Investigate weird mysteries? Hide in the shadows?



STR Checks

Hold on for dear life, Stop a rolling wagon, Stand firm against howling wind, Hold a massive gate open

DEX Checks

Jump over an obstacle, Hide in shadows, Sneak up on a target, Dodge a fireball, Aim a Cannon

CON Checks

Resist poison, Fight off being stunned, Resist freezing cold, Out-drink a Dwarven King

INT Checks

Defend against mind control, Remember the Password, Speak a second language, Remember a legend

WIS Checks

Spot enemies from afar, Resist confusion with faith, Notice a trap, Intuit the thoughts of a beast

CHA Checks

Intimidate a guard, Resist brainwashing, Resist fear, Command a squadron to charge

The Dire and Wondrous RESULTS of CHECKS

Passing or failing a Check can be a huge moment in any game. Here are some examples of the boons and dooms that bless and befall those who dare to roll.

CHECK TYPE

PASS

FAIL

Stand Firm STR	You cannot be budged!	Go flying, fall back, or be crushed
Leap Over DEX	Move ahead with grace	Trip and fall, making no progress
Resist Poison CON	Take minimal or no damage	Take the full, ongoing Poison damage
Remember INT	Recall quickly, accurately	Forget entirely, or remember wrongly
Scout Ahead WIS	Reveal pertinent details	Unable to see clearly, see false alarms
Intimidate CHA	Bend a person to your will	Remain unimpressive and squeaky

OPPOSED ROLLS

Any time you are directly battling opposition with any STAT, both you and your foe roll. Highest wins. Examples include opposing STR rolls to grapple, opposing DEX rolls to outrun, opposing CHA rolls to win a crucial argument, opposing INT rolls to read or conceal thoughts, or opposing CON rolls to win a drinking contest!

TYPES OF ATTEMPTS

ATTEMPTS

Attempts are rolls that, if successful, are followed by EFFORT rolls. Anything that can't just be pass/fail is an ATTEMPT rather than a CHECK. The most familiar type of EFFORT is WEAPONS EFFORT, which is called Damage in most games. Every tabletopper knows how to deal Damage: roll to attack, then roll dice for Damage! Attempts and EFFORT are just the same, except for all kinds of tasks, not just dealing Damage.

Rolling an ATTEMPT uses a D20, and any STATS that fit the situation. LOOT can also boost an ATTEMPT or EFFORT roll. Notice below, an EFFORT type is not listed. That's because 'Melee Attack' could use Weapons Effort (D6) or Magic Effort (D8) depending on the weapon in use. An unarmed Melee Attack would simply use Basic Effort (D4). The same goes for all ATTEMPTS! If I'm trying to climb a rocky cliff of 1 HEART, I need 10 EFFORT to overcome it. If I'm wearing Magic Climbing Boots, the EFFORT would be Magical! Making 10 EFFORT with a D8 is far faster and easier than just normal shoes, which would be BASIC EFFORT, D4, and so on!

COMMON ATTEMPTS

Strength: Attack an enemy with a melee weapon, Bend prison bars, Smash through a wall, Force the airlock closed, Chop down a tree, Climb a rope, Force open a chest

Dexterity: Attack a target with ranged weapons, Climb a rope, Jimmy the gears on a clockwork device, Carefully pick a locked a chest

Constitution: Roll with your CON bonus when attempting to RECOVER (see: Recovery p. 21)

Intelligence: Cast a SPELL, Decipher a tablet, Outwit the lock on a chest, Learn a new spell, Learn how to pilot a starship, Glean a secret location from a map

Wisdom: Channel divine or natural POWER, Train an animal, Mend an ally's wounds, Follow the tracks of a wild beast

Charisma: Earn the trust of a battalion, Imbue your allies with inspiration, Strike fear into an enemy's heart, Befriend a new acquaintance

Jeff: I approach the altar, and attempt to read the weird markings.

GM: It's dark, and the gloom is heavy here. Target is at 12 right now. Roll + INT

Jeff: Ok, on my D20 I have an 11, and with my INT +2, that's a 13! Just made it.

GM: You begin to decipher the runic words, but there are many. Roll for Effort.

Jeff: No magic to assist me here, so just Basic Effort. I have +1 there. Rolled a 3 so 4 total Effort on the translation.

GM: You make out several words, including 'King' and 'Demon' but you're just under half way done with the inscription. Reyna, what will you do?

Amanda: I'll see if I can help him. Same roll, BOOM! Natural 20! So a D4 for my basic wits, that's 3, and a D12 for my crit, that's 11!

GM: 18 total Effort! It was just a 1 HEART task. Working together you both decipher the writing in full. It reads: He who reads the poem of the Demon King will die a death of gibbering!

DISTANCE

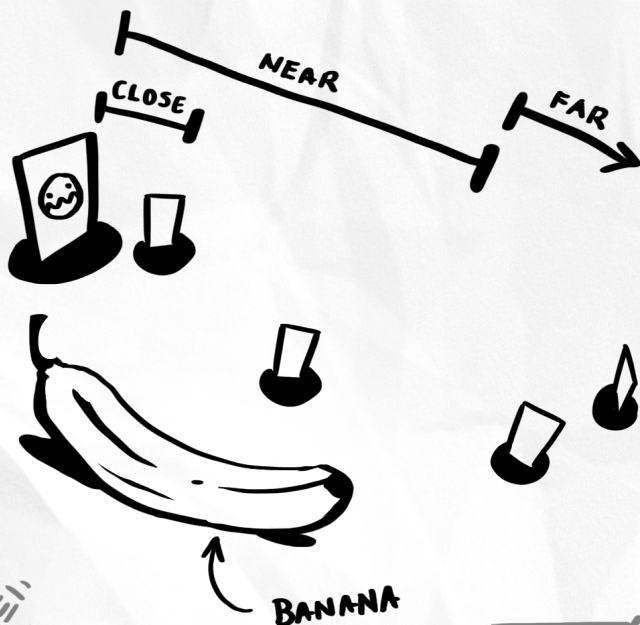
MOVEMENT

Where you are in a battle can be the difference between victory and defeat. Are you standing in the expanding energy vortex, pinned there by evil power, or dashing across the chamber, swords glimmering with wrath? Are you locked in combat with a hulking, armored beast or safely firing from a concealed alcove in the shadows? Getting where you want to be is where ICRPG's simple movement system comes in.

Every tabletop player has asked 'how far can I get on my turn?' From the rules above you only know you can move FAR, or you can move NEAR and take an action. So, what are FAR and NEAR in game terms?

- **FAR** is about 50 feet. A few seconds in a flat out run. A Far shot can be hard to hit, or it may be too far to cast certain spells. Anything further than 50 feet counts as FAR. FAR, is the distance a character can move in one turn.
- **NEAR** is a few quick steps away. It's close enough for a spear but not close enough for a dagger. It's an easy shot but not arm's length.
- **CLOSE** is face-to-face, toe-to-toe.

If you're playing 'Theatre of the Mind' then this is all you need to get started! If you're playing on a map or board with miniatures and the like, just use the banana-based distance system.



WHEN DISTANCE MATTERS

The terms NEAR, FAR and CLOSE will give you clarity and detail on who is fighting who, what you can and can't do, and how to get the most out of your abilities and LOOT. Below are several examples of moments where distance and movement will matter and add to the game.

- **ATTACK DISTANCE:** Am I too close or too far to make an attack? Will it be harder or easier because of that distance? Can I close in without being in harm's way?
- **AREAS OF EFFECT:** Explosions, webs, and acid clouds all occupy areas, usually NEAR their origin. Keeping your distance can mean total safety.
- **TRAVERSAL:** Doors slam shut, portals dwindle and disappear, traps press in, and you need to get out fast. If it's further than 'FAR,' then you can't run there in one turn. Deciding when to DASH and when to inch along, is a powerful skill for the dungeon-crawler. Too many heroes have perished just because they were inches from salvation.
- **GETTING THE UPPER HAND:** A clever combatant can use range and weapon length to avoid deadly close combat with an enemy, or deny them the same tactic.
- **BENDING THE RULES:** Many of the things that make LOOT and character growth awesome are your increasing ability to overcome distance limits with incredible speed, flight, or even teleportation. These abilities, combined with a sense of tactics, make a formidable fighter.
- **WEAPONS:** A dagger or sword only works if you're CLOSE, a long spear can be used if you're NEAR, and only bows or thrown weapons can attack if you're FAR.
- **COMMUNICATING WITH OTHER CHARACTERS:** As a rule of thumb, CLOSE allies can talk in a whisper, NEAR can use normal speaking voices, and FAR allies must yell to be heard. Use these guidelines when staying quiet or sharing battle plans.

CONTINUAL TIME

Many RPG's separate combat time, which is very detailed, and down time or free time, which is very loose. Not **ICRPG**! **ICRPG** is ALWAYS in turns, whether players are traveling, crafting, opening chests, fighting monsters, or falling in love. The time frame is flexible, narrative, and continuous. This method avoids that weird morass that can happen between battles, when the table can get aimless. Just keep moving player to player, clockwise, no matter which time frame you're in.

There are three resolutions of time used in **ICRPG**: Moments, Hours, and Days. These correspond to common modes that happen in RPG play: combat, rest and recovery, and downtime or story segments.

DAYS: Between adventures, characters tend to wind up in towns, aboard a ship, or in a stronghold. They make new gear, repair broken gear, haggle with shop-keepers, and prowl for rumors in local taverns. These actions span 1-5 days each. Just because time has stretched out doesn't mean the game descends into chaos! Turns proceed 'round the table as normal, each player using his few days to execute his agenda, making rolls as needed.

Examples of Actions that take Days:

Build a new wing of the castle, Create a magical item, Travel to a faraway land, Train an army, Locate a dimensional doorway, Build a new hyperdrive

MOMENTS: During combat, each player takes a turn that represents just a few key seconds of heroic effort and tension. The detail level is maximal to give battles the intensity they deserve. Thus, when describing your Action on your Turn, consider what could be accomplished in 5 to 10 seconds.

Examples of Actions done in mere Moments:

Swing a sword at an enemy, Kick down a door, Dash across the battlefield, Light a wagon on fire, Read an ancient spell, Activate the hyperdrive

HOURS: Between battles, heroes rest their bones, lick their wounds, take to the road, or build field fortifications for a coming attack. Each player turn is 1-3 hours, so adjust your descriptions accordingly. Adventurers sitting 'round a dim campfire in the eerie wild is a classic example of this kind of time.

Examples of things done in a matter of Hours:

Repair a dented suit of armor, Recover HEART(s) lost in battle, Tell a tale of heroics, Craft a set of arrows, Decipher a mysterious scroll, Refuel the hyperdrive



SCORING LOOT

SEEK YE TREASURES

Ah, the sweet sweet feeling of landing epic LOOT. Don't deny it, let the greed flow through you. Treasure can drive some of the most sublime gameplay and role play. It isn't a bad thing! Especially in **ICRPG**, LOOT is THE route to character growth, so go after it!

WAYS TO SCORE LOOT

MILESTONE REWARDS

The Milestone Rewards listed on your character's Class are a specialized way to evolve your hero. Your GM may announce "...and with that victory, you may all choose a Milestone Reward for your Class!" The GM may also simply decide on one reward to grant based on your actions. This is **ICRPG's** way of 'leveling up.'

LOOTING A FALLEN FOE

As a general rule of thumb, each HEART an enemy possesses beyond the first (10 Hit Points each) will grant one dropped piece of LOOT or CHEST when defeated. A CHEST must be opened, but a simple 'drop' of LOOT can be rolled on a 1d100 table instantly.

FINDER'S KEEPERS

The world is a big place, and many valuables have been left behind, hidden, or vaulted for safekeeping. These are the fruit of a delver's dreams. Like LOOT dropped from an enemy, these can come in instant or CHEST form, depending on how they are discovered.

A KINGLY GIFT

During a heroes' life, there are moments of recognition that change the world. A King bestows a boon, the gods materialize a magical gift, or a strange alien race offers its gratitude with a powerful relic. These types of LOOT are not rolled randomly, but they are designed by your GM and available to a specific recipient. You've earned it.

CHESTS

Sometimes, the LOOT you seek will be locked away in a CHEST. This doesn't mean a giant footlocker or pirate's box; it can also be a small lock box or iron-banded weapon case. Either way, you'll have to pry, smash, outwit, or nimbly disable the thing to access its contents. Time to do some rolling!

OPENING A CHEST

Occasionally, you'll need to make an ATTEMPT to open your new lock box, then roll EFFORT to get the job done. There are three possible versions of this process. On either Standard or Mighty CHESTS, if your roll to open is a natural 20, roll 1D100 TWICE.

SIMPLE CHEST

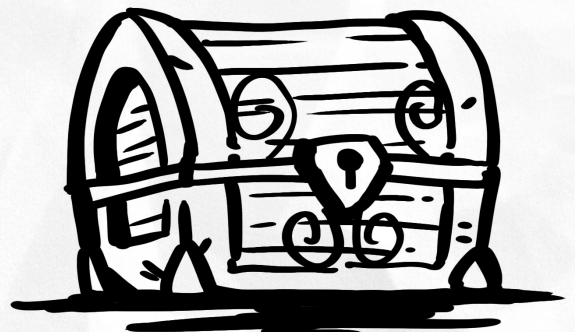
No ATTEMPT or CHECK is needed! Simply pop the CHEST open with a kick, and roll 1D100 for its contents on the LOOT TABLE assigned by the GM.

STANDARD CHEST

Use either DEX, STR, or INT (whichever is your best) to beat a normal roll on the current Target. With a successful roll, the CHEST opens and reveals its goodies.

MIGHTY CHEST

Use either DEX, STR, or INT (whichever is your best) to beat a normal roll on the current Target. The Chest possesses 1 HEART of challenge to overcome. Use BASIC EFFORT to get this done, unless you have means to enhance that roll with magic. Remember, if you roll a natural 20 on the Attempt to open it, add a D12 to your D4 of Basic Effort. You'll have it open in a snap.



LOOT TYPES

100%

LOOT TYPES

Food, Gear, and Spells. Each type has its own uses, wonders, and limitations.

FOOD

These range from healing bear jerky to fire-breathing gar. Food LOOT will include a count. Once the count is used up, the Food is gone...your basic consumable. Food is effortless to carry and can be handed to an ally in no time. Consuming Food also takes just a few seconds, so it won't EAT up your turn.

GEAR

The most common kind of LOOT is equipment, armor, clothing, weapons, and the like. These are mostly simple objects, but some require understanding to wield or wear. This can take the form of a CHECK, which must be made to begin using the item. Gear can be destroyed, lost, traded, given...unless it is CURSED...but it's best not to think of such things.

SPELLS AND POWERS

SPELLS take many forms such as ancient scrolls, divine visions, or alien microchips. SPELLS exist in material form, while POWERS are in the mind and soul. (For more, see SPELL LISTS p. 45-47.)

Where's all the LOOT? By design, the extensive LOOT TABLES are tucked away at the end of the book. My players have specifically asked LOOT only be revealed when acquired, so there it shall remain. If this element of surprise is no biggie at your table, then players can freely peruse and drool over them.

LOOT TABLES begin on p. 196



DEATH AND DYING

ICRPG



GUYS, I THINK I'M DEAD

You failed the CHECK, your ARMOR is toast, and you've been sitting on 1 Hit Point for the last hour. The Brain Beast whips out at you, doing 12 Magic EFFORT against your face. The room wheels, you pitch backward, darkness folds in. You, my fine player, are DYING. Every adventure game has to confront rules for death. This is one of ICRPG's most innovative, and sometimes frightening, departures. Take a look at a Character Sheet. Somewhere, you'll see a tiny Skull. So humble, so mighty.



Know ye well this humble little skull, for one day your life will literally depend upon it. Here's how it works.

1: When Reduced to Zero Hit Points, you are now 'Dying.' This means you are unconscious, bleeding out, and running out of time.

2: On your next turn after being dropped, Roll a D6. In that many of YOUR turns, you are irrevocably, stone cold, DEAD. Pray you don't roll a 1. Use a D6 to count these down, or mark the current number in the "until dead" space.

3: On each of your turns during your Dying countdown, roll a D20. If you get a natural 20, jump up miraculously with 1 Hit Point. It was just a flesh wound.

4: To stop the Dying countdown, an Ally must reach you and help. They reach out, hold your head up, apply pressure, and say "don't die on me man!" They must make a WIS or INT roll to succeed. This simple act will halt the countdown, but you will remain out cold until healed with medical supplies, healing magic, or safety.

5: If you take so much damage that you are reduced to -20 Hit Points or worse in a single hit, you are blown to pieces. There isn't even a corpse.

I get SO many questions about how to handle death at the tabletop. It isn't a matter of mechanics but human emotion and teamwork. There are no easy answers! First, DO NOT EQUIVOCATE. That means don't let a death be confusing, dubious, or 'iffy.' Be clear, decisive. If a player dies by the rules, in total fairness, for glory and fellows...it will be remembered as a good death. Second, KNOW WHAT HAPPENS NEXT. Is the session over? Will the killed player need to sit out a session while a new hero approaches? Be ready, be clear. If it's an old PC, consider a resurrection quest. Make it sting, be fair, and let red legends be made.

RECOVERY

100%

RECOVERY

For each HEART, you have 10 Hit Points to lose and cherish, but how do you RECOVER those Hit Points beyond bandages, healing spells, and nanorepair? Simple: Take a RECOVERY Action!

RECOVERY is when you use a turn to stop everything you're doing and just breathe. Tear a piece of your tunic as a wrap, spit out a tooth, or splash cold gar in your face. Depending on the time frame you're in, the outcomes are slightly different. This is your chance to rest! Know these rules well!



IN MERE MOMENTS: In combat time, you have the slimmest chance of RECOVERY. There is no safety and only seconds to spare. If you spend a combat turn in RECOVERY, meet or beat the current TARGET with a CON roll to recover 1 Hit Point. Yes, 1. Add your CON bonus and RECOVER the total. Here's where the CON STAT shines.

IN HOURS: When between battles, but ONLY IN COMPLETE SAFETY, use one turn to recover 1 HEART. No roll. The concept of 'safety' is crucial here. Is the wet, dank corner of a dungeon 'safe?' Only the story will tell. If between battles but not safe, a sacrificed turn earns 1 Hit Point + CON bonus, with no roll. This sacrifice of a TURN may seem to have little effect, but in continuous time every Hit Point is precious.

IN DAYS: If spending days of time in complete safety, recover all HEARTS with no roll, no problem. If your ordeal was bad enough, the GM may choose to blight you with an injury or terrible scar. That is a different story altogether...



CHARACTERS



ICRPG uses a simple 6 point builder system to create your next hero. Go custom or use one of the Class builds below. As you play and grow, MILESTONE REWARDS and LOOT will let you grow in any direction you choose. Let's dive in...

BUILD A CHARACTER

YOU ARE A HERO

This is a world of adventure, danger, redemption, and doom. This is a world of vengeance, wonder, frontiers, and friends.

This is your world, and it's time to explore.

Imagine your HERO self. Who are you? What is your name? Your quest in life?

The other HEROES are your friends! How did you meet? What equipment do you carry? Why?

The art of ROLE PLAYING is very simple: imagine you are that hero, and act accordingly. No matter what you think may or may not be possible...dare to dream.

First, take some time to ready your so-fresh CHARACTER SHEET for adventure, following the steps below.

NAME: _____

STORY: _____

	BASE	+ ALL LOOT		10+ALL ARMOR LOOT
STR -	___	○	SHIELD	___
DEX -	___	○	4 BASIC	___
CON -	___	○	6 WEAPONS	___
INT -	___	○	8 MAGIC	___
WIS -	___	○	12 ULTIMATE	___
CHA -	___	○		

♥ = 10 Hit Points

♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥

6 THE DEAD OR 20 REVIVE

1: CHOOSE AN IMAGE

Choose or create a Hero Card and Miniature that fits your HERO idea. The ICRPG Core only comes with a few dozen Heroes.

2: DREAM A STORY

Based on your HERO imagery, determine a name and short story. Who are you? Why have you dared to enter the wide world? What lay behind you? What troubles you? Are you human? Something else? How do you know the other heroes in your group? Old friends? Family?



STATS, ARMOR, EFFORT

3: BUILD STATS AND EFFORT

Take a look at your CHARACTER SHEET and grab a pencil. Just below your NAME are SIX STATS, your ARMOR, and the types of EFFORT you can do during play.

You get SIX POINTS to distribute among these as bonuses (a +1 = 1 Point, a +2 = 2 points and so on), indicating how awesome you are at certain things.

There are many ways to use these SIX POINTS to create flavor and badassery in your new HERO, so scratch your chin and look serious for a second. Before you place your six POINTS anywhere, here's what each slot means to how you'll play:



STATS

The raw facts of how the Gods made you. Points here add to D20 ATTEMPT rolls.

STR- Strength is used to make ATTEMPTS with melee weapons, bend bars, and lift elephants.

DEX- Dexterity makes you faster, more accurate at range, and able to leap over spikes.

CON- Constitution is how tough you are, how good your chances of recovery are, or cold you can endure.

INT- Intelligence is book smarts, memory, training in math, science and the arcane arts.

WIS- Wisdom is the power of the Druid or Scout...a subtle power of intuition, faith and the senses.

CHA- Charisma makes you the leader, gives you a booming voice, and defies fear.

ARMOR- For each point you put into ARMOR, your enemies will have a harder time hitting you. Everyone wearing clothes gets a starting ARMOR of 10. For each point you put here, add 1 to that for your ARMOR total.

EFFORT

When you succeed with an Attempt, you'll roll dice for EFFORT. Add points here to add to those outcomes...

BASIC WORK- Your bare hands and raw wits can be very useful in unpredictable perils. Unarmed fighters use this for fist damage. It is also what to use when you're just trying to force a task with no weapon, tool or knowhow.



WEAPONS DAMAGE- Swords, spears, bows, axes all use this die, so add points here to be more deadly. If using magic or energy weapons, add whichever bonus is better, WEAPONS or MAGIC.



MAGIC EFFECT- Any kind of magic EFFORT you make rolls this die, so put points here to amplify your arcane or divine power. Healing magic also uses the D8. If using a magic WEAPON simply use whichever bonus is best, MAGIC or WEAPONS.



ULTIMATE- If you roll a 20 on an ATTEMPT, you'll add a D12 to whatever kind of EFFORT you are making! Add points here to exaggerate this effect. You can also redeem a HERO COIN to add a D12 to any EFFORT ROLL.



STARTER LOOT

4: CHOOSE YOUR GEAR

As part of creating your HERO, select equipment that fits your story, matches your fighting style, or emphasizes your STAT, ARMOR (+10 ARMOR is the maximum that can be worn), and EFFORT choices.

Choose wisely! These choices will cement the idea you had for your HERO at the beginning, and LOOT is not easy to come by, depending on your GM and your luck.

Each Character Sheet includes a section for Starter Loot and Starting Equipment.



STARTER LOOT (Choose One)

Amulet of Secrets, +1 INT All worlds hold weird secrets. With this, you know a few of them.

Meditation Beads, +1 WIS By counting the beads, the mind settles. Senses heighten, intuition improves.

Masterful Coats, +1 CHA Your voice seems more commanding, your tone more grave.

Fire Stone, +1 Magic Effort Fragments of some forgotten crystal enhance your magical power.

Masterful Boots, +1 DEX Nothing helps the nimble and swift like well-made foot wear.

Trusty Mug, +1 CON He who drinks from the same mug every day will know the joys of a steadfast gut.

Ring of Might, +1 STR Used for bending bars, swinging a hammer, and pulling a wagon.

Weapon Kit, +2 Weapon Effort Grip chain, custom belt sling, and other tidbits give you an edge.

20 Magic Ammo, Roll Magic Effort Be it arrows, bolts or bullets, it houses a weird, deadly power.

Spyglass, +3 WIS when scouting Scanning the horizon for threats? One of many types of scouting.

Berserk Ring, +3 Ultimate Effort Make Ultimate Effort rolls even more Ultimate!

Greedy Gloves, Any time you roll for LOOT, roll TWICE Get double the LOOT!

EQUIPMENT & WEAPONS

1M2SM1

UNIVERSAL STARTING EQUIPMENT (Choose Three)

Rope & Hook, +3 DEX when climbing

Standard issue grapple gear. Includes 50 feet of rope and a curved metal anchor.

Spell Book, Magic Effort Explodes

This book teaches you the art of unlimited power. When rolling MAGIC EFFORT on a D8, if you roll a natural 8, roll again. There is no limit to how many times you can roll.

Common Shield, +2 Armor

Sure, it uses up a hand, weighs a ton, and makes a bunch of noise, but it sure can take a beating. Common Shields can be sacrificed to absorb HALF of one attack against you. This destroys the shield.

Supplies Pack: Food, Fire Starters, 3 Flares

Long journey? This pack is a must. When traveling far and wide, the GM will roll for travel cost. This many 'Supplies' are consumed on the voyage. Average value per pack is 10 Coin.

Miner's Gear: Lantern, Pick, Spikes

Even in science fiction settings, basic earthworks and tunneling gear can be critical.

Tools (one type), +3 Variable

Choose Lock picks, Smithing, Woodwork, Technology (by Type), or Medicine. Add a +3 Bonus to your ATTEMPTS when working with your Tools. Only affects the ATTEMPT. EFFORT type will be specific to each situation.

Trapper Gear: Snares, Tackle, Tent

Whether you're wandering the wild, marooned on a strange planet, or stuck in the middle of nowhere, these are crucial.

Pouch of 50 Coin

Seashells, credits, gold, greenbacks...whatever. You've got some pocket cash for the next tavern.

Common Armor, +1 Armor

One extra piece to add to your starting Armor. Remember as you gather more Armor items, a maximum of +10 Armor from items is all you can wear. This does NOT include Armor gained from your STAT.

STARTING WEAPONS (Choose up to Three)

There's going to be bad guys, and you have to hit 'em with something, so what'll it be? Choose from the weapons listed. As an adventurer, your WEAPONS are part of you. Choose wisely.

ANCIENT WEAPONS

100%

AN AGE OF STEEL AND WOOD

DAGGER: A timeless classic of all who dare the wide world. Concealed, Fast, Piercing, Thrown

SHORT SWORD: The preferred weapon of rogues and light footmen. Fast, Light, Sturdy

LONG SWORD: Considered a mark of lordship in many places. Deadly, Large, Sharp

GREAT SWORD: The Zweihander! Near, Huge, Chopping, Heavy

AXE: As much weapon as tool. Useful, Durable, Thrown

BATTLE AXE: A brutal modification on an old invention, preferred by savages and berserkers. Huge, Chopping, Can't be Sheathed

HALBERD: Pole-axe of the front lines. Near, Giant, Reach, Siege

STAFF: What adventurer hasn't delighted in the finding of a good, solid STICK. Light, Simple, Useful, Everywhere

SPEAR: Some call it the world's first weapon. Near, Simple, Long, Durable, Thrown

SIEGE SPEAR: Used for felling horses. Near, Giant, Reach, Piercing

MACE: Merciful? Hardly. Heavy, Smashes Armor, Merciful

HAMMER: The one weapon that will never break. Useful, Indestructible, Thrown

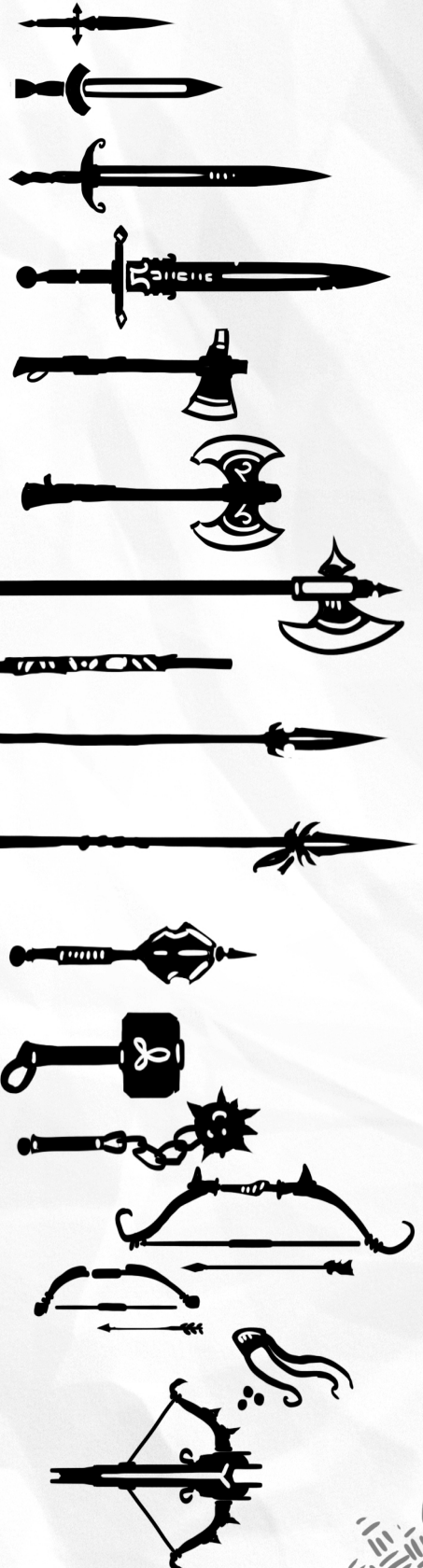
FLAIL: Usually used on horseback. Deadly, Unblockable, Can't be Sheathed

LONG BOW: Far, Immense Range, Piercing, Large

SHORT BOW: Far, Small, Light, Short Range

SLING: Far, Invisible, Free, Merciful

CROSSBOW: Complex to operate, and not found in many places, but terribly effective in war. Far, Expensive, Rapid Fire, Military



HIGH TECH WEAPONS

100%

ENERGY BOLTS AND DURANIUM FRAMES

BLAST RIFLE: Standard caseless mag-fed, 20 capacity. Military, Bulky, Powerful, Durable

PULSE RIFLE: A lightweight energy rifle, power cell, no magazine. Alien, Valuable, Lightweight, Accurate

GAUSS LAUNCHER: Brutal micro railgun using magnets, cylinder-fed, 12 capacity. Nasty, Loud, Volatile

PARTICLE GUN: Large hip-slung weapon, 6 capacity power cell, double Effort. Heavy, Military, Cannot be concealed, Bulky

DURANIUM BLADE: A wonder of metallurgy. Elegant, large, durable

DURANIUM GREAT SWORD: Weapon of Titans. Huge, Intimidating, Heavy

BLAST SWORD: A gun and blade in one. 6 capacity. Rare, Useful, Small

BLAST PISTOL: 6 capacity. Common, Durable, Concealed, Easy to use

ENERGY SHIELD: Works only against missiles. High tech, Unreliable, Rare, Expensive

IMPERVIUM SHIELD: Heavy, Large, Durable, Thrown, Low-tech

ION GRENADE: Adjustable timer. Explosive, Volatile, Concealed

MACHETE: A classic. Durable, Useful, Common

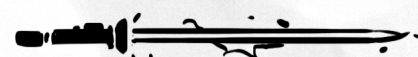
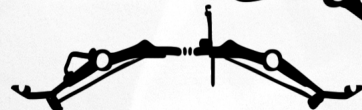
ARC SPEAR: Emits lightning arcs. Rare, Alien, Large, High-tech

CHEM RAIL: Beefy plasteel-firing cannon. Capacity 1. Triple Effort. Huge, Bulky, Rare, Volatile

ENERGY BOW: An elegant reminder of elder days, endless capacity. Simple, Small, Rare

RIP SAW: Miners and junkers both use these belt saws. Brutal. Bulky, Ragged, Loud, Intimidating

ENERGY BLADE: A poetic weapon. Rare, High-tech, Complex to learn



WEAPON TAGS

ICRPG

WEAPON TAG DESCRIPTIONS

Don't feel confined by the mechanics of TAGS or even by the list provided here! In **ICRPG**, TAGS are only used as verbal cues to give narrative detail and variety, NOT to imply mechanics that must be adhered to.

ACCURATE: Good beyond FAR range, ideal for placed shots

ALIEN: Weird looking, attention-getting, despised on less advanced worlds, can take a moment to grasp

BULKY: Difficult in tight spaces, easy to drop on accident, very HARD to climb with

CANNOT BE CONCEALED: Too big or weird to hide in any way...they know you're packing

CAN'T BE SHEATHED: You just have to carry it, and you look mean

CHOPPING: Has a severing behavior that is especially effective against structural elements or hard points

COMMON: These can be found in the dirt, behind a pub, or even in the trash

CONCEALED: Particularly easy to hide, even if searched

DEADLY: Has a tendency to slay its victims with terrible haste

DURABLE: Has a chance of surviving circumstances that would destroy most GEAR

EASY TO USE: Any random guy off the street can pick this up and start killing

ELEGANT: Your grace as a killing machine will be of legend

EVERYWHERE: Even more ubiquitous than COMMON, and no one cares

EXPENSIVE: Worth 5X a comparable implement, probably because of etchings or history

EXPLOSIVE: Damage dealt impacts an area from the impact point, targets often get a DEX or CON roll to avoid

FAR: A ranged weapon that can cross 50 foot distances or more

FAST: Can be drawn/swapped/reloaded in the blink of an eye

FREE: Here, just take it!

GIANT: Bigger than Huge, like you can barely take it indoors

HEAVY: Awful on high gravity worlds, can cause fatigue on a journey

HIGH TECH: Baffling to luddites, attracts the wrong kind of attention

HUGE: Ten feet or more in length, or as big as a beer cask in girth

IMMENSE RANGE: A ranged weapon that has no practical ranged limit

INDESTRUCTIBLE: Incredible material that can only be marred by pure star fire

INTIMIDATING: Yelling with this in your hand will cause quite an effect

INVISIBLE: No one knows you have this, even when you're using it

LARGE: More than an arm's length

LIGHT: See also LIGHTWEIGHT

LIGHTWEIGHT: Balanced, fluid and poetic in its use, effortless to equip or stow

LONG: Has a pole-like quality that just might save your life someday

LOUD: Can be heard for a very long distance, deafening in tight spaces

LOW-TECH: Rocks, sticks, pointy things

MERCIFUL: Will knock you out, but no guarantees

MILITARY: Not generally available in market places, identifiable by civilians, sometimes illegal

NASTY: Delivers gruesome, painful wounds, makes a statement about its user

NEAR: Can be employed when two steps from an enemy

WEAPON TAGS

INSIDE

- PIERCING:** Every once in a while will glide through defenses to deadly effect
- POWERFUL:** Can have shocking effects when delivering damage such as blowback, stray fire
- REACH:** Fight melee style, but somewhere between NEAR and FAR
- SHARP:** Particularly destructive against objects, rope, cloth, or wood
- SIEGE:** Can survive endless damage from other weapons and keep going
- STURDY:** So tough can be walked on, used to pull a vehicle, or brace a crushing door
- SMASHES ARMOR:** A weapon with the tendency to reduce or eliminate armor on heavy hits
- SHORT RANGE:** Best used within FAR, but can make longer shots in a pinch
- RAGGED:** A damaged, serrated thing you don't want to touch
- RAPID FIRE:** On a natural 20 when fired, you can roll for a second ATTACK
- RARE:** Almost never just found lying about
- SILVER:** Effective against the undead and other unholy creatures
- SIMPLE:** Can be used with one finger, while falling, or with eyes closed
- SMALL:** Out of sight, out of mind, easy to tote
- THROWN:** No penalty when hurling this weapon, it's made for it
- UNBLOCKABLE:** Shields tend not to work against this thing
- UNRELIABLE:** Barely does its minimum function, often because of age or complexity
- USEFUL:** Can be used as a pry tool or hammering implement with no danger to function
- VALUABLE:** Worth 3X a comparable implement
- VOLATILE:** On a critical failure, this weapon explodes



MORE ABOUT LOOT

ALL THIS GEAR!

Equipment and weapons, and all the wonderful details they bring to a good night of adventures, are key to your character. Although **ICRPG** uses a simple system to list and track equipment effects and STATS, this method doesn't mean your **DESCRIPTIONS** need be simple! A **SPEAR** and a **CHAINSAW** may both use the D6 Weapon **EFFORT** roll, but they are vastly different in how they carry and how they are used. Here are a few ideas for the countless ways **EQUIPMENT** and **WEAPONS** can add flavor and detail to make your next battle epic.

WEAPON TAGS

Weapons can be summarized with just a few key words that can come up in play: Large, Heavy, Concealed, Close, Near, Far, Bulky. Your GM may choose to write specific rules for these tags, or they may just be narrative cues. It's not easy to pull out a **Siege Spear** in a tavern hallway, but a dagger will be deadly.

DESTROY, LOSE, REGAIN

A shield isn't the only thing that takes a beating! As you fight your way to glory, you're bound to lose gear along the way. How, and IF, you replace it becomes a big deal! I use a sword, not a spear! Unacceptable!

GO BEYOND UTILITY

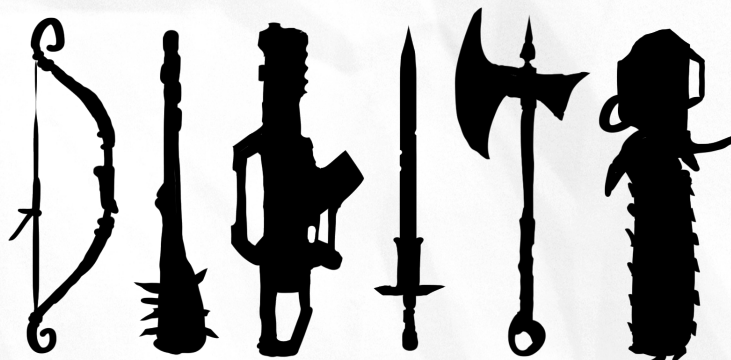
So much gear is beyond simple damage or battle utility, and the more you have, the more rich and alive your world will feel. We each have our leather satchels, tobacco pipes, and little mementos. A Player-Character is no different.

SPELLS ARE LOOT?!

Yes! If you're building a magic-using character, you can acquire **SPELLS** as Starter Rewards, Milestone Rewards, or found **LOOT**. If your **SPELL** caster acquires **SPELLS** in a different way, just work with your GM to make it fit your concept of magical progression.

BUILD, CRAFT, and ENHANCE

ICRPG makes weapon and gear crafting simple with the **EFFORT** system. Double the **EFFORT** output, get a +3 boost to a specific use, or improve durability. It's all a simple matter of skill, cost, and time. Let your imagination fly!



FINISH YOUR CHARACTER

5: FINISH YOUR SHEET

Now that you have some gear, some of your BONUSSES will be a bit better. Add whatever bonus points your gear has given you in the '+ ALL LOOT' columns on your sheet.

HEARTS!

In ICRPG, 'Hit Points' are portrayed as HEARTS. Each HEART represents 10 Points. All starting characters come equipped with ONE HEART. Yep, you're about to blaze out into the wide world with 10 stinkin' Hit Points. You will gain more HEARTS in time with LOOT.

CHOOSE CLASS

Each CLASS has unique abilities and specializations in the form of MILESTONE REWARDS. You will earn these as you play. Each Class includes a Starter Reward and recommended equipment, but these are only suggestions. Work with your GM to customize the Starter Reward, starting SPELLS or gear.

CHOOSE YOUR BIO-FORM

The cosmos is filled with a variety of sentient creatures. Each will have bonuses and special properties to finish your character. You're ready to play!

THE EPIPHANY EDIT

Often times with a new game, you'll start seeing all the concepts right as you finish making your first character. The fog clears, and lo, the wonders reveal themselves! If this happens, feel completely free to go back, make changes, or just BUILD ANOTHER CHARACTER! The more you understand how the game plays, the more nuanced and interesting your characters will become.

MORE DEPTH

If you are looking for more depth, customization, specialization, and 'build options' for your characters, have a look at ADVANCED CHARACTERS in the ICRPG WORLDS book.

Example Character Build

George builds 'Krodar the Crusher'

George: "I've always wanted to play a character like Conan! A huge, muscled badass with a giant sword and a tough attitude."

Class: BLADE

*STR +2, CON +1, Weapons Effort +2
Armor +1*

Ring of Might (+1 STR)

*Great sword, Supplies, Common Armor
(+1 Armor)*

Story: Trained by the war masters, then set free by a mysterious Northman.

George: "Ok, I've got all my basics figured out, but KRODAR should be more Conan-y. What can we do?"

GM: "Well, where did he get that massive sword?"

George: "Crom's tomb, of course. It's ancient steel, stained red."

GM: "Ok, the red color is that of heroes' blood. During battle, you can give 1 Hit Point of your blood to the sword. When you do this, and land a hit, you can roll an extra D4 of Effort."

George: "Yes! This will be perfect when I have 2 or 3 HP left!"

GM: "Wow."



ALFHEIM CLASSES

ICRPG

ALFHEIM CLASSES

You're ready to get a complete picture of your Character. The Nine Classes below serve as guidelines. Work with your GM to set a path that fits YOUR idea. Blend them, warp them! Remember, in ICRPG, all Character progression is done through LOOT, so what you have becomes who you are!



GUARDIAN

From the Anvil Knights of Ramthas to the Khopesh wielding Cavaliers of Khett, all defenders are trained in steel and strategy. They swear by the shield and hold valor above all else.

"I stand between us and them."

Recommended Gear:

Ring of Might, Common Shield, Berserker Ring, Weapons Kit

Starter Reward:

Shield Gloves (Add your CON STAT to your ARMOR)

Milestone Rewards:

Battle Standard (Allies fighting next to you gain 2 Armor)

Heart Stone (add 1 HEART to your maximum)

Spiked Shield (Deal 3 damage on a missed attack)

War Horn (Give an ally +3 on their next Attempt)

Skin of Amber Gar (Consume to be immune to damage for 3 ROUNDS)

Guardian's Boots (Designate an ally, absorb any damage they take)



BLADE

Every group needs its deadly weapon. Axes, knives, swords, pikes...the BLADE is master of all and shows little mercy in battle. Some are Lydea's assassins, forged with dark magic. Others are driven by wrath or rage.

"I will kill them. I will kill them all."

Recommended Gear:

Weapons Kit, Spear, Axe, Sword, Rope and Hook, Common Armor

Starter Reward:

Weapon Gem (Improve one weapon, deal an extra +3 Effort with it)

Milestone Rewards:

Masterwork Boots (+1 DEX)

Diamond Whetstone (Choose one weapon, when you Roll 6 Effort, Roll again)

Khettish Chains (On a weapon attempt of 15 or better, Attack again)

Blood of Furies (Trade HP for a Weapons Effort Bonus)

Blade Gauntlets (On a Move turn, arrive and do 1D4 Weapon Effort)

Obsidian Spears (Thrown, 5 Count, any hit does Double Ultimate Effort)



ALFHEIM CLASSES

10/25/16



SHADOW

Footpads, Hoods, and Thieves use stealth as their weapon. They prefer the company of darkness, place little value on law and order, and above all else, trust dagger and cape above friend or kin.

"Hold on, let me try something...."

Recommended Gear:

Greedy Gloves, Weapons Kit, Trapper Gear, Pouch of Coin

Starter Reward:

Thief's Hood (Stealth rolls are always EASY)

Milestone Rewards:

Thieves' Boots (When rolling Stealth, only on a 1 do you fail)

Thieves' Gimbel (When rolling a natural 20 ATTACK, also roll for 1 LOOT)

Weird Masks (+3 CHA when deceiving strangers)

Smoke Bombs (5 Count, throw to conceal movements of one or more allies)

Deadly Snare (Set a tiny trap that does Ultimate EFFORT when triggered)

Shadow Dagger (Attack with Magic EFFORT, even after moving FAR)



ARCHER

No weapon has changed warfare like the longbow, and those who master it are formidable indeed. A master Bowman is fast, accurate, and tactical. They serve both as muscle and brains for their allies and strike like lightning.

"Fall back, focus fire on the big one!"

Recommended Gear:

Fire Stone, Longbow, Dagger, Common Armor

Starter Reward:

Speed Quiver (If a ranged Attack roll is modified 13 or higher, fire again.

This chain reaction has NO LIMIT as long as the roll is made)

Milestone Rewards:

20 Magic Arrows (Roll Magic Effort on Hit)

Berserker Ring (+2 Ultimate Effort)

Marking Flare (Designate a hit target. Allies do double Effort against it)

Grapple Arrow (Hit an anchor point and move there as a free action)

Steel Bowstring (Hit a target, all targets between you are also hit)

Lightning Bow (Always roll Magical EFFORT, you no longer need arrows)



ALFHEIM CLASSES

PRIEST

The healing arts of Alfheim are mostly credited to the devotees of Red Mark Mountain. The monks and nuns of Rel, Udin, and Thorr channel their divine favor into a force of pure good. For this reason, Priests are often moral anchors among their allies.

"Is anyone hurt? Stop moving!"

Recommended Gear:

Amulet of Secrets, Staff, Supplies, Meditation Beads

Starter Reward:

WIS Power: Healing Touch (Touch an ally with WIS, heal with Magical EFFORT)

Milestone Rewards:

Heart Stone (add 1 HEART to your maximum)

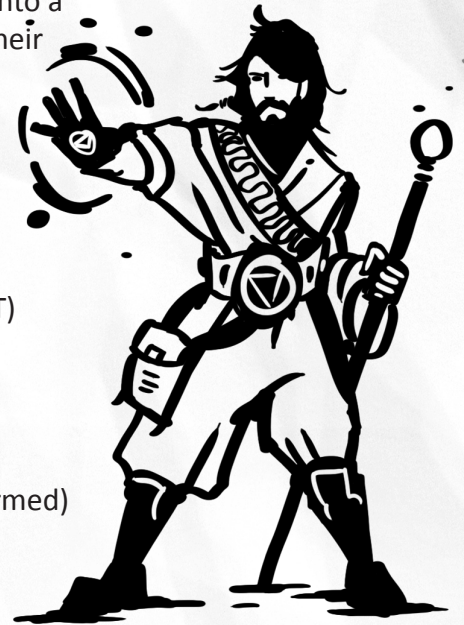
WIS Power: Healing Nova (Heal ALL Allies on a HARD WIS ATTEMPT)

Amulet of the Fortress (If FAR from enemies, Allies touching you can't be harmed)

Belt of Udin (When Healing yourself, always do Ultimate EFFORT)

Book of Knowledge (+3 INT when investigating the unknown)

See p. 45-47 for more SPELLS and options



SCOUT

Lightweight and fast as the wind, a good Scout is invaluable to any group of explorers. Often, the deadliest foe is the environment itself, and no Hero is better equipped to identify, mark, and neutralize the hidden dooms of the world.

"Up ahead! Look out!"

Recommended Gear:

Amulet of Secrets, Claws, Spyglass, Rope & Hook

Starter Reward:

Winged Boots (Move, perform any non-Attack action, and Move again)

Milestone Rewards:

Meditation Beads (+1 WIS)

Ratchet Claw (In addition to Move, move one Ally on your Turn)

WIS Power: True Sight (Reveal all hidden things with a WIS Attempt)

Book of Traps (Make an EASY WIS roll to create, disable or locate traps)

WIS Power: Silent Speech (Use a WIS ATTEMPT to communicate with Allies OR Enemies with no discernible sound at any distance)

WIS Power: Frog Leap (Move freely where others must make ATTEMPTS or CHECKS because of terrain)



ALFHEIM CLASSES

MAGE

Magic is a rare and feared thing in Alfheim, and those who dare meddle with it are often 'fragment-touched.' The weird red crystals that seem to fuel their art become part of them. No matter, for they are powerful, mysterious beings.

"My friends, I've got this...watch..."

Recommended Gear:

Fire Stone, Staff, Dagger, Pouch of Coin, Spell Book, Supplies

Starter Reward:

INT Spell: Arcane Missile (INT Attempt on a target in sight)

Milestone Rewards:

Volatile Fire Stone (+3 Ultimate Effort when Casting Spells)

INT Spell: Pyroblast (Double Effort on up to three targets. Volatile: Attempt of 10 or less, choose 3 random targets)

Shield Crystal (Impenetrable by conventional missiles)

Blood Amulet (Sacrifice 1-10 HP, add to a Magical EFFORT roll)

Book of Secrets (+1 INT)

See p. 45-47 for more SPELLS and options



COMMANDER

After the war of Duros-Tem, countless military masterminds found their way back into the world. They returned to their lives and their homes, but they ever retained that commanding presence that can only be forged in the terror of battle.

"We go. NOW!"

Recommended Gear:

Masterful Coats, Great Sword, Dagger, Weapons Kit, Common Armor

Starter Reward:

Amulet of Kings (+5 CHA when commanding, intimidating, or persuading)

Milestone Rewards:

Weapons Kit (+2 Weapon Effort)

Blazing Hiltstone (Hammer into a weapon. On a roll of modified 15+, add 1D4 Fire damage and ignite the target)

Lion Breastplate (+3 CHA when being frightened or intimidated)

Lion Belt (+3 Armor)

Lazarus Ring (Roll 1D8 when dying, rather than 1D6)

WIS Power: Titan's Battlecry (Grant +3 to all allies' next Attempts OR -3 to all enemies' next Attempts)



ALFHEIM CLASSES

WILDLING

There is still good and innocence in the natural places of the world. In these pristine forests and untracked mountains dwell good folk, who know little of war or peril. They are one with the natural order, joyful and unpredictable as a rainstorm. "I jump out the window!"

Recommended Gear:

Berserk Ring, Short Sword, Sling, Trapper Gear, Supplies, Lute

Starter Reward:

Hillman's Belt (Always roll **ULTIMATE** when doing Basic Effort)

Milestone Rewards:

Heart Stone (add 1 HEART to your maximum)

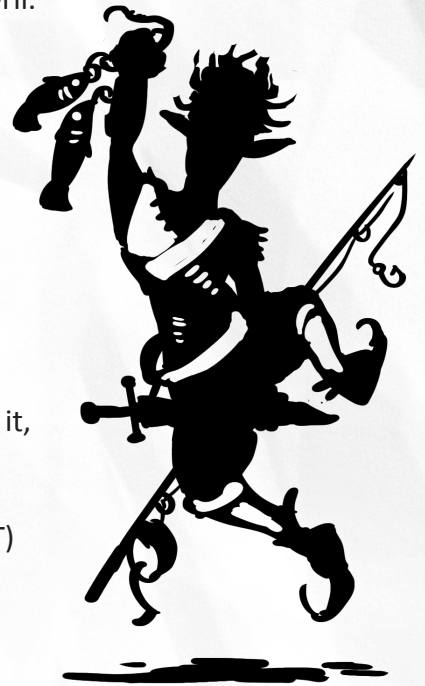
WIS Power: Wild Growth (With WIS, Overgrow a target with vines. Immobilize it, all Attempts **BY** the target or **CLOSE** to the target are **HARD**)

Ring of Weird Luck (On a 1 Attempt roll, your failure causes an odd benefit)

WIS Spellsong: Tree (With WIS, give an ally who can hear you **Ultimate EFFORT**)

WIS Spellsong: Rock (With WIS, heal allies that can hear you)

Tasty Trouts (5 Count, consume to heal to full HEARTS)



*Your character's class is far more than a simple set of **STATS** or a path of progression. It is a way to describe yourself. It is a way to find meaning in a world of doom and danger. SO much is left unsaid here about the classes and all the possibilities they imply. That is where **YOU** and your GM come in! The joy of storytelling is to **FIND OUT**, not to know it all at the beginning. The dangers you'll face will define you, redefine you, and in this discovery legends will be made. Be a good friend, flawed and flawless, and the rest will come together.*

ALFHEIM BIO-FORMS

BIO-FORMS OF ALFHEIM

Just because the species are familiar from fantasy classics doesn't mean they need to be dull! Adapt them, change them, and play them YOUR way! Above all, find a bio-form that fits the group and makes a fine friend to live and die with.



ELF KIND: Highborn from the age of immortals, beautiful, graceful, and elegant with ages...but tainted with an ancient legacy of betrayal. DEX +1, INT +1

DWARVES: Hewn from solid rock in the Primordius, guardians of the world's heart. Dwarves are as varied as the mountain ranges they hail from, and are as fine as the gar they quaff! CON +1, CHA +1

SMALL FOLKS: Wood kin descended from the first men, and holders of true goodness. Some say it's their humility, or good cooking, that makes them true of heart. Either way, there is little more than height that is small about their kin. WIS +1, Magic Effect +1

HUMANS: Once the dominators, now a dwindling race searching for a King. Still, even scattered, their versatility and valor are the stuff of legend. INT +1, Weapon Damage +1

HILL FOLK: Huge, thick-boned kin of bears and wolves, and keepers of the wild. Some stand almost 8 feet in height. They generally eschew technology, civilization, and elaborate equipment. Preferring a good steak and the silence of trees to treasure and power. STR +1, Basic Work +3

WARP SHELL CLASSES

ICRPG

WARP SHELL CLASSES

The cosmos awaits in Warp Shell, but how do YOU fit in to the grand story? Here again are the 9 ICRPG class archetypes, ready to play as they are, change, or transmute to your favorite game. The universe is a big place, and it takes heroes to make the stories that will always be remembered....



TANK

Sometimes you just need a wall between you and the world. This is the Tank. They are the shields of the world: fearless, armorclad, and always ready to take point or dive through the hellfire.
"Strength is the only cosmic law."

Recommended Gear:

Ring of Might, Common Shield, Duranium Blade, Blast Rifle

Starter Reward:

Force Shield Module (Ignore any damage of 4 or less)

Milestone Rewards:

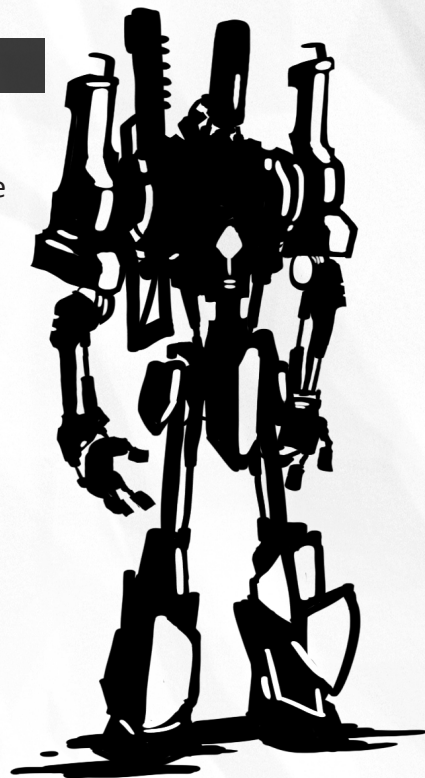
Heart Stone (add 1 HEART to your maximum)

Impervium Plating (Make a STR Attempt to Shrug off a single attack)

Pulse Boots (Make a Dash Move and still have time to Attack)

Field Stim (3 Count, heal 1D12 Hit Points)

Ion Ammo Module (Explode any shot, including nearby targets in the blast)



RONIN

Guns, knives, grenades, grapple hooks, mag mines, night vision, laser drones, thermal camo, kevlar pants, and a whole lot of bullets...the Ronin gets the job done and doesn't ask questions, except where to grab a cold beer on this rock.
"I do it all, and I'm the best there is."

Recommended Gear:

Weapons Kit, Pulse Rifle, Machete, Rope and Hook, Common Armor

Starter Reward:

Drone Kit (One weapon can be used as a remote-operated drone)

Milestone Rewards:

Masterwork Boots (+1 DEX)

Impact Cases (Choose one weapon, if you Roll 3 or less Effort, try again)

Blood of Furies (Trade HP for a Weapons EFFORT Bonus)

Targeting Lasers (On a weapons Attempt of 18+, do Ultimate Effort)

Ion Grenades (5 Count, Double Ultimate EFFORT on all nearby targets, adjustable fuse timer)



WARP SHELL CLASSES

100%



GHOST

The Ghost Pact of Xevos, upheld in hundreds of systems, outlawed the use of advanced stealth technology decades ago. Despite this, a hidden breed of warrior still prowls the 'verse in shadow, plying a deadly art.

"The deadliest powers go unseen."

Recommended Gear:

Fire Stone, Duranium Blades, Rope and Hook, Weapons Kit

Starter Reward:

Stealth Module (With a DEX Attempt, Go invisible until you touch or attack a target)

MILESTONE REWARDS:

Heart Stone (add 1 HEART to your maximum)

Smoke Capsule (engulfs near area in smoke, all Checks and Attempts become Hard in that area)

Blip Pack (Move up to Far distances in zero time)

Vibro-Blade Module (Add an Ultimate roll to all melee damage rolls)



GUNNER

Ranged weapons are highly advanced in some parts of the universe. No one learns them faster or uses them to such deadly effect as the Gunner. These marksmen prefer to fall back, get cover, and eliminate the enemy from afar.

"Just shoot what I shoot, and we'll make it out alive."

Recommended Gear:

Weapons Kit, Particle Gun, Gauss Launcher, Blast Pistol, Common Armor

Starter Reward:

Burst Fire Unit (Choose one weapon and modify it. On a hit roll EFFORT three times and distribute between targets as desired (note: if this weapon is lost or destroyed, the Burst Fire Unit is also lost))

Milestone Rewards:

Cold Diamond Scope (+3 when scouting for targets)

Nano Missile (With a simple Check, launch a homing Missile that does Ultimate EFFORT on impact with one target)

Slam Loader (reload a weapon in zero time)

Strip Kit (+3 when repairing, modding, or building weapons)

Heart Stone (add 1 HEART to your maximum)



WARP SHELL CLASSES

ZURIN

The Zurin Monks use a humble spiritual power to make their way in a vast, complex, and technological universe. They favor nature over machines, love over power, and in every action, they work to bring harmony to what remains of this reality. "The more we resist, the more we suffer."

Recommended Gear:

Meditation Beads, Robes, Walking Stick, Supplies, Kerrakian Lute

Starter Reward:

WIS Power: Healing Words (Attempt with WIS, heal with Magical EFFORT, must be heard to function)

MILESTONE REWARDS:

Heart Stone (add 1 HEART to your maximum)

WIS Power: Healing Nova (Heal ALL Allies on a Difficult WIS Attempt)

INT Spell: Words Beyond Time (HARD roll, reverse time. Events of the previous ROUND are undone. Cast again in 4 ROUNDS)

See p. 45-47 for more SPELLS and options



BLIP

Psyker tech has brought incredible speed to the heroes of Warp Shell. The master of this art is the Blip. This mobility makes them the perfect scouts for exploring parties and also makes them deadly in battle. "Why are you way back there?"

Recommended Gear:

Weapons Kit, Common Armor, EVA Suit, Blast Pistol, Duranium Blade, Spyglass, Tools (high tech)

Starter Reward:

Phase Core (Make a NEAR move without traveling between)

Milestone Rewards:

Masterwork Boots (+1 DEX)

Twin Duranium Claws (When you Attack with these, Attack twice)

Jump Jets (Make a FAR move airborne in any gravity)

Displacement Cloak (Vibrate when in battle, Armor +4)

Mini Grav Anchor (An invisible grapple tendril that can anchor to a surface or a human sized target like a cable)

Overclock Core (Roll all Ultimate EFFORT for the next 1D6 ROUNDS)



WARP SHELL CLASSES

100% 100%



FRAGMENT

The same red crystals of power that are found on Alfheim are a magical force throughout the cosmos. The Fragment makes herself one with these splinters of pure energy and channels that power to incredible effect.

"The crystal presence is eternal."

Recommended Gear:

Fire Stone, Spell Book, Common Armor, Blast Pistol

Starter Reward:

INT Spell: Fire Missile (INT Attempt on a target in sight, ignites flammables)

Milestone Rewards:

INT Spell: Crystal Sanctuary (Nearby allies have +3 Armor while near)

INT Spell: Control Machines (Overcome a machine's Hearts to manipulate it)

INT Spell: Death Nova (Drop to 0 Hit Points, a blast hitting all targets not behind cover, roll Triple Ultimate EFFORT)

Attuned Levitator (At will, levitate a few feet up for any duration)

See p. 45-47 for more SPELLS and options



TITAN

All sentient races have them: Chosen ones. Of these, a select few are trained by the Zurin war masters as Titans. They are strategy experts, indomitable fighters, and moral lightning rods.

"We make our stand HERE! The cosmos depends on it!"

Recommended Gear:

Magical Ammo, Blast Sword, Common Shield, Weapons Kit

Starter Reward:

Drain-Star (For each 5 Damage you deal, heal 1 Hit Point)

Milestone Rewards:

Heart Stone (add 1 HEART to your maximum)

Weapons Kit (+2 Weapon Effort)

Lazarus Ring (Roll 1D8 when dying, rather than 1D6)

Aura of Power (+3 CHA When leading in battle)

INT Spell: Imbue Shield (Make a shield that can absorb 20 Effort)

Duranium Great sword (Always rolls Ultimate EFFORT)



WARP SHELL CLASSES

OUTSIDER

Some races have been assimilated by The Outsiders, who appear as domed figures with separated positronic brains. They can only leave their EVA suits in a dimensional conduit, or they perish from time rifting.

"Dimensional context, time inversion, green tea."

Recommended Gear:

Weapons Kit, EVA Suit, Blast Pistol, Energy Blade, Tools (Tech)

Starter Reward:

Matter Distension Coil (Roll INT, become stretchy for 1 turn)

Milestone Rewards:

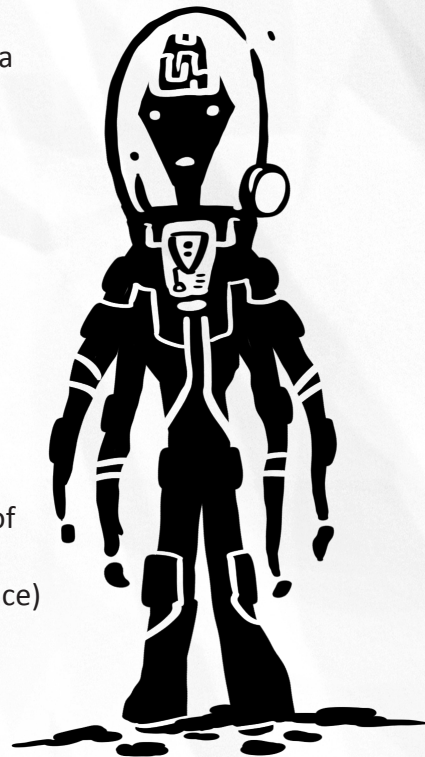
Heart Stone (add 1 HEART to your maximum)

Intelligence Cell (+2 INT)

Clone Emitter (On a Hard INT Check, create 1D4 self-clones that last until one of them is touched)

INT Spell: Create Device (A variable INT check, with Effort equal to desired device)

Nano Time Warp (On any failed ATTEMPT, try again)

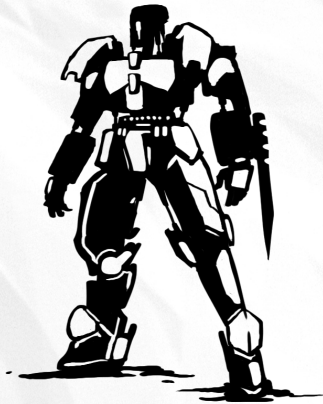


No setting lets your imagination run wild quite like WARP SHELL. Here is your chance to create, mix, mutate, and randomize all the myriad lifeforms and classes of the multiverse. Go as far as your players will venture! Never let any rules or preconceptions limit where the STORY wants to wander, especially when time and space are at your fingertips...if you have fingers!

WARP SHELL BIO-FORMS

BIO-FORMS OF WARP SHELL

Countless species travel the spaceways. These are the primary varieties. Don't be limited! Work with your GM to create whatever bio-forms will make the story awesome. It's YOUR universe!



MECHA

Plasteel, hyperalloy battle chassis beneath a ceramic plating exterior. Not the most advanced machines, but complex enough to think, feel, and believe.

+1 STR, Can be rebuilt, 2 Hearts at creation



REPTOID: Ubiquitous reptilian bipeds from all corners of the cosmos with an odd lack of emotion and primal instincts.

+1 DEX, Heatvision, Use any surface as walkable



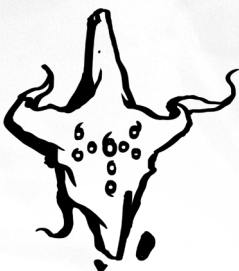
PSYKER: A strange, grey-skinned founder-race of telepaths and super-scientists.

+1 INT, Use an Investigate check to read minds, Limited telekinetics



GENO: The bio-form once referred to as Human, which is widely known to be a genetic creation of the Psykers in the early days of existence. Versatile, fragile, and indomitable.

+1 to any two stats



XILL

These creatures use a bio-generated micro gravity field to realign their chitinous body components. It's debated if they are even actual life forms or odd cosmic phenomena. Little is known of their kind, as they have little in common with all other cultures.

+1 CON, Immune to vacuum, +1 Natural Armor

SPELLS: WIS POWERS

WISDOM

THE WONDERS OF WISDOM

By divine power, or the pulsing heart of nature itself, you channel energy through your mortal frame and into the world. You need no secret words, no written runes to cast your spells...they live within you. The more calm you become, the more power you gain, the less you struggle, and more comes into focus. This is the way of WISDOM. Your way.

Meet or beat the current TARGET with a WIS roll to cast. WIS POWERS, when acquired via LOOT, enter your mind through objects of nature, humble carvings, or wisps of vapor. Cannot be traded once learned. Occupy no GEAR slots. Work with your GM to modify anything and everything about WIS POWERS.

Armor of Faith: Give a target you can see +3 ARMOR for 1 ROUND

Blessing of the Void: Grant one ally you can see a guaranteed ATTEMPT or CHECK on their next turn

Dire Bear: Become a colossal bear for 1D4 ROUNDS, Add 1 HEART, Double ALL bonuses

Divine Shield: Enchant a target you can see to absorb the next 10 EFFORT done to it

Dominate Machine: Utterly control any 1 machine you can see for 1D4 ROUNDS

Elemental Air: Emit a blast of breathable air, Push objects and targets with +5 STR

Enchanting: Enchant an item to do MAGICAL EFFORT and a +1 per HEART of EFFORT spent

Freeze: Emit a cloud of freezing cold to NEAR range, Immobilize enemies for 1D4 ROUNDS

Frog Leap: Move freely where others must make ATTEMPTS or CHECKS because of terrain

Giant Growth: Grow one target you can see to 5x its size for 1D4 ROUNDS

Grapple Vine: When you move, pull a NEAR monster or ally with you, roll opposing STR if resisting

Healing Nova: Heal all NEAR allies with DOUBLE MAGICAL EFFORT

Healing Touch: Touch to heal an ally with MAGICAL EFFORT

Holy Bulwark: Bless an ally with touch, for 4 ROUNDS they are immune to non-magical EFFORT

Invulnerability: Anoint one target with touch, they cannot be harmed for 1D8 ROUNDS

Iron Palm: Your next 1D4 unarmed attacks are +3 ATTEMPT and do ULTIMATE

Iron Skin: Your ARMOR is 20 for 1D4 ROUNDS

Lifegiver: Exchange your life for another with touch, Drop to 0 HP, Raise a DYING ally to full HP

Resurrection: HARD roll, in 4 ROUNDS a deceased target you touch will live again with 1 HP

Storm: Everything within FAR range blasted with hail for MAGICAL DAMAGE

Swarm: Cast on a location you can see, CLOSE targets take Magical Damage for 1D4 ROUNDS

The Giving: Transfer any amount of your HP to an Ally

Titan's Battlecry: Grant +3 to all allies' next ROLL OR -3 to all enemies' next ROLL

True Sight: Reveal all hidden things within DOUBLE FAR range

Turn Undead: For 1 ROUND, repel 1D8 undead creatures, they cannot get within NEAR range

Wave of Fury: If NEAR the ocean, call forth a massive wave, impacts at a designated location in 1D4 ROUNDS

Wild Growth: Overgrow a target with vines. Immobilize it, all ATTEMPTS by, or CLOSE to, the target are HARD

Conjure Oak: Summon one mighty oak tree at a location you can touch. It has 3 HEARTS

Conjure Familiar: Create a 1 HP rat, hawk or serpent, and bond it to an ally. Disappears at dawn

Leaf Arrow: Enchant a single arrow to do TRIPLE ULTIMATE damage on impact

Slow Time: Pause a TIMER (GM or DYING) for one ROUND

Shell of Sticks: Create an impervious sphere of sticks around you and those touching you. Lasts 1D4 ROUNDS

Conjure Warden: Summon an elemental beast of earth and vine with 2 HEARTS and MAGICAL attacks

Witch Rot: Draw a glyph on the ground, NEAR diameter. Anything there takes ULTIMATE damage each ROUND

SPELLS: INT SPELLS

INTSME

METHODS OF THE ARCANES ARTS

Arcane forces lie just beneath our dimension, accessed by a sort of dark science. This is the art of magical word craft, somatic gesture, epigraphic glyphs, and careful recipes. There is no mystery here beyond knowing the cosmic laws that govern all energies and matter, but those laws are many and baffling to most mortal minds.

Meet or beat the current TARGET with an INT roll to cast. INT SPELLS, when acquired as LOOT, come in the form of scrolls mostly, torn pages, or other writing. Can be freely traded but then MUST BE EQUIPPED or CARRIED. Only EQUIPPED INT SPELLS can be used. Work with your GM to modify anything and everything about INT SPELLS.

Arcane Bomb: Plant this glowing orb, in 1d4 ROUNDS it explodes for 4D12, NEAR range

Arcane Missile: Fire a missile of energy at a target within FAR range you can see

Arn's Hex: Rot a target with 1 Damage per ROUND for 1D8 ROUNDS

Aazul's Conjuration: Summon 1D4 imp demons who crave living flesh, any flesh

Blade Aura: Imbue an ally you touch. Those harming him take WEAPON DAMAGE, lasts 1D4 ROUNDS

Control Machines: Overcome a machine's HEARTS to manipulate it within FAR range

Counter Spell: Cast on ANY TURN to negate one MAGICAL effect or spell. Cast again in 1D4 ROUNDS

Create Device: Describe device, then deliver EFFORT equal to desired device HEART total

Crystal Sanctuary: NEAR allies have +3 ARMOR as long as NEAR you

Curse of Ord: Place a specifically worded curse on a creature you touch, requires HARD roll

Death Nova: Drop to 0 HP, emit a blast hitting all targets not behind cover, within FAR, does TRIPLE ULTIMATE

Destroy the Dead: Annihilate 1 Undead per 1 HP burned, FAR range

Detect Evil: Detect evidence of despicable deeds or active malevolence within DOUBLE FAR range

Dominate Monster: Take total control of any monstrous creature for 1D4 ROUNDS

Doorway: Create a magical doorway to ANYWHERE you have been. Lasts until you take damage

Fireball: Blast any targets within NEAR range of a designated location you can see

Fire Missile: Fire a bolt of flame at a target within FAR range, ignites flammable objects

Gravity Inversion: Invert gravity within FAR range for 1D4 ROUNDS

Hammerfall: Conjure a giant mass of stone. It impacts a target you can see in 1D4 ROUNDS, 2 HEARTS damage

Identify: Give a target you can see +3 on an INT/Investigate roll, No ROLL needed to cast

Illusory Self: Conjure a very realistic mirror-clone of yourself, lasts 1D4 ROUNDS

Lake of Fire: Ignite any mass of water up to a mile across with flames, flames will burn for 4 ROUNDS

Levitation: Enchant a target with touch to float up to 6 feet high for 1D4 ROUNDS

Lightning Bolt: Burn 1-12 HP, add to a blast of magical effect, DOUBLE against metal-clad

Mage Eye: Conjure a hovering orb. Move it anywhere within one mile, see what it sees

Mender: Repair a ruined item or weapon instantly

Mind Trap: Cripple a target you can see with endless, looping thoughts. They are stunned for 1D4 ROUNDS

Pyroblast: DOUBLE MAGICAL FIRE DAMAGE on three NEAR targets. On a failed roll, choose 3 random targets

Seekers: No roll to cast. Emit a cluster of 6 missiles that seek a visible target, land 1D6 guaranteed hits

Sharpening: Imbue a WEAPON with power, to inflict ULTIMATE EFFORT for 1D4 ROUNDS

Shrink Ray: Reduce one target to 1/100th its size for 1 ROUND, it has 1/10th its power

Song of the Mountain: Sing! All enemies within FAR range are enamored with you for 1D4 ROUNDS

The Hidden: Allies NEAR you are invisible for 1D4 ROUNDS, they become visible if beyond NEAR range

Translocate: Swap places with an ally you can see

Words Beyond Time: HARD roll, reverse time. Events of the previous ROUND are undone. Cast again in 4 ROUNDS

SPELL CASTER OPTIONS

MINDS AND MYSTERIES

What separates the magically gifted from the average person? What forces can truly be accredited with magic's limitless power? What terrible consequence comes from its misuse? Answering these questions for YOUR caster character can lead down many interesting roads and add much more to the game than a D20 roll. Consider the options below to amplify the role and extent of magic in your game.

SCHOOLS OF MAGIC

In ICRPG, the power of magic comes from three sources: the Arcane science of Yog crystals, the ambient life force in nature, and the boons of Gods known and forgotten. Choosing to COMMIT to ONLY ONE of these types can add a new dimension to your caster, as follows:

SCHOOL OF YOG: The arcane forces of these ancient crystals require two things to harness: Crystal and incantation. Start your character with 1 HEART of crystal fragments. On any failed SPELL cast, reduce the count by 1. Replenish your crystal supply or lose your casting ability at zero. Also, you can store up to 5 SPELLS in a SPELL BOOK.

SCHOOL OF NATURE: EVERY SPELL you utilize is 'wrapped' in a natural theme involving plants, animals, or weather. You cannot use SPELL BOOKS, your magic never BACKFIRES, but each SPELL you learn occupies 1 GEAR SLOT. Unequipped SPELLS are stored in small rune stones, up to 10 filling one CARRIED SLOT.

SCHOOL OF GODS: Your SPELLS are prayers and require NO SPACE to possess, all of them always 'equipped.' In return, you must answer to your own BACKFIRE rules as shown below.

WILD MAGE: If you choose NO SCHOOL of magic to commit to, you may NOT use SPELL BOOKS, your magic BACKFIRES as normal, and ALWAYS uses SPELL BURN. You are also shunned by many established magic users and wizard's institutions as a 'mere dabbler.'

SPELL BOOKS

These come in blank and already-written forms. They can be used to store and carry SPELLS in compact form, (taking only 1 slot) but are flammable. If destroyed, SPELLS therein are lost.

BACKFIRE!

When casting, if you roll a 1 on your ATTEMPT, roll 1D4:

- 1: The SPELL's desired effect is inverted (ie: heals become harm, attacks return on the caster, etc.)
- 2: The SPELL sparks erratically, doing MAGICAL DAMAGE to you
- 3: The SPELL BURN die maxes out
- 4: A wild arc bounces about, doing WEAPON DAMAGE to a random ally

HOLY BACKFIRE

When casting, if you roll a 1 on your ATTEMPT, roll 1D4:

- 1: The SPELL is forgotten until after a night's sleep
- 2: The GODS are angered! Accelerate any GM timers to 1 instantly
- 3: Evil bolsters your foe. HEAL 1 enemy for 1 HEART
- 4: A fog of fear erupts. Escalate the current TARGET by 1 for the remainder of the encounter

SPELL CREATION

With a HARD INT roll, a caster can create a SPELL, given enough EFFORT. The SPELL must use a verb+noun combo for its name (example: CREATE + STONE), and the GM may set time required to complete, 1-4 or 1D4 HEARTS. Determine STATS and details with the GM.

FORMLESS MAGIC

The most powerful form of magic known. Using FORMLESS MAGIC in any way requires a special MILESTONE REWARD. The caster describes ANY desired effect. An INT roll is made, regardless of TARGET. Based on the quality of this roll, the GM may improvise the caliber of results. Yes, this can get crazy. 1-5: Catastrophic failure, demon summon or death. 6-12: Effect happens, but with a dire, permanent cost. 13-19: Effect happens with a temporary cost. 20+: Limitless wonder.

TRIALS

ICRPG



NOW IT HAS BEGUN...

If you're a player rolling up your first character, or a starting GM looking for insights to **ICRPG's** mechanics, here's a place to start: Trials. There's no better way to learn and grow into what makes **ICRPG** unique than to play a few Trials.

Trials are micro scenarios you can play solo or with your group to get accustomed to how the game flows and what makes it unique. Doing a few Trials can also clarify what kinds of characters you might want to play, how role playing can change the situation, and just when to roll those lovely dice. Play each Trial as written, and overcome the obstacles to be victorious!

THE GREY HILL FIRE

The Red Mage is master of a thousand horrors, and not all go as planned. It is a freak lightning strike that starts the fire that night, and from the burning abbey, you run like rats. Guards shoot you down, the fire consumes, and many of the half-human souls from that secret hell never make it beyond the wall. A few, though, are up to the challenge and made mighty by The Red Mage's blasphemous experiments. You are one of those lucky, brave few.

Setup: Create a character in Alfheim. Overcome all 3 Obstacles. If you are killed or captured, your escape fails and you are dragged back into the pits.

Hail of Arrows: Target 10. Two Archers at FAR range ahead. Each is a 1 HEART challenge. Eliminate them or reach FAR range beyond them to overcome.

Engulfing Flames: Target 11. The walls crumble in fire! Find a way through with a DEX Check or take 1D6 burn damage.

Ghost Poppies: Target 12. Fellow prisoners waver and drop as they enter a field of poison flowers. A mossy, locked gate bars your path. Climb or unlock it, a 1 HEART challenge, making a CON Check each turn or taking 1D4 poison damage.

Conclusion: Beyond the gate you stumble, barely alive. Looking back reveals a great column of flame, and you are faced with freedom. What will you do?

SKULL OF THE CYCLOPS

Preparing for transport to the Red Mage's vault, a priceless relic, the Cyclopean Skull, is held temporarily in a trapped garrison up by the crags. A few elite guards stand watch, and eldritch magic awaits a masterful plunderer. This is a task for a single, cunning thief...a thief like you.

Setup: Create a character in Alfheim. Overcome all 3 Obstacles. If you drop the Skull or are killed, no one will even know where you died.

Iron Hobb Guards: Target 10. These 2 HEART monsters, two of them, guard the entrance. They wield enchanted blades. Find a way past them. If defeated, LOOT one of them for an instant Milestone Reward for your class.

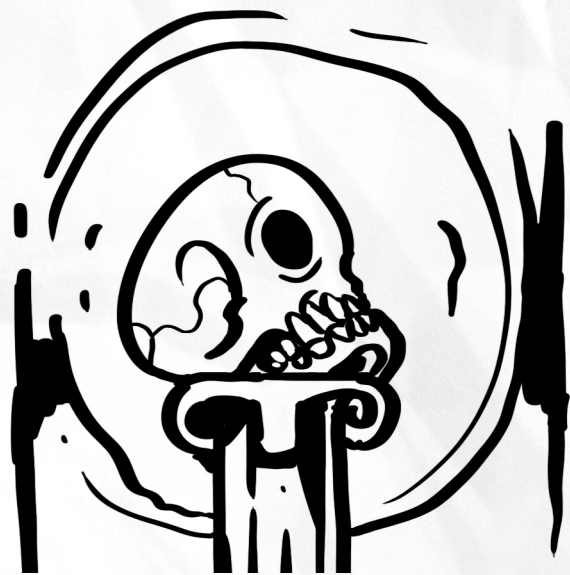
TRIALS

TRIALS

The Bloody Stones: Target 13. A long corridor is trapped with a mechanical blade-machine. For each turn you spend either trying to disable it or reaching the FAR end, make a DEX Check or take D6 weapon damage. There must be a way.

The Lonely Plinth: Target 11. A platform holds the cyclopean skull. When grabbed, the chamber drops its floor to an abyss. Find a way to the FAR exit. For each turn spent, make a STR Check to keep hold on the relic. If it falls, it explodes, filling the room with fire.

Conclusion: Retrieving the relic, you pause in the shadows. Gazing into the single hollow eye, you see a red-hooded figure staring back from the void....



BEHEMOTH

Drawn to the chaos, you've come to investigate a string of destroyed steadings on Xevos. Some colossus has been on a rampage, decimating all. The folk are desperate and look to you as the hero foretold in stories. Become that hero, track the thing, and bring it down.

Setup: Create a character in Warp Shell. Kill the behemoth. If you are killed, it will ravage your homeworld.

Find the Weapon: The creature seems drawn to the fission core in a Particle Cannon at Harbor Station. Among the wreckage, scout ahead with WIS or use INT to investigate the ion readings. The weapon is in a Standard Chest.

Survive the Onslaught: For each turn you struggle to open the weapon case, the beast attacks with smashing tentacles. Evade with a DEX Check. On a failure, take Ultimate damage, on a success take Weapon damage.

Blast the Weak Point: Once you have the particle cannon, make one simple Scouting Check to spot an exposed power conduit. The creature is 4 HEARTS strong, but the cannon does double Ultimate Effort every shot. The beast can only attack NEAR targets, so evade, fire, kill, survive.

Conclusion: The behemoth fallen, you collapse. You come to in a Xevos augment lab, surrounded by runic med-bots. A voice mutters 'subject is recovered, release restraints.' As you rise, you realize they have augmented you...but how...and why...

SO MANY NEW QUESTIONS...

The minute you start actually playing, the questions just stack up...

- How do enemies attack me? Oh yeah, they have to roll higher than my Armor. Wait, what's my Armor?
- What makes Checks and Attempts HARD or EASY?
- Who tracks damage in this game anyway?
- Are Checks always reactive in play, or can I actively make one to jump a gap or scout ahead?
- Running a Trial, am I the GM and the Player? Whoah.
- Does this game run opportunity attacks or penalties to movement for enemies or terrain?
- I'm at zero Hit Points! Am I dead?
- What exactly does the garrison entrance look like?
- Is there a way to subdue the Behemoth without killing it?
- Who rolls for the monsters?

All of these are brilliant questions that should lead you down ever-unfolding stories with more refined rules and smooth, epic adventures. Find or create the answers, and have fun doing it! That is the essence of every good night at the table with friends.

WORLD PRIMERS



ICRPG is built on the settings, characters, monsters, classes, and equipment of two unique universes, separated by eons of time and the gulfs of space. These brief primers will give you the basics to begin creating YOUR adventures.

ALFHEIM WORLD PRIMER

ALFHEIM

KINGDOMS of ALFHEIM

THE FOURTH REALM OF URTH

As a player, the World Primers give you a sense of place and significance. How do YOU matter in this world? Each of the World Primers includes places and adventures. What strikes you? The more you and your GM can think in the same world, the better your story will fit YOUR idea of adventure, so speak up!

Alfheim resides in a fragment dimension beyond the Frost Realms, but nearer to the mortal coil than the Elemental Planes. It is a young world, and only a few thousand years have passed here. For that reason, only two discreet epochs have transpired: the Age of Serpents and the Age of the Falcon.

A thousand years ago, almost to the day, a vast and terrible empire of Snake Men met their end. There are a myriad theories why this happened, but it was a mercy to all the races of Alfheim. Finally free of those insidious masters, folk grew and flourished for three centuries in peace. The evil taint of the serpent was not gone, however, and none bore it more secretly and terribly than the Elves.

Dwarves and Men and small folk make poor historians, so little is known about the past five centuries. Knowledge is the purview of the adventurer, not the scholar, and most kingdoms live in cloistered fear. What lore the Elves possess is hidden away behind dark magic.

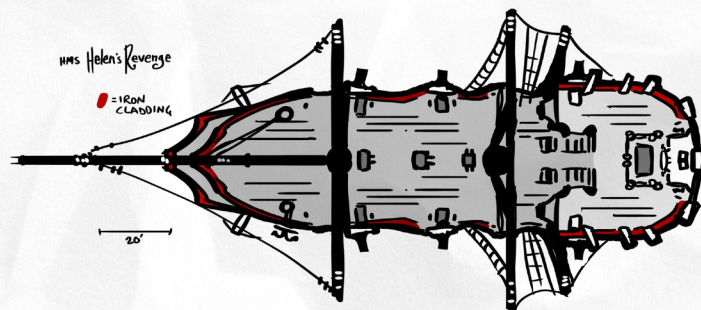
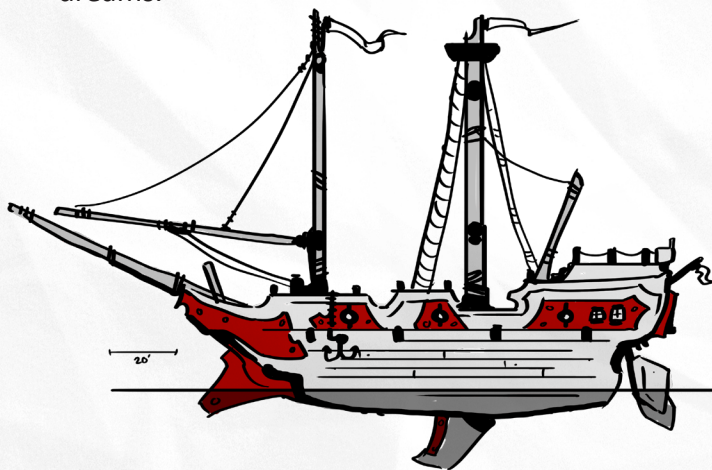
Onto this world you stride, hungry for peril and plunder, or driven with wrath and doom. A thousand secrets await, but here are the rumors and tall tales we all know too well....

NORBURG, CITY OF REAVERS

The seat of power on the Ire Islands is this grim walled city. The Norse throne is shared by three dire warlords, who rotate depending on tales and deeds each druidic year. Even a lowly adventurer can sit as lord here, if his deeds be great.

ADVENTURES

- Enter the DoomVault undetected and stop an evil plot to kill all 3 Kings in one terrible ritual.
- A lich deceiver has possessed all three Kings with necrotic magic. Fight past the deluded guards and confront it in the royal chambers.
- Join a galleon crew to unearth a weird artifact in the seaside foundations of the city...an eldritch catacomb plaguing the town with whispers and dreams.



ALFHEIM WORLD PRIMER

100%

IRE, STRONGHOLD OF THE PRIMALS

When men rose from savages long ago, they established a cave network here in the wave-battered crags of the remote North. That place remains occupied to this day by a race of massive warriors and stoneworkers called The Primals. The smallest of them stands 8 feet high, and they are reclusive as mountain dwarves.

ADVENTURES

- Join forces with the Primals to repel an assault of Ape-Men from the high fells. Survive their siege, then attack their lair and destroy their shamanic queen.
- Prevent a thousand year snowstorm by returning the Ice Heart to its rightful place in Solstice Peak. Many Primals refuse to tread there, but Skurn the Brave will aid you.
- Escort King Kerrus to the Primals' domain as envoys of peace, only to find their cavern realm under attack by mechanized horrors from beyond time. Rescue as many Primals as you can, and end the other-dimensional threat before it spreads to all of the Ire islands.



EXAMPLE CHARACTER

Amanda builds Reyna

Amanda: "Reyna is an archer, and master tracker. I imagine her being a loner forced into adventure to rescue her deep woods way of life. I like the sound of Ire as a setting."

Class: ARCHER

DEX +2, WIS +1, INT +1, Weapons Effort +1, Magic Effort +1

Spyglass, Spell Book, Supplies, Longbow and 20 arrows

GM: "Ok, Reyna hails from the Kinder Peaks. What about Ire sounds interesting?"

Amanda: "Ape men! I want to battle the Ape men! They destroyed the Henge where my folk gather!"

GM: "Ah, yes, the Massacre of Pine Henge. Though you were just a girl, you took the ragged sword of a fallen savage and laid them low. Do DOUBLE EFFORT on any action against the Ape Men of Ire."

Amanda: "Can I carry that sword with me to this day?"

GM: "Of course! The day you find their leader, you'll make dire use of that sword...."



ALFHEIM WORLD PRIMER

KINDER PEAKS, CENTRAL IRE

This massive, jagged mountain range holds the tunnels and mines of the Iradrum Dwarves. Little is known of them, save the legendary items forged in their secret vaults.

ADVENTURES

- Travel the perilous road of Kinder in a blizzard, only to be beset by murder from within your caravan.
- Dare the silent, endless halls of the Iradrum to discover the Sun Shield, a wondrous item from ancient times.
- Answer the call for help of Brom Kellagum, who fears the Iradrum Dwarves face extinction. They have delved too deep and unearthed some terror of the underdark.

KOAB, TOMB OF SNAKES

In the Northwest corner of the Endless Desert, the river Khyber has nurtured an ancient city now mostly in ruin. This place was once the center of the Serpent Kingdom, and few dare walk its soundless, paved causeways and blasphemous inhuman pyramids.

ADVENTURES

- No library is more legendary than the one assembled by the Serpent-Men of old. Dare to find its hidden entrance, in search of the famed Grimoire of Nyarlotep.
- Taken prisoner by Sultan Arazad the Lion, you are dropped into the Pit of Sithid as a sacrifice to the evil god Thoon. Escape with your lives, or be devoured by the shifting sands.
- The snake men are not as extinct as some would believe. A hellish brood of them is growing in the ruins of Koab. Root them out, and destroy them all.

NOOL, THE CANYONKEEPERS

At the headwaters of the River Skell, amid the towering vistas of the Titans, a settlement of desert Elves stand watch over Grey Gorge. This chasm is an abyssal, sudden precipice with only one way ahead: a suspended bridge two wagons wide and a league in length. They

exact a terrible toll, and no one knows what lies at the shadowy nadir of that unearthly pit.

ADVENTURES

- Pursued by desert reavers, convince the chasm guard to let you pass, or go by force.
- At the bottom of Grey Gorge grows a field of rare fungus. Only with these can you cure the plague of Vampirism ravaging the farmlands near Gilhelm.
- Gnomish thrill seekers have discovered a cavern entrance far down the wall of Grey Gorge. Some say it is the entrance to a lich's tomb from the first age. Find your way down, and dare the riches and peril within.



ALFHEIM WORLD PRIMER

ALFHEIM

E ISLAND

A dense chain of tiny islands dots the icy seas West of Gilhelm, so many in fact, they are designated only with letters and runic digits. Countless ships have been lost in the labyrinth of jagged rocks and riptides, and the wind howls with the creaking ghosts of a thousand years.

ADVENTURES

- Locate and recover what you can from the wreck of the Durian Rin, a royal galleon lost in the islands. A royal cleric, Hustav, tags along for holy protection and must be returned alive.
- Many crystal keys hide in the perilous places of Alfheim. One such key is hidden on one of these ragged islands, worshiped by a sect of pygmy maniacs. Retrieve the key, and name your price.
- Flying galleons are rare indeed, primarily because of the element needed for flight...shatterstar. A local seer has reporter a piece of this precious metal somewhere in the islands....

GILHELM, PORT OF SHIPMASTERS

This Norse town is home to Dwarves and Northmen who have mastered sailcraft and sea-ways. It is icy, and dark, and grim here, but the folk are true to the crown. Trade routes with Aphos must be kept open, and these stout sailors are the breed to do it.

ADVENTURES

- A haunting song has been heard echoing across the waves of late, and three ships have disappeared in fair weather by night. Solve the mystery, and secure the sea lanes.
- Amid a terrible storm, make journey to the island of Aphos, only to be waylaid by a flotilla of cannibalistic Sahuagin pirates and their serpent-masters.
- The darker folk of Gilhelm mean to call forth K'tool-hu and return the North Sea to its prehistoric state. Stop their demonic ritual before they open the inky portal in the sea caves of Durn.

APHOS, ISLAND OF WONDERS

In the age of snake men, Alfheim was once a far more tropical continent and was situated miles south of its place today. Aphos was the grand, shining capital of that world. Its marble-paved plazas and towering colonnades stood as a monument to all that could be achieved by plunder and slavery, as well as scholarship and magic.

Now, Aphos is a shadow of its former self. Still a center for trade in precious stones, masterful smithing, and even mechanical marvels, the island is one third its original size. The rest lies under cerulean waves, sleeping in haunted ruin.

ADVENTURES

- Retrieve the scribners of Varath from Aphos' White Hills and deliver them unharmed to Queen Adea. The scribners are held hostage by a tribe of snake-haired demons in the ruins of Port Xanthipus.
- Assist with an ambitious plan to raise part of the sunken city. Magical pylons must be placed, but at no small peril among the snake men of the Green Lagoons.
- A legendary gem called Orstophenes has been rumored among the treasure hoard of Daedulus the Mad. Dare his labyrinth and deliver the jewel to Queen Adea as tribute, or dare to harness its weird power for yourselves.



ALFHEIM WORLD PRIMER

YNSMUTH

YNSMUTH

K'toolhu smites many with his silent dread from below the sea. Among these, the most accursed are the wretches of Ynsmath. The folk here have lived in tribute of the dead God for ages, and their physical forms have bent and twisted into a myriad of eldritch abomination. The black clouds never part, and the sea is dark as pitch.

ADVENTURES

- Raze Ynsmath to the ground in a night of fire and death. Sent by the Allied Kings of Grey, your charge is dark indeed: cleanse this place once and for all.
- The ceremony of Daggun has begun again and must be stopped. There is only one catch: King Henryk of Grey is among the worshipers, and a dark royal conspiracy follows his steps to the waves.
- The assassin called Wraith has taken refuge in Ynsmath. Go under cover and find him, somewhere in the dank maze of muddy streets and glyph-etched attics of the rotted town.

XENOS, ISLAND OF OBELISKS

Forbidden by the Allied Kings, this mysterious island is one of the oldest places in all Alfheim. It is festooned with bizarre stone shapes and alien structures. None who dare go there return, and weird lights can be seen above its blocky crags from miles away.

ADVENTURES

- Join a mapping expedition sent to chart the forbidden island on secret royal order. Beware! When treacherous zealots reveal their dark agenda to recover a hideous statuette, all hell breaks loose.
- The Ogdru are just behind our world, sleeping in shadow. One of them has managed to pierce the astral veil and is lumbering out onto Xenos. Destroy or banish it before it crosses the Green Sea to Duros.
- When time begins to rupture and glitch, the magics of Xenos are found in arcane markings throughout the southern ports. Lurch from far future to primal past, and restore the crystal obelisk that keeps time running in a line.

GREY, CITY OF KINGS

At the heart of Alfheim stands an ancient city. Its marble balustrades and doric columns have long replaced the otherworldly obelisks of the serpent realm that stood before. Though the city is a bright and thriving place, the shadow of those ill-fated times still lurks below. Here rules King Henryk the Hawk.

ADVENTURES

- The King has summoned you to his court on a secret errand. On the way there, your company is waylaid by all manner of rogues, who seem in the know about your royal employ. What is afoot?
- In the endless catacombs beneath Grey, a sect of heretical priests have discovered the salvageable corpse of a serpent-lich called Arn. Destroy it and its followers before it reaches full power.
- Rat catchers needed. A mutated albino dire rat is terrifying the poor of Grey's gutter district. Root out the evil!

GWADAN

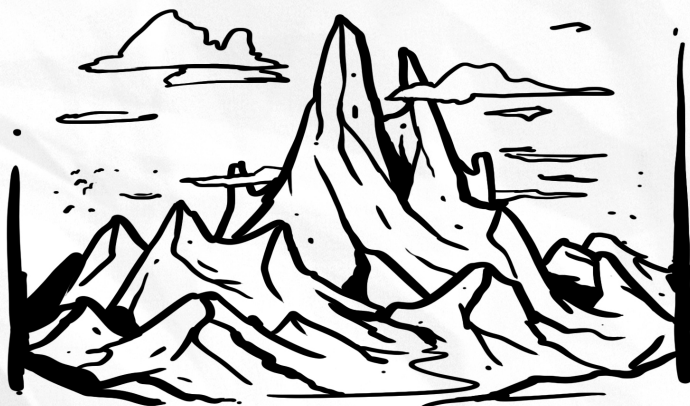
The main waystop on the long road from Grey to Dur Olo is the village of Gwadan. This small folk river town is home to famed ales, gar, brewstouts, and barleywines of all kinds. Their cooks are heroes, their farmers are saints, and all that is good in the world knows a home there.

ADVENTURES

- Once every 40 years, a harvest of magical hops comes in. This plant creates the most wondrous Gar in Alfheim, but the casks have gone missing!
- The druid cultivators of Gwadan have come under attack by ant men north of Gwadan. These creatures have piled Elven corpses high in the swamp, summoning up demonic fungus. End this madness!
- The feral witch-hunters from the Black Castle have roamed further than usual and dared raze Gwadan to a burning cinder. The entire Kingdom is in an uproar! Go with the King's blessing, and a compliment of men, to root out the robed fiends and pay deadly vengeance for the good folk!

ALFHEIM WORLD PRIMER

BOOK 1



SIEGE ROCK

Taking the Royal March Road South from Grey leads to a great jagged spire of stone that juts from the plains beyond the Greenway. This mass of granite was the site of a terrible battle at the end of the serpent age, when Elves and Snake-Men and Dwarves all clashed at the Wall of Duros.

ADVENTURES

- Rising up from the marshes and rusted hulks of the old battleground, a mutated Carrion Crab has threatened to head North as it forages. This mountain of spears and armor could destroy a city if ignored. Find a way to destroy the thing and any brigands who would benefit from the chaos.
- At the pinnacle of Siege Rock, a black pool of goo has congealed over the centuries. Folks say peering into it risks madness and foresight. Escort Kazghat the Hermit to this pool, for he must know the fate of the White Dragons.
- A Black Dragon called Ezrathrax has recently taken up its lair in the caves beneath Siege Rock and claimed an army of the long-dead as its court. Find a secret way in, and end it.

PLAIN OF BONES

For more than 200 leagues this wasteland stretches along the titanic Wall of Duros. Here lie the countless doomed of that ancient war, interred in a grey-lit scatter of boulders and rotted war engines. Ghosts howl on the wind, and none dare go there.

ADVENTURES

- Legend holds that one of the ancient engines still glows with power. For a handsome reward, seek out this machine of death, and retrieve it from the skeletal clutches of the Dead Army.
- Traveling to the Door of Dur Moro, your band must find a way over, under, or through the ancient wall. Your guide is a half-mad hermit who despises the Dwarves and seems to have some insidious end in mind for you all.
- Many wondrous artifacts lay buried with their former masters in the Plain of Bones. Among these is a set of winged objects: a Helm, Sword, and Staff. These are said to have been forged by the immortals, but no one has ever returned from a quest to find them.



ALFHEIM WORLD PRIMER

RUNE

THE DOOR OF DUR MORO

The entrance to the realm of Dwarves, and the underworld, is this mind-bending landmark etched in solid bedrock. A thousand feet high and half as wide, it stands as a monument to the glory days of Dwarves. The road there is guarded by a thousand Iradrum, and beyond lay all the wonders of the mountain halls.

ADVENTURES

- King Duros summons you and your companions on a dire errand. Delve into Rune-Home and repair one of the great pillars. One catch: time-leaping Mind Eaters have made their nest there.
- One remote district of Dur Moro hosts Demonic Dwarves. They have grown powerful of late and threaten to overrun the undermountain. Find their source of might and aggression.
- Mad with newfound rule, the King's vizier has thrown you into the deepest dungeon in the mountain. Escape with your lives and depose the Vizier before he starts an open war with all Alfheim.

DUR OLO

This mostly Dwarven port has long held a border against the vile forces of the Black Castle. Containing Manac's hordes by both sea and land, they keep Alfheim safe from what many believe is the doom that wiped out the serpent emperors of old. It is a lonely, frozen place where evil rides the wind.

ADVENTURES

- Against all wisdom, dare a secret passage across the Bay of Death to Black Castle Rock, in search of the fate of Manac, who has not been seen for three decades.
- The Hordes have established a beach head six leagues south of Dur Olo. They have sheltered in sheer cliffs and sea caves. Attack them by sea, and kill their leader.
- Great motes of green light have been reported over the Black Castle, until one night a rip in space engulfs half the town and transports it to some ancient dimension. Find a way to give chase, and rescue the townsfolk.

THE BLACK CASTLE

Labyrinths of madness, traps and haunts of horrors, baffling grim blocks of stone, and endless stairways to hell...these are the few reports that exist of this evil place. At its heart dwells the demon lord, called Azael by some, whose craven jaws ever hunger to devour the world.

ADVENTURES

- Embark on a hellish marathon of rooms and corridors in search of the dark lord and his Gems of Power. None have ever succeeded, and their corpses litter even the shallowest spaces...
- Azael has gathered an armada of flying galleons, hovering over the evil spire. Build your own skyship, and lay low his fleet, before delivering the Astral Bomb that will level the castle to ruin.
- Working to awaken K'toolhu, and even taunt the Ogdru, Azael has taken Princess Wey of Koab as a divine sacrifice. Find his hideous ritual chamber, save her life, and end the blasphemous pact with death before all the cosmos is swallowed whole.



ALFHEIM CLASS QUESTS

CLASS QUESTS

The LOOT tables are great when characters are finding LOOT, opening chests, or being rewarded by NPC's for heroic deeds. Milestone Rewards give players the REAL fun by specializing and growing their characters substantially, but there is a third tier of LOOT that is even better: Class Quests!

A Class Quest is a long tradition in RPG games in which characters embark on a journey to recover, build, or repair a specific item for a specific character to use. This item can be anything from an ancient book of incredible power, to a titan-forged sword, or a ring lost for millennia. Class Quests are great when a group encounters a foe or force that is far beyond their ability. They decide to retrieve the Sword of Power, then return to their foe and triumph at last! The Class Quest can also be used in a game to crystallize Class concepts by filling out more of their story and theme, so be creative!

Here are Class Quests for each Class and the epic LOOT associated with each one.

GUARDIAN

- The Kinder Peaks Dwarves have chosen you as High Champion. Take the final test, and retrieve the Aegis of Stars from the depths below Diamond Mountain.
- LOOT: Aegis of Stars: Armor (Tower Shield), +4 Armor, Block any ONE Attack against you each round, No undead creatures may come within CLOSE range of this artifact.

BLADE

- Twisted worshipers of the Black Drake Hydranax have kidnapped Princess Aura as a human sacrifice! She is kept deep in Hydranax's lair beside the great sword called Fenrir in a lake of fire.
- LOOT: Fenrir, the Grey Wolf: Weapon (Great Sword), Magical Weapon, Silver Properties, Critical hit on any roll of modified 15+, Any time Fenrir rolls 15 or more damage, any human-sized target is hewn in two, no matter their remaining HEARTS.

SHADOW

- Though Westburg is destroyed, rumor has spread of a grim evil growing in the flooded caverns below. The worshipers of Lydea have enshrined her shrunken skull and hope to raise her from death. King Henryk has chosen you to end this necromancy, and a King's reward awaits.
- LOOT: SORIN, Dagger of Meteorstone: Weapon, Magical Weapon, Ignores any immunities or resistance to physical damage in a target, even with spectral or vaporous targets. Phasic distortion: when drawn, its wielder can only fail a Stealth Check or Attempt by rolling a 1.

ARCHER

- The Kathic rangers have held their frontier against the Agnari for generations. Once every 50 years, they celebrate this victory by crafting a single Arc Bow from Agnar bone. The hero who can retrieve a single Agnar Egg from the deep jungles is rewarded this magnificent weapon.
- LOOT: Arc Bow: Weapon (War Bow), +4 DEX, Magical, requires no ammunition. When firing this bow, the user may command 1 of 3 energy arrows to materialize: Fire (elemental fire, ignites, causes burn effect on target), Ice (immobilizes target for 1d4 ROUNDS, solidifies water), or Explosive (does Magical Damage to all targets NEAR main target).

PRIEST

- Despite being burned to ash, the cursed town of Ynsmuth has been somehow restored, and the sickly poison of Daggun once again rises. The Gods abhor this place and choose you in a holy vision to consecrate the Well of Depths. Upon completion of this, they will grant you a mighty boon.
- LOOT: Book of Saints: Item, This luminous tome includes three complex rituals. One of the three can be performed each morning. Ritual of Life: For one day, one target cannot die, by any means. Ritual of Protection: For one day, one target takes half of any damage done to it. Ritual of Resurrection: Raise one dead ally per day. All rituals cause 8 HP Magical Damage to the caster.

ALFHEIM CLASS QUESTS

100%

SCOUT

- A rogue tribe of Primals has targeted the folk of the Ire for eradication. Desperate and out of options, the three Kings of Norburg send you and your friends to the far North to end the killing. When you swear it will be done, you are rewarded with a gift....
- LOOT: The Winged Boots of Aphos: Armor, Armor +2, Treat FAR moves as NEAR, Make CLOSE attacks when only NEAR, and move as if flying at any time.

MAGE

- The ageless secrets of Iridess have been sealed in sand for centuries. Recently, rumor has spread that red lights are seen from afar at night and that Aras himself threatens to arise once more. The magical power of that place is beyond the telling, and you must go to investigate.
- LOOT: Fragment of Yog: Item, Each day, INVENT an INT Spell. The GM will work with you at each increment. Spells created in this way are cast normally with an INT roll and added to your Spell repertoire.

COMMANDER

- An expedition is being assembled to slay the Gargoyle terrorizing shipping lanes in the Icy Sea. They've need of a Commander such as you. Before you embark, the Baron of Shipshelm grants you a great treasure.
- LOOT: Hammer of Thunder Bolts: Weapon, Magical, Any Attempt of modified 15+, the hammer emits a bolt of blue lightning in a direction of the wielder's choice, reaching FAR range and inflicting Ultimate electrical damage on anything in its path. The hammer also returns to its master if thrown, dropped, or disarmed.

WILDLING

- Wolves! Wolves in the woods! These are no ordinary wolves, but shadow beasts from the dimension of chaos. Find their source and end it before they reach the city dwellers! The Forest Warden, Oro, is pleased with your victory over these creatures and grants you a boon.
- LOOT: Evergreen Twig: Item, A versatile magical stick that can change shape, including a fishing pole, Magical Long Bow, Wooden Long Sword, or staff containing any 3 WIS POWERS.



WARP SHELL WORLD PRIMER

1M25M

WARP SHELL

A UNIVERSE IN RUIN

Playing and GM'ing in a science fiction universe is a great adventure and a new challenge. There are starships to build, vast distances to cross, and technology to comprehend. The unified Effort system in **ICRPG**, and the clean sense of game space it employs, will give you the tools to play in a limitless ultra-future.

In an age of countless worlds, and countless time-streams, all life struggles to survive The Devourer. At the edge of the galaxy, an ancient alliance of planets has made a breakthrough that could turn the tide: The WARP SHELL. This new space-folding technology is beyond any of its predecessors, but it has a terrible tendency to develop emergent intelligence and become highly unstable.

As The Devourer grows, consuming entire star systems, the brave of Xevos are chosen to fight. The ritual is old as time itself, and they bond with their Warp Shell in body and spirit. Each crew strikes out into the darkness to find some answer, some hope in the multiverse, to stop the terrible hunger of The One.

You now stand at the helm of a Warp Shell, crewmates by your side. The cosmos has grown weird with age. Technology, magic, and biology have blurred. The Imperium has crumbled, leaving a thousand thousand worlds leaderless, lawless, and at the mercy of The Devourer and its parasite races.

The stars bend and dim, the curved floor panels swirl and change, and in a blink of lightless silence, the Shell vanishes into the unknown.

XEVOS 1

The Rim Worlds are the oldest, and of these, Xevos is the most ancient. Here, life is made wise and good with eons, and here, the last hope of the universe is housed: The WARP SHELLS. To call them starships would be reductive. They are organisms, phenomena, energy. Each Shell is raised with a crew of heroes at its helm. They are one, the Shell and the Crew. Under the great and ancient monoliths of Xevos, they are ordained, blessed, made one, and sent into space. Their mission? Find some clue to stopping The Devourer before all life is snuffed out.

ADVENTURES

- Embark on your maiden voyage. With no explanation, you arrive at a derelict Reptoid cruiser, drifting near a dying star. It is the 'Red Sword,' an infamous pirate ship feared in dozens of systems. What happened to its crew? Something stirs in the shadows...
- Before departing Xevos for deep space, a group of assassins kills one of your sister-crews before their consecration. Go to the sacred ruins, root them out, and uncover whatever foul conspiracy has infiltrated the Guild.
- After an aborted launch, your Warp Shell is damaged and requires a new crystal fragment to function. These are only found deep within Xevos' 3rd moon: Iris. Take a shuttle there, delve the tunnels, and return alive with the shard. One catch: a legion of Xill raiders has seized control of the moon, seeking to plunder the same crystal splinters.

These stories and ideas are here to give you grounding on Character Building. Tell your GM what sounds interesting, and go from there!

WARP SHELL WORLD PRIMER

1M25M1

THE IMPERIUM BELT

For much of the galaxy's history, a tyrannical regime dominated most civilizations through sheer might. They were called The Imperium. Ruled by self-proclaimed Gods, and mighty with the blood of their conquered, they achieved great things. All their power only invited the appetite of infinite evil, though, and their homeworlds were annihilated in a matter of years by The Devourer. Now, a vast belt of rocky debris and mechanical wreckage spreads across the spaceways where their core systems once hovered. Some say The Imperium is undefeated, rebuilding. Others claim their ghosts seek dire revenge and gather their strength. Either way, to travel the perilous clutter of The Imperium Belt is considered suicide.

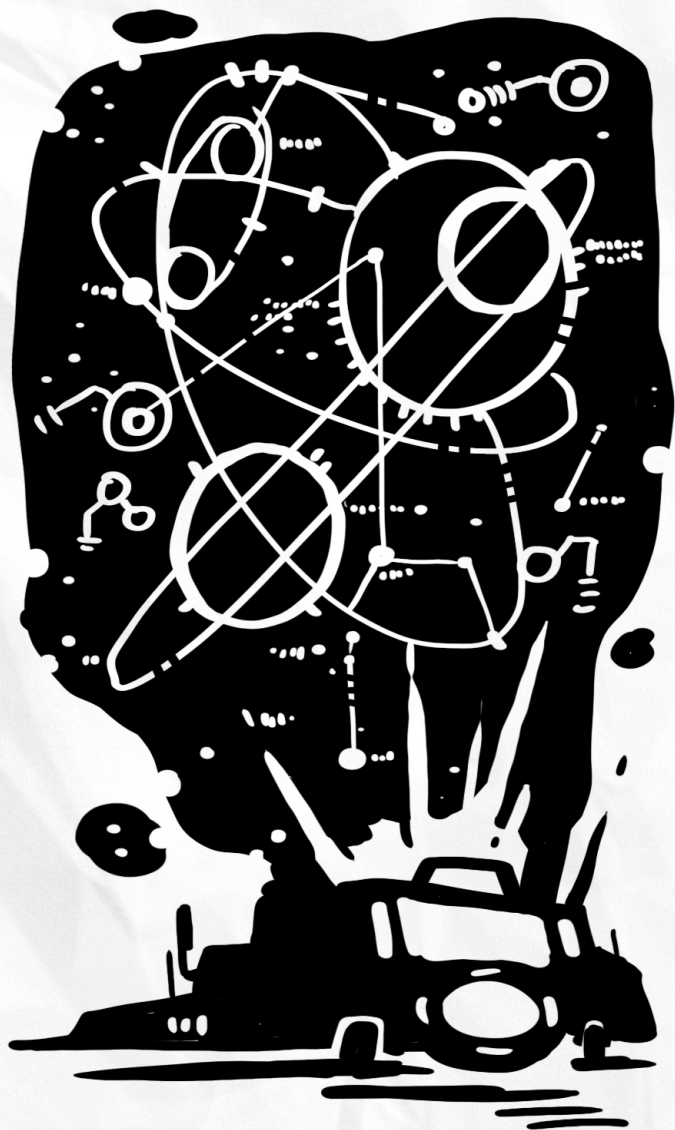
ADVENTURES

- The Imperial Signet, forged of Cold Diamond, is worth more than an entire planet. Treasure seekers have disappeared seeking it, but not you...you're better than that. Besides, how hard could it be with a holo-map hacked from a wrecked Imperial Freighter?
- At their height, the Imperium cloned and stored countless warriors in stasis bunkers. Somewhere in the belt, one of these is drifting, still intact. For some reason, the soldiers are beginning to awaken once more, and you're among them.
- A quiet night in the tavern is cut short when four Titans in Imperial power armor storm the place, announcing the return of Imperius Daerim, a brutal warlord believed dead for years. The patrons must kneel or die. What will you do?



WARP SHELL WORLD PRIMER

1M5M1



PHASE SECTOR 471

Some volumes of deep space wobble between timelines in huge quantum flux zones. The worst of these is 471, as it's known, which is marked on every star chart in the galaxy. Starships entering here vanish, reappear, and vanish again, blipping to and fro in time. The details of this phenomenon are unknown, as only a few vessels have been recovered, and their terrifying ship's data banks kept secret.

ADVENTURES

- On royal assignment from the Council on Xevos, find and explore this sector for clues to use time and phasic instability against the Supreme Evil. When you arrive, your Warp Shell is already there, encased in a thousand years of rust and silence.
- Against your will, the Warp Shell transports you and your crew here of its own volition. Plunging into the nebula, it enters a time wrinkle, and you slam into a primordial, jungle world. Why has it brought you here?
- Something has stirred at the edge of Phase 471. When you go to investigate, a distortion occurs. Switch places with your Alfheim Characters, and let them behold the wonders of space.

THE WAKE

The Devourer has raged for centuries now, moving through a series of space folds, consuming stars and shattering planets. Wherever it goes, only death remains in a visible stream of ruin across the cosmos. It is a debris cloud bigger than a galaxy, and it can be seen from most worlds beyond the inner rings. It is called The Wake: an endless labyrinth of asteroids, broken moons, and motes of the dead. Several strange cultures have popped up in The Wake recently, but those who venture into its morass are never heard from again. Until now.

ADVENTURES

- Wake from hypersleep in a fiery chaos as your Warp Shell caroms through the ruin of a shattered world. A newly-destroyed planet crumbles around you, but sensors indicate YOU caused the explosion with a doomsday weapon still on board. What happened?
- You grew up in The Wake, clinging to a micro gravity asteroid and scraping a living on Duranium deposits. That is, until a Warp Shell arrives, announcing that YOU have been chosen to save the universe, and there's no time to waste.
- En Route to a remote system, you're forced to nav through The Wake. If the asteroids don't kill you, the Xill tangles, ion arcs, or Ravager swarms might.

WARP SHELL WORLD PRIMER

BECOME

THE XILL FLEET

Moving through space as nomads are a strange race called The Xill. These shapeshifting creatures create colossal freighters and world-engines that move steadily from world to world, often with no explanation, sometimes as a dire portent of doom. Their motivations are unclear, but the myriads of parasitic monster-species and radiation clouds often spell doom for systems they visit.

ADVENTURES

- A lone Xill Freighter arrives from subspace near Xevos 1 before you can embark on your first mission into deep space. It is one of their largest ships: Harbinger class. The thing is massive, riddled with passages, and teeming with death. Why are they here? The high council sends three teams to investigate. Suit up.
- Scans on board the Warp Shell indicate a single living thing floating in the vast. It is a single, lonely Xill, barely alive. You've never seen one of them up close before. It describes a civil war among its kind and begs for your help to save a system of worlds scheduled for annihilation.
- An envoy of Xill arrive on Xevos with a banner of peace in hand. All they ask is that one of the Warp Shell's crew undergo an ancient process to BECOME Xill. This will seal an alliance that last centuries. Who will volunteer?

Science Fiction and Fantasy are more similar than it may seem at first. They can even be interchangeable. Try combining all the races, all the classes, and all the worlds you can imagine!



WARP SHELL WORLD PRIMER

WARP SHELL



YRIN VORTEX

The urban center of galactic culture is housed in a binary star system called Yrin. This large solar system boasts 40 or more planetoids, countless moons, and fragment worlds. Here, all cultures converge to trade, deceive, and exploit one another in the largest single-system population known. The worlds are riddled with machines, cities, and layered stations. Pipes, conduits, lunar elevators, and more clutter the spaceways in a spectacle of technological achievement. Visitors are required to disarm their vessels and gain clearance through a series of heavily armed frontier stations. The Imperial Steward, Abaraxxas Unuz, rules here from the Sun Throne on planet Yrin-Prime.

ADVENTURES

- Brave the slums of Yrin 11 to find a single soul: Senator Veras Lettal, who is the only person known to survive a recent encounter with the Imperium. He's in hiding, and the city is all but endless, plagued by gang violence and alley runners looking for a score.
- A black matter planetoid is floating under old fusion burn thrusters into the Yrin cluster. It promises to destroy anything in its path. Steward Unuz has offered a fortune to anyone who can alter its path and rescue the urban cloud. Only one complication: the planetoid is a living thing, and it seems bent on some mission of malice.
- The faithful of Udin span the universe. Their elysian afterlife is the promise of countless millions. So, when word spreads that a Xill ship has pierced the cosmic veil, invading the sacred afterworld of law and righteousness for dire purpose, heroes are sought to fight back. You are those heroes.

THE PSYKER FRONTIER

Using their phasic mental abilities, the Psyker race continues to elude The Devourer. For this reason, their segment of space is a sanctuary of sorts and the dream of countless refugees from shattered worlds. Bounding this safe haven is an immense, gaseous barrier of swirling helium and violent stellar storms. The frontier is scattered with disabled vessels and wreckage, but those who make it through discover the angelic, highly advanced culture of the Psykers.

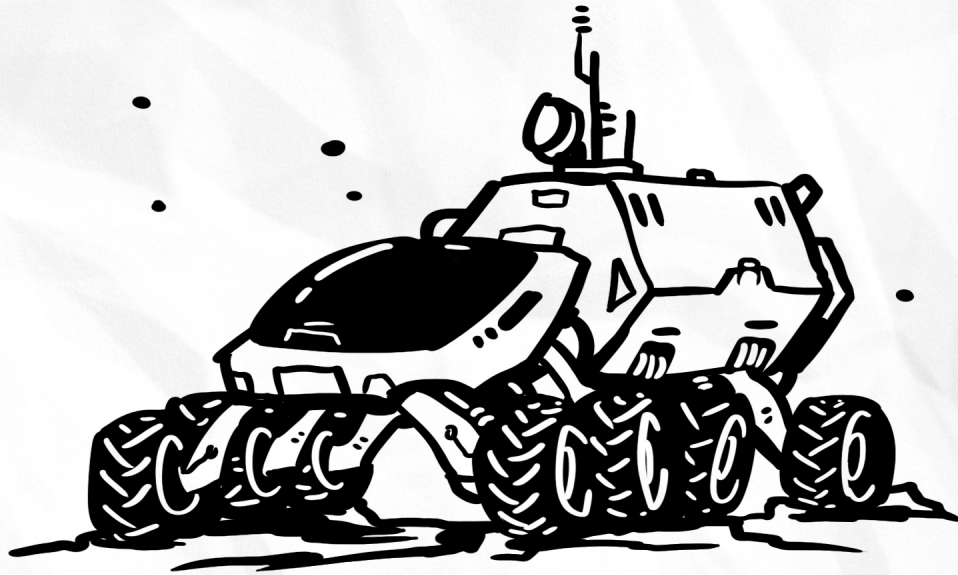
ADVENTURES

- Xevos wishes an alliance with the Psykers. You're to go as envoys of peace, but when you meet the phasic race on a station just inside the frontier, traitors in their own ranks sabotage the meeting with anti-matter bombs. The station breaks in half. Rescue who you can. Find and destroy the warmongers.
- The Psykers have lost control of a long-contained Ravager Giant, and it's laying waste to the inner border of the frontier. Do you answer their call?
- A high Lord of some barely known backwater planet has lost his daughter in the frontier with a vessel of pilgrims. As reward for her safe return, he claims to have information that could weaken The Devourer. Find the ship, get out alive, and convince her she wants to be rescued.



WARP SHELL WORLD PRIMER

WARP SHELL



BASTION

One of the most complex societies in the inner galaxy is the moon cluster of Bastion. This human culture has forsaken or lost its interstellar ability but has drawn the attention of the cosmos for its affinity with a mysterious force called Astra. Also, a Xill carrier ship has recently anchored there for reasons unknown. With no knowledge of the Xill or their cosmic society, the people of Bastion are faced with a thousand terrible questions and even more battles as the Xill slave races issue forth from the massive vessel.

ADVENTURES

- Twenty cubic tons of duranium have been lost on the volcanic moon of Terrax. Get in, grab the crates, and get out before you're burned alive or pulled in by molten Ravagers. Why bother? The bounty is a crystal fragment that could power a Warp Shell for a cross-galaxy jump.
- A Colossa Tectura has been identified in Bastion's outer rim. It's growing in size by the hour and promises to draw the attention of The Devourer. Get in, and destroy it before it dooms the entire system.
- Astra is some kind of newly discovered magic energy. Can it be used against The Devourer? Track it to its source to find out: a weird semi-solid land mass deep inside Bastion's immense ammonia atmosphere.

THE ASTER CLOUD

Many huge swaths of the galaxy remain primitive, both in their stellar formation and cultures. Among these, the most well known is Aster, whose heavy gravity worlds lay in frozen obscurity far beyond the Psyker Frontier or even the remote starfields of Xevos. This series of five suns, all cold with age, hosts a few dozen iron-rich megaplanets populated with simian, Xill, and insectoid proto-races.

ADVENTURES

- With no explanation, your Warp Shell appears near a huge desert planet in the Aster Cloud. A single scan blip leads you to the hunting grounds of a majestic beast. The soul of your new Warp Shell came from here, and it has returned to protect a generation of young from the simian hunter-race that patrols these steppes.
- Destroy the hive on Seti 9! Ravagers have swollen to terrible numbers on this hollow ice moon. Burn it to ash!
- In a little-known cavern on one of the Aster worlds, some say the origin of The Devourer is spelled out in old cave paintings. Find the cavern, and get your findings to the high council.

WARP SHELL WORLD PRIMER

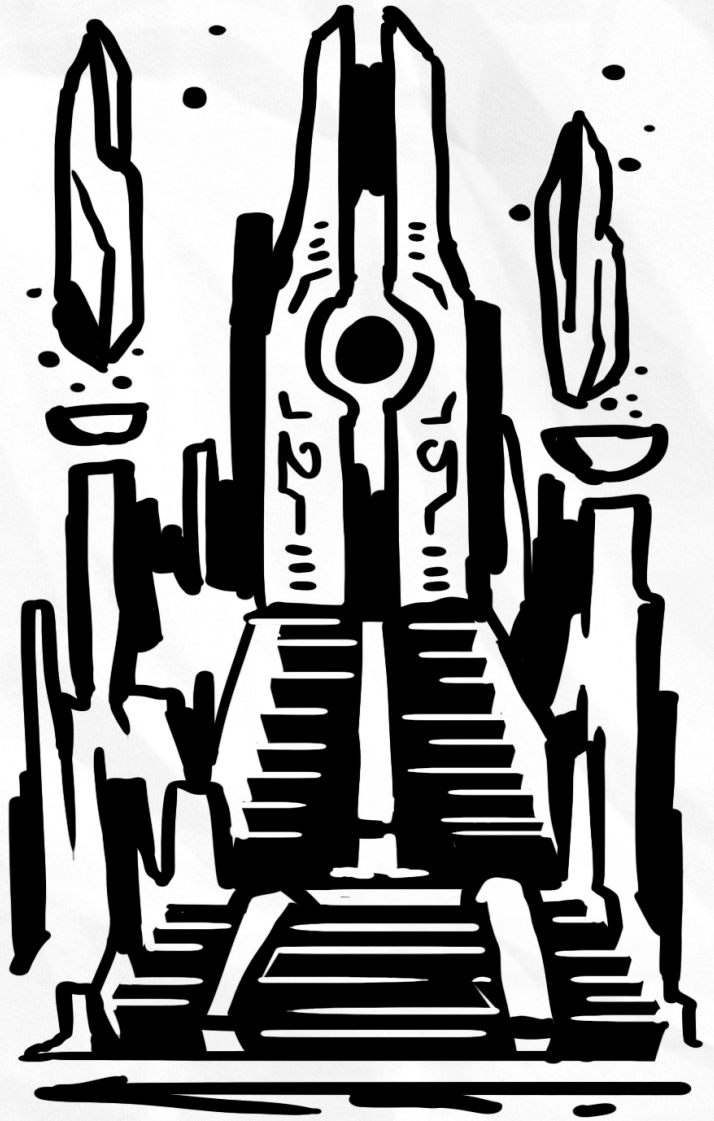
WARP SHELL

MOONS OF KERRAK

The Zurin monks make their humble homes on this system of 50 or more moons, all wrapped in a breathable nebula of oxygen-rich “warm nitrogen.” Plant matter drifts between the moons in a massive, formless forest feeding on clouds of vapor, and the Zurin have evolved to navigate this majestic, baffling planetscape. It is unknown how Kerrak has avoided destruction, as the Zurin have made no physical or technological defense for their world. Some credit the deities and spiritual power of that place, but it’s mostly regarded as legend and nonsense.

ADVENTURES

- Join the brotherhood of Zurin in hopes of finding their secret defense against The Devourer. To do this, you and your crew must undergo three epic trials in the zero-g forests. These trials include reaching a remote ‘Spinning Tree,’ conquering an ancient giant called a Warden, and confronting your own inner evil in the gravity wells of Tarr.
- An ancient Monk named Talon must be transported from Kerrak back to Xevos, and you’re the closest Warp Shell. En route, though, he begins communicating with your Shell’s growing intelligence, and they decide on a new course: Straight for The Devourer itself. Use this adventure when your party is ready for something very, very big.
- Out of power and out of supplies, you’re forced to make dry dock at Kerrak. As resupply and repair proceeds, the Zurin are beset by an attack from a remnant Imperium war band. Swarms of power-armored zealots are storming the old shrines! Set the age of technology aside, and fight side by side with the ancient order of Zurin sages.



WARP SHELL CLASS QUESTS

100%
100%
100%

TANK

- The Zurin have learned of your deeds, and the Tree-singers speak your name. Now, all you need to do is prove yourself in their annual games. Unfortunately, an Imperium saboteur bombs the opening ceremony and is now loose on Kerrak. Bring him in, and earn the Monk's highest gift.
- LOOT: Inertial Nullimodule: Armor, +4 Armor, Absorb all damage from one attack against you, on your next attack, add that amount to your Weapon Damage.

RONIN

- Xill defectors beseech the Lords of Xevos 1 for refuge as a Xill world-eater approaches. Penetrate their forward fleet and get them out alive, earning a rare piece of Xill technology...if it can even be called technology.
- LOOT: Xill Living Sword: Weapon, Magical Weapon, This weapon will return when thrown and reconfigure itself in different forms. Sword: On a successful hit, do the same Effort against any Close enemies. Hammer: On a hit, the target is stunned its next turn. Spear: Fight with melee from a FAR reach.

GHOST

- A calling to join the Red Hand has finally come, the culmination of all your deeds. One final test remains: to survive the desert hells of Jin-Harad, a remote planet inhabited by ravenous beasts of all kinds. If you make it, they will grant you the equipment of their ranks.
- LOOT: Shapeshift Suit, Armor, +2 Armor, A high tech body suit with several abilities. Works as a space suit or underwater, add 1 HEART to your maximum, evade 1 attack against you per round, each time you encounter a human-sized species, make an INT roll to add that shape to your shapeshifting repertoire.

GUNNER

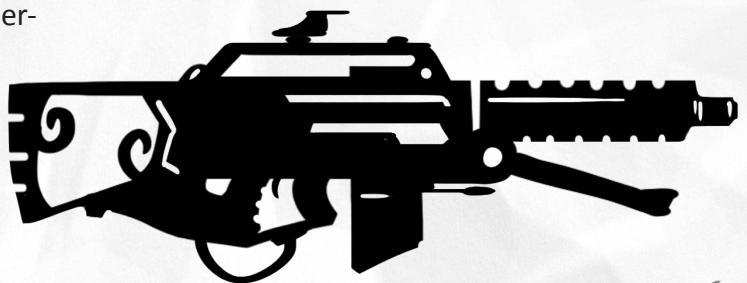
- A faint distress signal leads the Warp Shell to a broken world in The Wake. A Zurin pilgrim has lost her way, taken hostage by Ravagers. Return her to safety, and accept the Galactic Space League's highest honor.
- LOOT: Psyker Nanoforge, Item, A small suitcase-like object capable of building machines from minimal materials. The nanoforge can build these machines and more: Energy gun sentry turret, Hover Disc, Repair Pod, Ammunition Drum, Remote Drone. No check is needed, but build time must be rolled as 1D4 ROUNDS. All creations have 1 HEART.

ZURIN

- If you can recover the last arcadia tree from the doomed world of Eras 3, the elders will grant you a sacred sprig of that ancient life form.
- LOOT: Arcadia Sprig: Item, This tiny branch grows 4 leaves a day. Consume 1 and choose from these effects: Heal to full HP, levitate in the lotus position and be invulnerable for 1D6 ROUNDS, teleport yourself and allies within CLOSE range to any location you have visited in the last 24 hours, see 1 minute into the future, vaporize an enemy or object of medium size instantly with your mind.

BLIP

- Imperius Daerim is confirmed alive and working on a device to alter history in the Imperium's favor. Find his capitol ship, and destroy the device before they thrust the galaxy into another dark age. Keep what Imperium tech you may find.
- LOOT: Imperium Energy Rifle: Weapon, Magical Weapon, never requires reload, fires 3 ROUNDS per Action at 3 targets of your choice with only 1 Attempt.



WARP SHELL CLASS QUESTS

100%

FRAGMENT

- The Order of YOG tracks and monitors all known Fragments in the universe. Recently, a Xill freighter has been detected using a massive YOG crystal in its star drive. Find a way in, and plant a teleport module on the crystal for extraction. Do this, and earn their gratitude.
- LOOT: Crystal Hand, Weapon, Permanently replaces one hand, On your turn, you can always cast 1 EXTRA INT spell as an EASY roll using this crystalline prosthesis.

TITAN

- The wars in the Imperium never cease, even after the fall. A new super weapon looms large over that sector now and has begun vaporizing rebel worlds. Take a fleet of Alliance battleships there, and annihilate the zealots. Do this, and be crowned Fleet Admiral.
- LOOT: Duranium Helmet, Armor, Armor +5, Add 1 HEART to your max, Be adored, obeyed, and honored throughout the free worlds. Also hold an honorary ranking seat on any flight crew or standing in the outer rings.

OUTSIDER

- Only an Outsider can survive the forces of a Black Hole. Cross the final frontier of space exploration, and return with your findings.
- LOOT: Singularity Residue: Item, Cannot be traded, The atomic forces of the black hole now cling to you, giving your atomic structure strange properties. Inhabit any ally's body with no negative effects, Use a turn to turn to vapor for 1D4 ROUNDS, Change yourself into solid Duranium and become indestructible for 1D4 ROUNDS, Blow yourself apart doing 4D12 to all NEAR targets, then coalesce back into your original form 1D4 ROUNDS later.



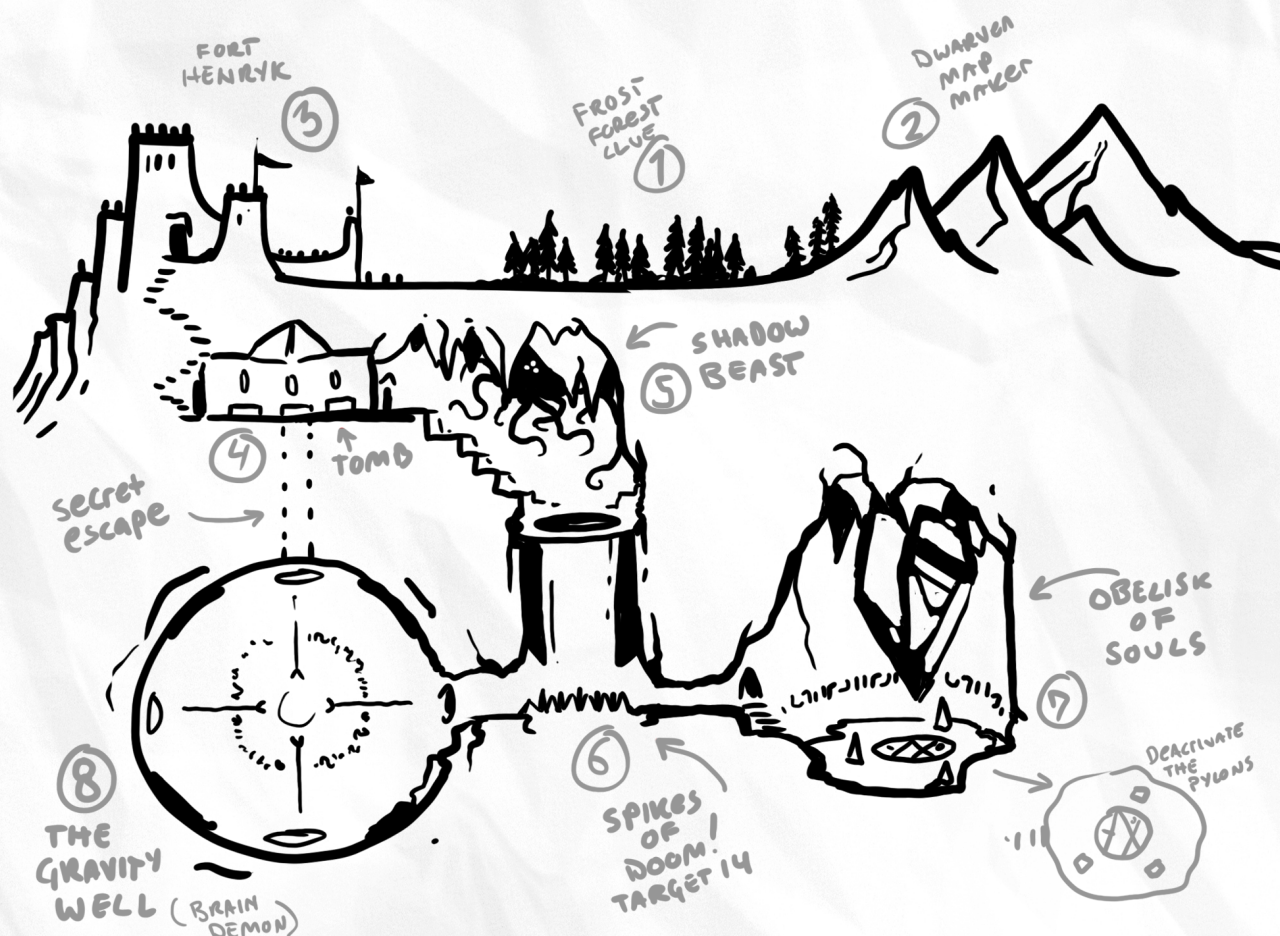
GAME MASTERY



Building, running, and re-building an adventure or campaign for your friends is an interactive, unpredictable form of storytelling. The systems and tricks in this section will keep your game moving and give it authentic detail, fairness, and most of all: epic fun.

GAME MASTERY

100%



TAKE THE OATH

If players are the lifeblood of a good tabletop session, then the Game Master is the heart. You will move the fluid of the story, lift the pressure, and release it. You will go unseen, never stop improving, and dedicate yourself to bringing out the best in others. To do this, begin with an oath...the Oath of the Game Master.

I WILL LET THE TORRENT FLOW
I WILL REMEMBER EVERYTHING
I WILL BUILD A WORLD FROM THEIR ACTIONS
I WILL BE AN ARCHITECT
I WILL BE POETIC
I WILL BE ENERGETIC
I WILL LIFT THEM UP, AND VANISH
I WILL BE A BEACON OF CAMARADERIE
I WILL BE A TERROR TO BEHOLD

TAKE THE OATH

THE OATH

I WILL LET THE TORRENT FLOW

The creative leadership of the game is your burden and privilege. It starts in solitude, with pen and paper. Unleash your ideas and adventures without structure, limit, or intended results. Sit with your journal, be honest, and jot down anything and everything that pops into mind! There's plenty of time to form structures, codify game systems, and make things cogent. Simply let the river of ideas flow unfettered. This is the child-mind, the limitless mind. Make this your workshop.

I WILL REMEMBER EVERYTHING

Not only will you have a knack for recalling rules and details from all over, you will actively develop the skill of memory! Master bullet-noting, key reminders, condensation, and retention of read material. Be smarter. Use it for a dynamic, rich game built on countless sources! Make this your super power.

A WORLD FROM THEIR ACTIONS

It takes very little world to begin. ONLY create that much. The rest will form organically. Be devious, and use nuance and detail. Name the roads, meet old family members, and find wonder in every word. World building is not done with the hand of God but with the nibbling of worms. Make this your secret.

I WILL BE AN ARCHITECT

It is essential to have a comprehension of how spatial layouts affect behavior, combat, and visual revelation. Know how to use sight lines, avoid arbitrary details, and abolish dead ends and nonsensical corridors. Master the use of high arches, colossal pillars, and assumed symmetry to give your places intelligence and reality. Make this your never ending homework.

I WILL BE POETIC

The poetry of a good story is a challenging and sublime skill that relies on practice and chance. It takes a brave soul to attempt the poignant. Revel in sadness, be sensitive, and feel the hearts of your world cry out as the players ravage and rescue. You will appeal to the humanity of your players, not just their treasure hoards. Make this your vow.

I WILL BE ENERGETIC

No single element will kill a night of fun faster than fatigue. When you come to the table, come like a tiger. This is your time! When it feels like an obligation, rest! You, as the GM, will set the tone, so be alert, bright-eyed, and ready for anything! Make this your well-spring when it all goes wrong.

I WILL LIFT THEM UP, AND VANISH

The story is not about you. It's about the heroes. You are only visible when there's no other way. You are the players' biggest fan! You cringe when they fail and celebrate when they soar! Never outshine them. All your NPCs and dangers are stepping stones to their greatness, never your own. Make this your before-session reminder.

A BEACON OF CAMARADERIE

A gathering at the table for mugs and stories is one of the oldest, greatest traditions of our world. Always remember that friendship, love, teamwork, and togetherness are the reasons we play! Anything else, for any reason, is simply unacceptable. Be out in the open with this standard, always greeting with a smile and an open hand, always being a masterful host, and always treating each and every player as a true friend and equal. Make this the real reason they come to play.

I WILL BE A TERROR TO BEHOLD

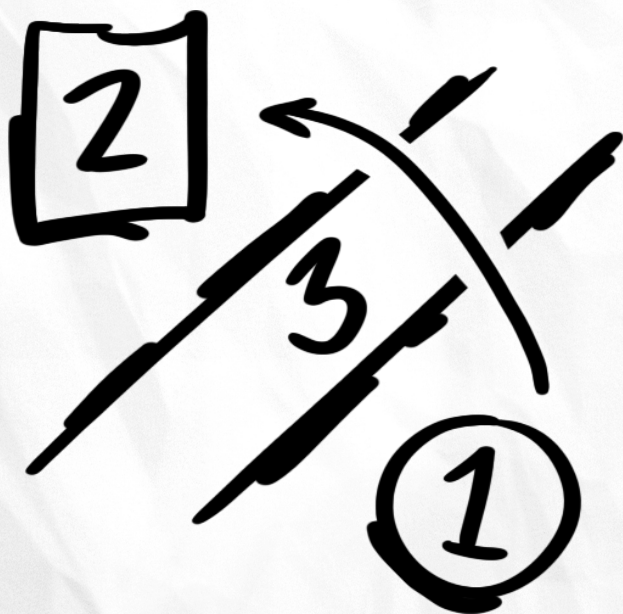
Now for your final form: a thing of nightmare. A devious, intelligent, merciless doom-bringer. There are infinite layers of hell in your plotting and scheming, sightless demons, and bladed booby-traps. The players see in those eyes a thousand deaths, each darker than the last, and this fear drives them. It will make them their mightiest. It will bring out their own brilliance, their own will to survive. You are the brutal teacher. Like all such things, you are as forgiving as you are sadistic. It is baffling. You are a myriad voices, a thousand perils, and even more triumphs. You are everything and nothing. You are a Game Master.

LOCATION, GOAL, OBSTACLE

GETTING STARTED

The blank page is the most difficult obstacle to any GM. Answer three questions to begin ANY game-creation genesis, or when you're just not sure how a game will come together:

- 1: Where are the heroes?
- 2: What is their goal?
- 3: What stands between the two?



This is the essence of everything you'll create, referee, describe, and resolve at the table! If you're still drawing a blank, you can almost answer at random and still seed your story, adventure, or even campaign with novel ideas that will start to create themselves. The three questions can also be imagined as LOCATION, GOAL, and OBSTACLE.

LOCATION	GOAL	OBSTACLE
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The Boot Tavern	Golden Gar	Cranky Barkeep
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The woods	The road	Lost!
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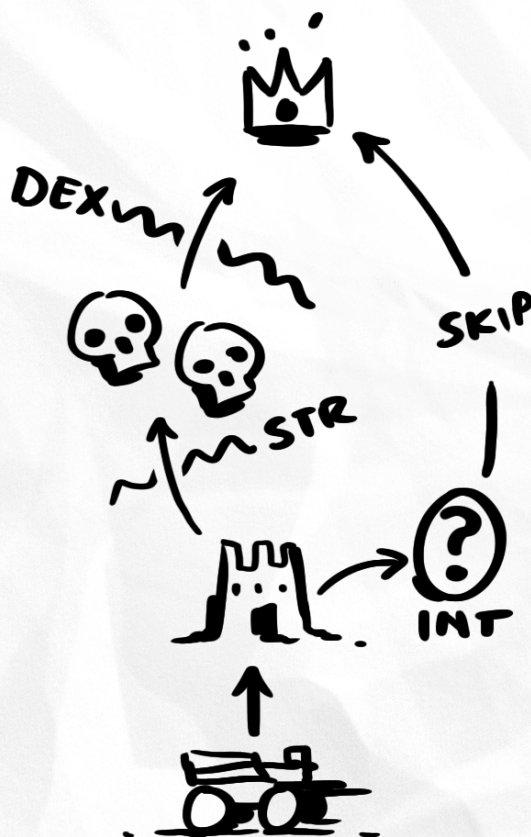
Deep Space	Home	Kthuul Slavers
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Thorn Henge	Kill Xiltec	Army of Chuuls
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Add a few twists to this rudimentary formula, and you have an adventure on your hands! The diagram below is a conceptual map of a one-shot adventure. Heroes start at the wagon and move on to the tower without trouble (but plenty of cool description). They seek the lost crown. On the left, a series of STR and DEX Checks happen: a bit of combat, a bit of nimbly bimbly jump and dodge. Boom, they're at the crown. For the observant player, though, an INT Check at the ruins provides a shortcut that skips the central section.

The crown includes a bad guy who, naturally, doesn't want to let go of his shiny crown. If the group took the shortcut, they'll be better rested with more Hit Points for that battle, but both routes work great. Location: Wagon. Goal: Crown. Obstacle: Ruins, Traps, Hidden Passage, Bad Guy.

This simple approach will keep you focused on tasty details and heroic action rather than complex notes, detailed mapping, or too-many-options rat mazes, and it will make your games more exciting.



LOCATION, GOAL, OBSTACLE

If you take this method at face value, the first thing that pops into your head is: “I need a ton of locations, goals and obstacles!” There are a great many books out there for this, but here’s a few starters.

ALFHEIM LOCATION

GOAL

OBSTACLE

The Fighting Pits of Englemoor	Escape in one piece	The Butcher, The Lions, and the Gate
Tarley’s Basement	Kill ol’ Tarley	A maze of sadistic traps
Valley Rim Village	Avenge the children	The Nuns of Myre Abbey
The Ruins of Westburg	Pass unnoticed	Roving packs of tentacle beasts
The Great Roost of Tezakoan	Retrieve a single Roc egg	Tezakoan and her brood
Udin’s Mound graveyard	End the hauntings	Blue-Teeth the Hag and her insect swarm
Tower Evermoon	Close the Great Portal	Sa’Laag the Infinite!
Tunnels of the Unalaya	Reach Eastern Alfheim	A series of locked gates and Darkmantles
Throne Room of Duke Osric	Exorcise the Lich	The royal court and Elite Guard
High Crag Felstone	Retrieve a Lightning Bolt	The Storm Giant brothers

WARP SHELL LOCATION

GOAL

OBSTACLE

Ice caverns on Xevos 1	Retrieve a Core Crystal	The ice ants of Andaar
The Dead Moon	Rescue the Miners	The Moon isn’t so dead after all
Arctur Garrison	Activate the Gravity Well	Xenomorph predators
Skellos Beacon	Seal the Alliance	Warmonger traitors
Fry Hill Farm	Stop the infestation	Mind-eaters and the Swarm
Fragment 5	Repair the Warp Shell	Ravager junkers and Low Grav
War Bunker 300 on Titan	Win the Day	Power Armor Troops of Kull
The Wreck of the Observer	Uncover what happened	The undead crew of the Observer
Outsiders’ Realm	Stop a Xill incursion	Xill terror troops
The Tomb of Pyradon	Solve the riddle of Time	An errant AI convinced all is lost

THE NARRATIVE TECHNIQUE

Using NARRATIVE to devise encounters and adventures is the most common approach. Get your names, ideas, themes, and scenes jotted down, and string them together with purpose, nuance, and drama. “Rescue the miners on the Dead Moon from living rock creatures and magma pseudopods as the mines collapse!” This method is easy to understand and fun to write, but it can leave a few too many questions when you’re at the table and playing. Exactly what happens? How will it make for a night of exciting play? You’ll always need a sense of where, what, and why not, but the MECHANICAL technique will help you diversify the tasks and tests through the story and keep play changing in interesting ways.

THE MECHANICAL TECHNIQUE

Designing an encounter or adventure mechanically means listing out specific types of challenges that will engage your players: climb, search, break, repair, fight, climb again! You can even get more abstract by planning STR, DEX, DEX, Combat, INT, STR. This technique shows you what players will excel at the challenges and which players will struggle. All you need to do then is fill in the details, and you’re ready to play. Of course, players will find ways around what you have planned, and the unexpected always happens, but this method will get you past the blank page and creating.

SESSION PLANNING

THINKING IN SESSIONS

Many GM's find themselves swamped when trying to plan or imagine massive, sprawling 'sand box' RPG worlds for their players to explore or sweeping arcs of character revelation all wrapped in peril and danger. There is a far simpler method that will lead to better detail, less awkward exposition, and more player-generated nuance. It is the art of the session.

One of the many problems of campaign-level thinking is that it defers wonder and excitement until later. The session-minded GM wants his fun NOW...TONIGHT! Session-minded thinking doesn't mean every adventure has to be a one-shot, but they will be just as tight, just as simple, and just as self-contained.

Here is the hardest part of all: **ONLY PLAN ONE SESSION AT A TIME!** The temptation to construct vast worlds is so potent! Put all that enthusiasm and idea power into a single night of play, and watch the wonders unfold. In time, you'll have an intuitive feel for how much play fits a night for your group, what drags out, what goes by too fast, and so on. Here's a few guideposts to get you moving.



THEY THINK THEY'RE SAFE...

So many sessions begin and end with safety. Players can finally breathe, recover, repair items, or learn new spells. Don't be so cruel as to rob them of a brief respite from Hell's legions, but just when they relax, pull the rug. Here are eight ideas to twist their dream of safety into the next nightmare:

- Black hoods flop over your heads from nowhere! You come to in the dank cages of some underground realm.
- King Henryk calls for your heroic aid. Just as you arrive, heralded by trumpets, he drops dead.
- A pastoral town awakes to roosters and breakfasts, then is swallowed whole by a massive chasm.
- Resting outside a dungeon, they hear a rumble, then a roar. The ethereal plane, unleashed, engulfs the material plane in a storm of prismatic lightning.
- They awake in the hypersleep pods to find the ship on fire, systems off line, and some twisted obsidian landscape outside.
- As the Warp Shell is triumphantly launched from Xevos 1, the planet rips into pieces from some unknown super-weapon.
- Spiraling out of control into The Devourer, the ship's AI is left no choice but a random time warp.
- Treated to a dinner in their honor, the heroes twitch and become dazed, then awaken in some horrible brain-tube simulation chamber. Was it even real?

Sure, it's a great start, but then what? Now your task is to setup some key signposts to guide the adventure into moral dilemmas, personal confrontations, acts of valor, and dire choices. Achieve these moments with a combination of planning and improvisation.

IMPROV DETAILS, PLAN BIG STUFF

A little improv is great and necessary. If you improv too much, though, the sense of fairness and triumph can fall apart. Use the easy rule of thumb **ONLY** to improv details and twists. Be sure all the big pieces are in your notes. Many GMs use dice and tables to build adventures. It works great! Use it as part of prep. Here are a few tools to help.

ENDING A SESSION

END OF THE ROAD

THE SESSION-END ROLL

Here is a great little mechanic to solve one of the oldest problems in tabletop gaming: when do we go home? You've read all about Continual Time, so you know how clear time passes in ICRPG. Even if days are passing, players stay in turns. When something big happens, like a supreme villain is defeated or a character dies, or the group is clearly tired, it's time to roll for END OF SESSION. Roll a D6, and throw out a 1. In that many ROUNDS, the game is over for the night. Boom.

Wait, what? Just like that? Yep. You won't believe how exciting and 'clean' this technique can be for your table. As the timer counts down, players feel time closing in, and every session ends with tension and excitement, rather than dreary confusion or the dreaded 'down time' mire. Then, when your next session begins, you leap right back in where you left off, and things get going fast, with detail.

THE FINAL TURN

The best result of using this method to end your games is the FINAL TURN moment for each character. When the END SESSION die reaches zero, go around the table one last time, inviting each player to describe how their character ends the episode. It's a chance for each of them to define the cliffhanger, and look cool frozen in time. An ending, even just for this piece of the story, is critical to really drive everything home. The FINAL TURN puts all that description in players' hands, right where it should be, rather than a GM narrating a dwindling night of play.

MILESTONES AND CHESTS

It will often feel best once the END SESSION is rolled to award a Milestone Reward or LOOT. Players will spend those last few turns prying open their find, choosing their Milestone, or crafting that Spell they've been dreaming up. So even though the session is winding down, there are still turns to play and dice to roll. The action goes right to the very end.

ULTIMATE CLIFFHANGERS

The most exciting version of the SESSION END ROLL, once you're feeling comfortable with when to roll it, is the CLIFFHANGER. A CLIFFHANGER is where you roll for session end right at the climax of battle.

Are you nuts? This may seem a bit crazy at first glance, but once you try it, you realize where the term 'cliffhanger' comes from. There is no more exciting, more tantalizing way to end a chapter than with characters literally dangling in peril, mid-air, barely alive, fleeing in terror, or dominating an unbeatable enemy.

When you start your next session after an epic cliffhanger, be sure to set the scene with deadly precision, and unleash the action! It is a blast.

THE TRIBUNAL

Just because the game is over doesn't mean everyone has to leave! The session afterglow is the perfect time to hold TRIBUNAL with your friends. Sit together, have a laugh, talk tabletop, but DON'T play. Is the campaign working out for everyone? Are the characters cool? Is anything missing that should be added in future games? Is that cool new breath weapon mechanic just bonkers? Maybe we should play at Bob's house next week!

Open it all up, have a taco, and let fellowship be.



EASY AND HARD

EASY AND HARD CASES

"I'll pry open the crocodile's jaws!"

"Ok, make a HARD ATTEMPT with STR, and hope he doesn't bite your hand off! The target is 12 right now."

"Made it, but only 3 Effort. Graaaaah!"

"Krodar is straining to pry the jaws open, what will you do, Reyna?"

"I'll grab on and pull the upper jaw!"

"Ok, make an EASY ATTEMPT with STR. The two of you work together. Target is 12 so you just have to beat a 9."

"Got it! 8 Effort!"

"The jaws come open, releasing the crystal statue into the water!"

HARD roll = TARGET + 3

EASY roll = TARGET - 3

Once players get the hang of this terminology, you won't need to remind them. EASY and HARD rolls can also apply to monsters and enemies. If a hero is hiding or behind cover, the monster's roll can be HARD (ie: the hero has +3 ARMOR). Exposed or flat footed may be EASY for enemies to hit, and so on.

TARGET ESCALATION

When players are smoothly using the Target, Hard and Easy roll call-outs from the GM, and so on, it's time to really put them on edge by ESCALATING the Target. This means you reach out to that big Target D20, and change it to a higher number! Do this when they move to the next encounter, the weather blasts in, or an enemy casts a massive area spell. Without even explaining what just happened mechanically, they will have the 'Oh, no!' response that makes great battles memorable.

As a general rule, 10-12 is a common Target in many encounters. Targets above 16 can be very challenging, even for powerful characters.

The only roll happening at the table that DOESN'T use the TARGET is when Monsters attack Player Characters. In that case, roll your monster's STR or DEX bonus on a D20 against PLAYER ARMOR.

All other enemy Checks are against the TARGET as normal. Using player armor as a to-hit target gives players the detail that makes them stand out in the game, and lets them upgrade over time.

WHEN TO MAKE A ROLL HARD

- Character unfamiliar with task at hand
- It's almost superhuman to expect success
- Chaotic surroundings make it hard to focus
- Object is reinforced to resist tampering
- Character is badly injured or stunned
- Using improvised tools or implements
- Character in a big hurry
- Darkness or visibility limited in some way
- Environmental elements like extreme cold, heat, rain or wind
- Character being attacked while trying

WHEN TO MAKE A ROLL EASY

- Character already tried and failed once
- Character has specific training with the task
- Character being helped by another
- The obstacle is rickety or barely intact
- The task is very simple or obvious
- Character is far larger than obstacle
- Character has time to be careful
- Character has had repeated successes with similar types of tasks
- Character has special LOOT or temporary effects that make her powerful

HEARTS

100%

USING HEARTS

Is everything just 1 HEART? 10 Effort? No! Knowing when to escalate HEARTS on your monsters and challenges is a key piece of challenge escalation.

Just like the Target, when you escalate challenges, enemies, or tasks from 1 HEART to 2, players take notice. Such escalation gives a clear, easy-to-measure category of difficulty. Players are always wondering how much damage they have to do. When, and when not to reveal, becomes a muddy decision for a GM. The HEART system solves all that. It isn't an explicit number, but it provides a shared language for how hard things are. It's like saying "this is hardness class 1" then later "12 Effort won't cut it, this monster has 2 HEARTS." There's something powerful here, and the more you use it at your table, you'll wonder why you ever had 14 HP monsters. Ten is a perfect increment for "oh, crap, this is way harder!" without math and arbitrary numeric detail.

SIMPLE EFFORT REDUX

Many times, even 1 HEART can seem like too much EFFORT or too much detail for tasks. In these cases, use a three-part system to speed things up:

FAILED ATTEMPT: NO EFFORT MADE

SUCCESSFUL ATTEMPT: TASK HALFWAY DONE

CRITICAL SUCCESS ATTEMPT: DONE INSTANTLY!

WHEN TO ADD A HEART

Jumping from 1 to 2 HEARTS is huge, much less monsters with 4 or more. Here are a few examples:

- Creatures are magically enhanced
- A Chest holds particularly epic LOOT
- A door has been cursed never to yield
- Players have acquired 3+ milestones
- There is less than 3 of a Monster in a battle
- You plan an enemy to escape or overwhelm them
- Enemies are near a rallying point or power source
- Enemies have moral momentum
- Obstacles are of vastly superior technology
- Obstacles or barriers are massive in scale
- An enemy consumes a potion or power crystal

As a rule of thumb, most of your game can be 1 HEART challenges and enemies. Even more powerful characters don't make 10 Effort on a single roll that often. Just remember that when characters 'gang up' on an enemy or task, they will eat up Hit Points fast, so load your 'bosses' with 4 or more HEARTS to make them a challenge.



TURN ORDER

ENCOUNTER

ROLL FOR THE INITIATIVE!

ICRPG uses the oldest board game tradition of them all: clockwise turns. The GM represents environmental hazards and monsters and rolls for those on her turn. When the action kicks in, if you like initiative rolls at your table, then just Roll a D20, unmodified, to see who starts the sequence. This is worth doing, because if the GM wins that roll, things can get crazy quickly.

Featuring a roll-to-go-first mechanic at your table is also useful, because you can create or award LOOT that modifies this roll. For some players, like rogues or head strong berserkers, going first is a big part of the fun.

Finally, players can use the clockwise turn order strategically. They can use SEATING as their marching order! Be clear with them about this, as it is a relatively innovative way to control turn order in play. For example, placing a group's healer at the GM's right insures group recovery just before the GM's turn. Putting tank type characters first gets the shields out front, and so on. If the group wants to change the order, they can get up and rearrange!

Remember, just chatting and role playing a bit is fine ANY TIME. Just let the turn order breathe a bit when players are having fun.

ROGUE types usually prefer to leap ahead to get the first kill

TANKS love going first to absorb opening attacks and spearhead an offensive battle

DISRUPTING TIME

The regularity of this turn order will give you another way to stir things up during an adventure. By simply counting time in two ways, you can disrupt player tactics with enemies or events. There is TURN time and ROUND time.

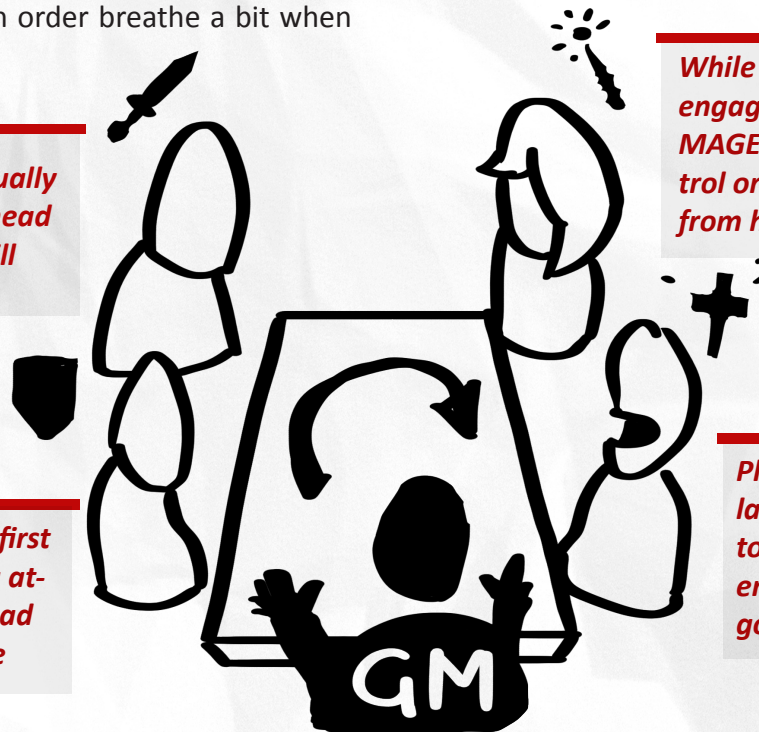
"In 3 TURNS, the bomb will explode!" This timing means after 3 players or the GM take their turn, the bomb goes off. Creating events and enemies that operate in turn time will disrupt the usual flow. You could even make a monster who goes every other turn, zipping around the battle and making a mess!

"In 3 ROUNDS, another Colossus will be assembled." Measuring time this way is far slower and more predictable. It's useful for marking the bigger events in an encounter and useful for the type of time measured by TIMERS, which are discussed later in the Encounter Architecture section.

Whichever resolution of time you're working with, always feel free to invent LOOT, monsters, or obstacles that disrupt and intervene the normal turn order. This interruption keeps players on their toes!

While the group engages a battle, a MAGE player will control or alter the field from here

Placing your HEALER last is a classic tactic to insure some recovery before the GM goes again



AWARDS

100%

AWARDING DEEDS OF LEGEND

The best moments in tabletop adventure can be humble, poetic, self-sacrificing, unexpected, improbable, and just plain amazing. The dice and the imagination cooperate, or wildly clash, and the story goes places no one saw coming. These are deeds of legend, and they must be rewarded!

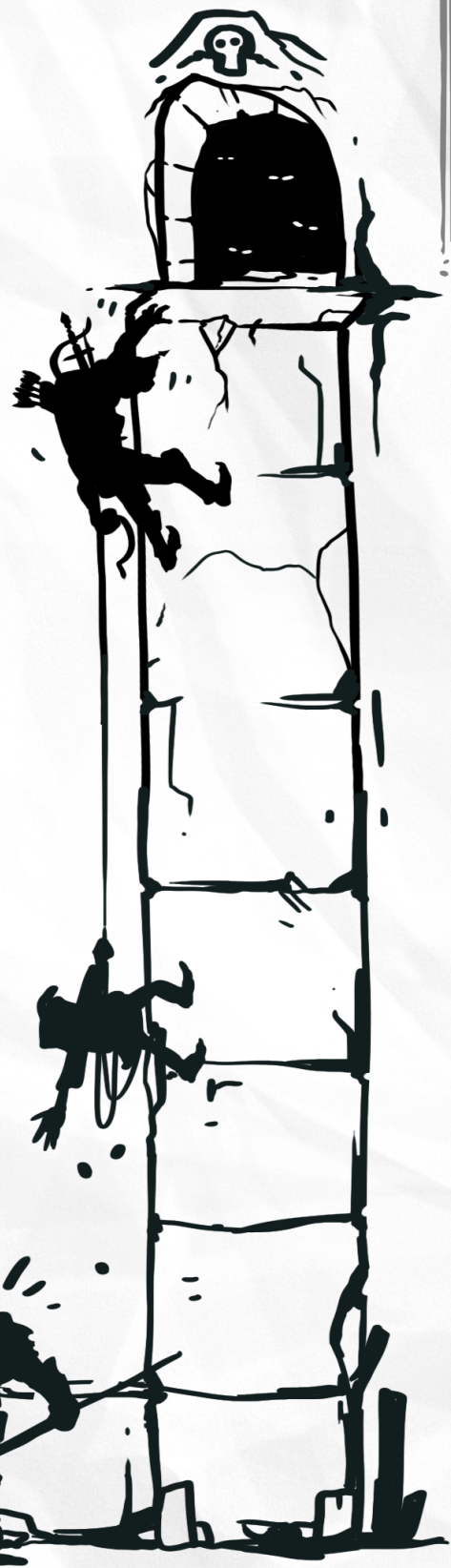
ICRPG gives the GM two main ways to acknowledge brilliant play. There is the **HERO COIN** and the even more epic **MILESTONE REWARD**. The Hero Coin is a fleeting reward, but Milestones permanently upgrade a character's class specialties.

HERO COINS

When a player does something that makes the game more fun for everyone, add a dash of bravado and award them with a shiny gold coin! Award 1-5 Hero Coins per session, per player. This heroic token can be redeemed by them, or given to an ally to redeem, at any time. Redeeming the coin lets the player roll Ultimate Effort on their next Effort Roll! Using a Hero Coin lets heroic players strategically speed up or insure completion of a crucial task. A player can only have 1 coin at a time.

MILESTONE REWARDS

Each class has a collection of these LOOT-based upgrades. When a player truly turns a corner, discovers his destiny, or completes a lifelong quest, award this upgrade! You can simply assign a Milestone Reward, or allow the player to choose from her class list...whatever fits the moment. It's common for a GM to create a custom piece of LOOT for this purpose, especially with custom classes. A just-for-you award insures a unique, tailor-made upgrade that will build that player's unique style. Either way, a player should be earning one of these rewards every other session or so.



DYNAMIC DICE

100%



DYNAMIC DICE

Another exciting way to keep players in a state of flux, accelerate the action, or relieve cruel dice patterns is to use a Dynamic Dice system. This method has each player tracking their own status with a sort of timer and modifying their rolls with it. There are a few types to consider bringing to YOUR table:

BATTLE FURY

We've all been there: we show up excited to play, get going, and the dice just will not cooperate. You roll 3's and 2's and 5's for what seems like hours, never doing anything cool in the game. Oh, cursed life! Battle Fury lets a player overcome this awful scenario.

If using Battle Fury, a player places a D6 near his sheet. For each missed roll, the die is increased by 1. That amount is added to the next D20 roll until a success is made. It then resets to 1. Battle Fury will give multiple-failures a +6 maximum and break the slump. For extra fun, this die can inform descriptions and flavor of how the character overcomes his bad streak with a howl of fury!

SPELL BURN

Some spell-casters really work the system. They cast over and over, and it can make the game feel odd or transparent. If it fits your story, place a Spell Burn die on this player. Place a D4, 1 up, on the player's sheet. For each spell cast, increase the Spell Burn die by 1.

When it reaches 4, magical power overloads the caster, and he must make an INT or WIS Check on the current target to continue casting. If he succeeds, reset the die to 1. If he fails, roll the dreaded Spell Burn die. For the results of that roll in ROUNDS, the player cannot use Spells.

DOG PILE

Tank type characters take a lot of damage. To encourage and enrich this ignominious duty, you can use the Dog Pile dice. Place a D4 on the player's sheet. Each time she takes damage, on consecutive turns, escalate the die by 1. When it reaches 4, the character makes a CON Check on the current Target. If successful, she heals 4 Hit Points. If she fails, simply reset the die. A heroic second wind!

THE BLUNDER

If a player rolls a 1 on a Check or Attempt, they fail terribly. Have them roll again by saying 'Roll for a blunder.' If another 1 is rolled, things go really wrong.

- Magic effects will have opposite their intended effect
- Melee attacks backfire, damaging the attacker
- Ranged attacks ricochet and hit an ally
- Strength fails, a joint pops, and an injury is sustained
- A climb attempt results in a very, very long fall
- A deception becomes a bald-faced lie
- A lock is fused, melted, or ruined rather than picked

ICRPG AS PLUG-IN

ICRPG

I PLAY (YOUR GAME HERE)!

We live in a golden age of RPG's. Despite your enthusiasm for **ICRPG**, you may already be in the middle of a campaign, or you may play with players that are firmly invested in a certain system. Never fear, the **PLUG-IN** is here. The key innovations in **ICRPG** are easily extensible to your favorite system.

TRADE STATS FOR STATS

Many game systems use derivative stats to get roll bonuses (a 13 is a +1, a 14 is a +2 etc). Derivative stats add a layer of math that can be cumbersome. Try converting your favorite game to direct bonuses only. You can still increase these over time with leveling up, and all of your game will be as is, but faster and simpler.

EFFORT IN NON-COMBAT TASKS

By adding a damage-like mechanic to non-combat rolls, you can get the fun of prying open a gate or decoding ancient runes with rolls. Simply assign a die to the work being done, give the challenge a round value like 5 or 10, and let players 'earn' the victory. Overcoming with **EFFORT** will change how players use their time, and make many tasks seem more triumphant when accomplished.

A SINGLE TARGET

Many games are starting to adopt the once-controversial Room Difficulty Class. A room target unifies to-hit values, room trap and skill checks, and saving throws all into one number. Place this number in clear sight, even when playing online, to keep things moving.

USING DICE TYPES FOR DAMAGE

Lots of detail goes into what dice, and how many, to roll for various spells, weapons, and critical hits. Consolidate your game's dice variation into easy-to-remember categories. When spells upgrade or a weapon is improved, the dice are easier to remember, and less time is used scanning character sheets for dice combos. For a gentle start here, try only with weapons, grouping them into 1D8, 2D8, and 3D8 classes. The difference will feel more rewarding when a player upgrades or earns a higher tier weapon.

ENEMIES INTO HEARTS

The detail between a monster with 12 HP and 14 isn't that useful to players and adds little to play. Group your monsters into classes of 10, 20, or 30 HP in your notes. Give it a try, and see if it fits your game. For most, the players never know the difference, and you save a lot of time and look-up effort on your prep.

USING CHESTS TO EARN TREASURE

It may not be 'realistic' to always discover **LOOT** in chests, but it is lots of fun to grant players treasure chests as rewards to open when they like. There's just something great about it as a way to symbolize "you can make a treasure roll with this." Chests can be put into any game with loot rolling with no effect on play mechanics.

PRINT N' PLAY BONANZA

ICRPG is, at its heart, a collection of art! If none of the **CORE** rules fit your table, you still have the vast catalog of monsters, locations, and hero miniatures to give your table a unique feel that is consistent and easy to see. The ease of cloning miniatures on your home printer makes armies and hordes easier than ever.

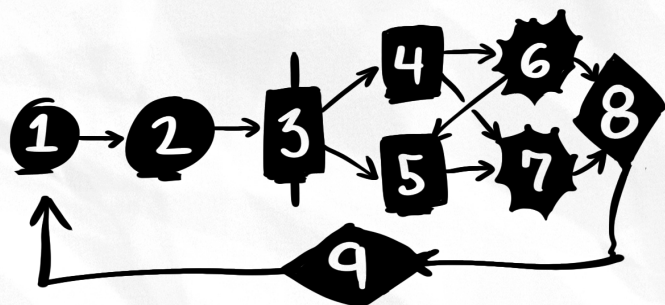
THE FAR/NEAR/CLOSE SYSTEM

Many game systems use this wondrous innovation. **FAR/NEAR/CLOSE** cleans up the clunkiest part of all tabletop gaming: over-detailed spatial measurement. So much time is used to calculate who can move how far, how big the acid breath is, how far a longbow will shoot, and the like. The banana-based distance system is the single biggest change you can make to speed your game up, and once players are comfortable, they'll wonder why they used to count squares.



STORY ARCHITECTURE

ICRPG



FILL THE CHART, THEN EXPLAIN IT

Imagine the chart above as your session of gameplay, and each blob is an event, moment, scene, battle, or obstacle. It's almost like a Tarot reading. Your job is to fill it in with ideas, then explain how they make an adventure.

1: The Stakes or Setup: Kick things off with a bang. "If we don't X, then Y will happen, and Y is very bad."

2: Get There: You and your players find a way to get to the location. Horses? A starship? Be brief and set the scene with a vivid description.

3: Meet the Enemy: Here's your first fight or obstacle. Give the location teeth!

4 and 5: Skill Checks to reach the Heart of the Matter: Have them climb, dig, hack, or swim their way to the core of the problem.

6 and 7: It's worse than they Thought: More resistance along the way reveals how dangerous this mission really is. This is the perfect time to have a really tough fight.

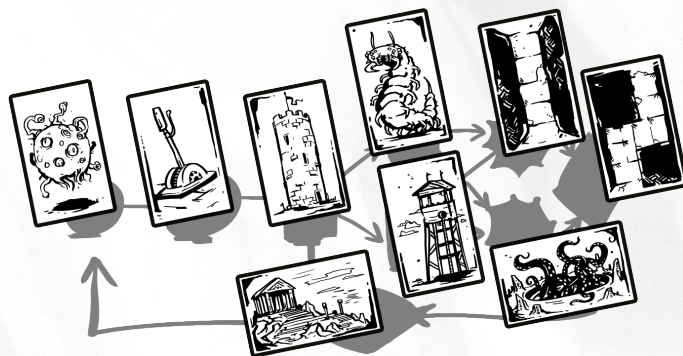
8: Resolution: Reveal everything, show the big bad guy, or have it all crumble down. Tie up the loose ends and give it an ending they'll remember!

9: Return: Conclude with getting the reward, being adored by villagers, going back to the castle, or warping into another system.

What are all those crazy arrows on 4, 5, 6, and 7?! Practice a NO CONTENT LEFT BEHIND method. If players FUBAR your order, just rearrange as you go. They fight before they unlocked the airlock? No problem, just move the airlock back a notch and so on.

WHAT GOES IN THE CHART NODES?

There are countless resources to roll up scenes, enemies, traps, locations, and the like. The unique tool provided in ICRPG is the massive CARD DECK. Here's your print-n-play ICRPG Volumes collection in play as an idea tool! Introduce a little randomness to your flow chart, then challenge yourself to explain it all into a story. You'll have a night of adventure on your hands in no time.



USE THE CARD DECK

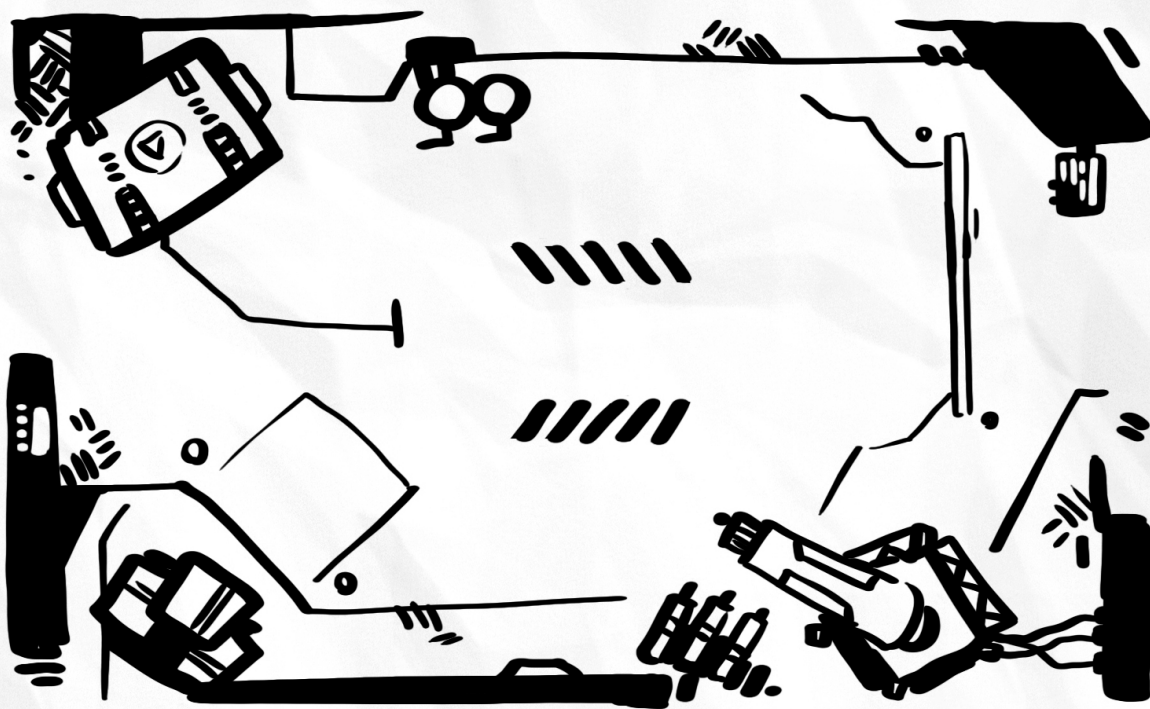
Here, I drew 9 random cards and placed them as I drew onto the chart. Some very odd things happened! Corridors as my big ending? What the? To a creative GM, though, this random draw is the imagination-kick they need to get going, and the explanations start forming. What does that odd lever do? How do things BEGIN with Eye Beast? So many questions!

How you answer these questions are the exact bits to write in your GM's notes. Be honest! Write the FIRST THING that pops into your mind. Let go of what an adventure is "supposed to be."

Finally, throw it all away! Build your own flow charts, or build none at all! Break every rule, or play to the letter! Find that inner voice that lets you do anything, for any reason! Remember the Oath: You are everything and nothing. You are a Game Master.

ENCOUNTER ARCHITECTURE

ENCOUNTER



THE FINE ART OF ROOM DESIGN

It's time to get down to specifics. You need scenarios and layouts you can put to use at the table, not just in your head! Whether you play 'theatre of the mind' or craft full landscapes of 3D terrain for your games, it all comes down to a clear sense of how your location and your obstacles fit together into a night of fun and challenge. Room design is the art and science of ENCOUNTER ARCHITECTURE.

An Encounter is a scene, or chunk of gameplay, that plays out in one space or connected spaces, to form challenges for player progress. You only need 3 or 4 of these spaces to make a full night of action! Don't let the word 'room' throw you off. It can be any cohesive space such as a patch of creepy forest, a giant cargo bay, the deck of a ship, or a series of rocks floating in space! On the other hand, it can literally be a room: a torture chamber, a cavern filling with lava, a hive-like pit of insects, or the cabin of a star cruiser.

However you dream it up, these principles and archetypes will give you innovative, detailed, and dynamic rooms to challenge and terrify your beloved players.

DO THE D.E.W.

Every single encounter you create needs three things: Danger, Energy, and Wonder. Don't underestimate these simple terms, and only settle for the very best.

DANGER

Danger is not damage. Danger is not death. Danger is the terrible, terrible consequences if they should FAIL. Often in tabletop games, players become brazen. They conquer all the encounters, and fear nothing. You will break that trend. Villages will fall to famine and death without their help, the innocent will burn, souls will be damned, and all they dreamed of will not only be lost, but eradicated from history. Make failure dire as the blackest night of creation! Each room you design will have a beginning and a goal. If that goal is not reached, death will be the very least of their problems.

ENERGY

There is no overstating the importance of a boisterous, engaged group and GM to make a session great. As the curator of the fun, you must ensure that energy stays high throughout the encounter. Do not let ANYTHING create a lull that could let the peril seem distant.

DANGER, ENERGY, WONDER

WISDM

Ensure that your encounters have sustained energy by keeping your notes brief and easy to recall. Move from turn to turn with excitement, and always call CHARACTER NAMES not PLAYER NAMES. Keep eyes and ears right there with you. Enhance things they find interesting, and discard whatever leaves them flat. After each encounter, your players should be dying for a brief break. Make it intense.

WONDER

Many GMs master the first 2 D.E.W. principles. They use fast mechanical action, have dire story, and great immersion. So why do so many games fizzle? Often, it is a lack of WONDER. WONDER is the most challenging area for the GM to create. It is the imagery and descriptions that are awe-inspiring to visualize: colossal objects in space, dizzying pits in Hell, seas of monsters, or scenes of abject terror writ large!

Whatever your scene, take one piece and make it grand. Make it ancient, gigantic, crumbling, burning, infested, arcane, or arachnid! Tell them of the sweeping waves crashing like thunder, the soaring black wings in a tornado of fire, or an anchor the size of a city slamming into the stone like a hammer of God. Make your mountains float and your seas smolder. Show them the world is older than time and more profound than lost love. Hide a God in a flower, or cast them across the centuries with a kiss. In tabletop games, there is no limit to what you can conjure, so GO BIG!

The easiest way to do this, all that hugeness aside, is with the creatures they encounter. Let them battle the giant, the mutated, the flaming, or the spectral! Don't limit their foes to evil humanoids, scores of anonymous 'orcs,' or disposable zombies. Surprise and amaze them! Here's where your exhaustive knowledge of movies, history, world culture, and literature will all come in handy.

The players should look back on their exploits and shake their heads with breathless disbelief... "remember that time...."



TIMERS, THREATS, TREATS

ICRPG

KNOW YE WELL THE THREE T'S!

Players all over the world have already put this simple method to use, with great effect. Simply put, each encounter you create must include a Timer of some kind, a Threat to impede or endanger them, and a Treat they can use to overcome. Exactly how you fill the trifecta will give you infinite variety, but with a sort of familiar echo that players will come to fear, search for, and rely on.

TIMERS

Lo, what doom this little die has inflicted on players over the years. Get started by inventing some inevitable danger or event. The impending danger can be unknown or out in the open. Roll your D4 and place it in view. On each GM turn, reduce it by 1. When it counts to zero, the SOMETHING happens. This die is also known as the SUSPENSE DIE. Also consider ticking your TIMER down early when a roll is failed or something happens to accelerate the impending doom.

In 1D4 ROUNDS...

- molten lava will fill the room!
- the insect swarm will descend in a flash!
- something terrible will happen...
- the skeleton army will break through!
- the bridge will collapse!
- the poison gas cloud will reach the doorway!
- your torch will flicker out...
- the ship will crash into the rocks!
- the Dragon will descend again!
- the Arrow Machine will fire again

Using Timers has truly unlimited applications for lending imminence and pressure to any situation. Keep them guessing what's next, keep the variety coming, and even do rooms with no Timer at all...just to mess with them. They'll soon learn that a 1 is terrible, and a 4 worth a breath of relief... OR IS IT?



EFFORT AS A TIMER

A great way to see how ICRPG's EFFORT system shines is at the intersection of continual time and Effort rolls. Players are busy getting things done, and time begins to be more and more valuable, even between battles. Thus, a great way to time-gate a challenge or encounter is by providing one central high-effort, or high-HEART obstacle. As the players whittle away at it, their imminent doom draws closer and closer, making each roll more and more crucial.

THREATS

This is the easy part. Every room has a monster, a trap, a fireball, or some kind of damage-doer set to kill, eat, or capture hapless victims. Keep your GM notes simple by listing "Threat=Bugbears, Spikes" and the rest can live in your doodle map or be improvised on your table. Try adding depth to your threats with descriptive phrases or 'tags.' Tags are super simple descriptions to keep the detail rolling and avoid vanilla dangers.

The creatures here are...

- twisted with some reddish mutation or blight.
- being consumed by an otherworldly blue flame.
- howling with the countless faces of their victims.
- slowly melting into jelly.
- unnaturally furious and foaming at the mouth!
- sluggish and half-dead.
- wearing ancient, burnished armor in scales.
- sporting extra limbs and writhing tentacles.
- staring at you motionless with bright, human eyes.

The spiked wall here is...

- already skewered with skulls of the foolish.
- coated in a thin slime of acidic green corrosion.
- bent as if smashed by a huge mass...
- bladed and barbed.
- hacked from wooden poles by crude tools.
- made from sharpened human leg bones.
- vibrating subtly as if attached to some machine.
- emanating a wispy black smoke.
- etched with countless tiny runes and glyphs...

TIMERS, THREATS, TREATS

ICRPG

TREATS

Every puzzle has its solution. Every Smaug has its missing scale. That little shrub in the corner with the healing berries, the hidden lever that releases the boulders, or the crumbling pillar that can be toppled into the iron gate...these are all examples of TREATS to balance out your encounters and give players an edge.

For each 'room' you create, plant at least one Treat to be discovered. Maybe it's in plain sight or requires a Scouting Check to spot. It might be an environmental detail or a device that can be turned against its master. Skilled players will soon learn to seek answers beyond brute force. If they start asking 'where's the Treat here,' you might be a bit obvious with your designs, but it's still better than a world not worth investigating! Encourage them to look for clues by making clues the key to victory. This is the art of the Treat.

Peering ahead in the gloom, you see something you missed before...

- A lever that vents burning hot gas
- One teetering boulder above the cavern floor
- A vine of Goodberries growing in the shadows
- A series of runes that empower the reader
- Elite weaponry stashed out of view
- A dormant shield guardian waiting to be activated
- Massive, unstable rafters overhead
- A huge miner's rope, coiled in a corner
- A 20 foot duranium rod
- A transport cart parked behind the rubble
- Volatile liquids in weird glowing tubes
- Seething Ravagers held in rusted chains
- One loose bolt in a giant wall panel

If you're drawing a blank, remember that **ICRPG** also serves as your idea generator. Simply write down Timer, Threat, and Treat on a piece of paper. Draw 3 random cards from your **ICRPG** volumes, and place them in each slot. The results should be a bit surprising. Now use your devious GM brain to explain what they mean and how they work. Know ye well the three T's, and your encounters will never be dull or one-dimensional again!

A random draw for the 3 T's in an unknown room...

TIMER



Rafter Creeps?

Possible Explanation: Every 1D4 ROUNDS, the rafters explode with grabbing shadows! All creatures must succeed with a STR check or be grabbed!

THREAT

Minotaur

Dashing back and forth in straight lines, this furious beast cannot be reasoned with or grabbed by Rafter Creeps.



TREAT



Noble Ruins? As a Treat?

Possible Explanation: If characters can reach the Hall of Gods before being mauled or grabbed, Udin will bless them with superhuman STR for a short time.

CHALLENGE TUNING

ICRPG

THE 3D'S IN 3D

Another silly alliteration to help you remember the essentials, the 3D's are like dials you turn to ratchet up how hard an encounter will be. Players are brutally crafty, desperate to survive, and will out-think you every time, so how do you make encounters truly challenging and not unfair?

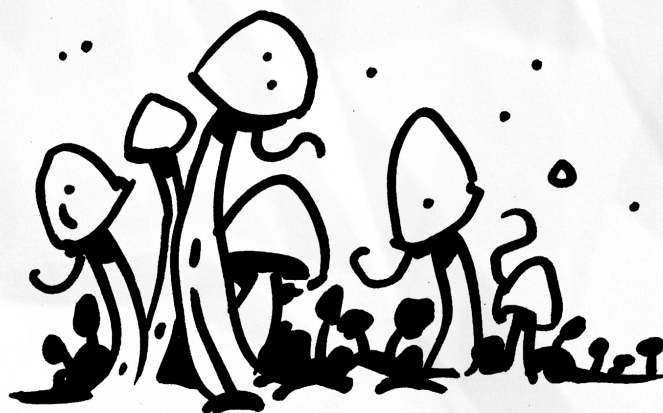
DAMAGE

Whether it's during your prep or during combat itself, DAMAGE is the easiest way to make an encounter more difficult. The swamp gas is more poisonous, the enemies have sharper blades, or the fire is hotter. In time, you'll have a good sense of how much damage is just right, but never be afraid to ratchet up or down.

Since ICRPG uses simple dice types for damage, adjusting them is very simple. If an enemy is using a sword, and the damage is terribly ineffective, change that D6 roll to a 2D6 roll. If you're doing it during combat, explain it with a cool description like, "the Outsider, furious, slams his duranium blade against the bulkhead. The weapon chips and becomes jagged, and he smiles with evil wrath."

Another simple way to adjust Damage is to simply use a creature's or obstacle's HEART rating as a damage dice multiplier. A Brainbeast with 3 hearts does 3D6 with its barbed tentacles and 3D8 with its Mind Blast spell. This seems extreme, right? It should be! Timid or overly fine adjustments go unnoticed by players, and the tension never rises. Be bold, and make your settings easy to remember. Unleash hell.

Notice how HEARTS are not included as part of Challenge Tuning. Tough monsters and tasks should have more HEARTS, but adding lots of HP to a monster can actually make it less difficult. It can give players too much time to fight. It's much more effective to spike up your damage output, so fights are fast and deadly. Extreme damage will also drive players to seek other paths to victory, and that's when things get fun.



DISRUPTION

By far the most deadly form of challenge increase is DISRUPTION. This is the disruptive effect of the environment on players AND enemies. The environment is your ultimate weapon as a GM: it obeys no rules, cannot be destroyed, and is bigger than even the most colossal monster. Use it to make encounters more unpredictable, exciting, and perilous.

Often, the Disruption element is used in conjunction with a timer. "In 1D4 ROUNDS, the mushrooms will vent off more spore clouds," and so on. Disruption Timers force players to plan, take cover, or flee in terror.

Mild Disruption (Nuisances and Hindrances)

- Unnatural darkness
- Gale force winds
- Grabby vines and tangly plants
- A wagon hitting bumps on the road

Normal Disruption (Distractions and Stumblers)

- Mining bombs exploding nearby
- Minor ground tremors
- Falling timbers, logs or rubble
- A swarm of insects
- Asteroids hitting the hull

Extreme Disruption (Deadly Cataclysms and Chaos)

- A wave of fire and poison black ash
- Massive chasms cracking the earth wide open
- A tumbling sky-ship flipping over
- A concussive wave of spectral force
- Wrath of the countless dead

CHALLENGE TUNING

100%

CONTROLLING DURATION

Another way to make simple battles far more deadly is to constrain how long they can last. Limited battle time uses your **TIMER** to extreme effect. The longer the battle, the easier it is! The more time is **LIMITED**, the less options players have to overcome it. The Death Star trash compactor, Super Metroid destruct sequence, or the hydraulic crusher in Terminator...these are epic battle-constraints that make every breath count. You're going to do this to ratchet difficulty up, and it will be amazing.

To set your creative gears in motion, try rolling a D6 on the 3 D's during your prep brainstorm, one set of rolls per room, rather than just deciding. A 1 is barely any, a 6 extreme. Interpret these rolls as you will, making things as deadly as the dice may choose. You can even draw random ICRPG cards to associate with each roll. The possibilities just unfold and unfold.

Mild Duration Control

- The night grows freezing cold
- Volleys of arrows incoming
- The quarry escapes
- Engines will soon overheat
- Empowering effects will wear off any second
- The chief's caravan will arrive

Normal Duration Control

- The gate will slam shut
- A squadron of skeletons is on its way
- The ship is sinking
- A cloud of bats spirals downward
- The dragon will soon awaken
- Deadly machines ratchet into place

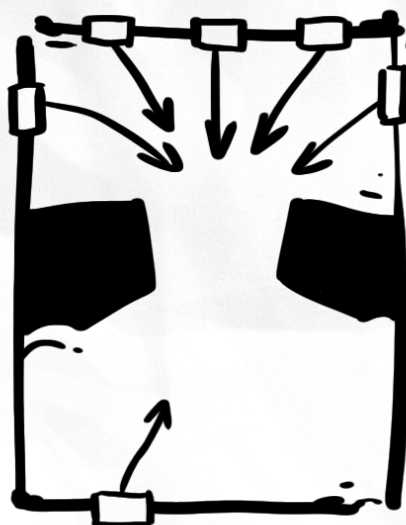
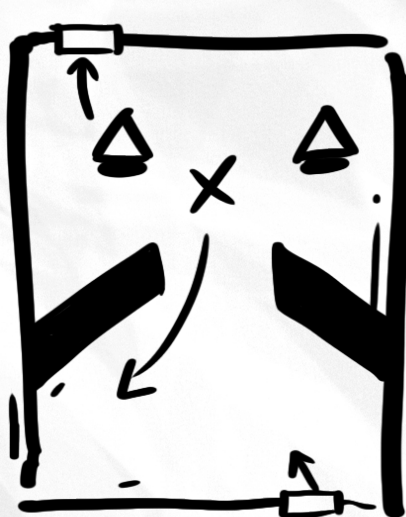
Extreme Duration Control

- The floor crumbles into magma
- Water floods the chamber utterly
- The reactor will blow
- The sun will implode
- The lich will take its final form
- The Xill will rewind time...again...
- The tomb of Pyrmadon will rise, and all will burn

Beware a deadly die! Sometimes the question of Duration is too big a weight for a mere dice roll to decide. It can be best to simply note: 'In 6 ROUNDS, the floor will crumble to magma.' You can announce this time to players, or keep it secret. Be it meta as it may be, openly telling them almost always leads to the most exciting scenes. Suspense is a cruel, wonderful thing.



ENCOUNTER ARCHETYPES



ROOM DESIGN

Whether you play in the mind's eye, on a dry erase mat, or with full 3D terrain, the art of designing play spaces should be central to your GM skill set. Creating consistent, believable, visualizable spaces will give players more details to exploit, more ways to be awesome, and a cleaner sense of fairness when they're torn to bits. These archetypes are by no means exhaustive, but they should set you down the path to Room Design mastery.

POSITIVE AND NEGATIVE SPACE

When designing, almost every idea will require barriers of some kind. The three diagrams above show these as large black areas. Ask yourself: is the black a barrier because it is VOID or because it is SOLID. Solid barriers are walls, rocks, timbers, and the like. Void barriers are chasms, pits, and sheer drops. This difference is important and useful because the same design can serve two very different play experiences. For one thing, you can't fall to your death down a wall.

CREATIVE DOORS

Using the 'in-door, out-door' type thinking is great for designing mechanics, but be sure to stay creative with entrances and exits in your encounters. Are they even doors? Do they trap the players once walked through? How? Are they natural tunnels, doorways, dimension gates, wide open spaces, or crumbly holes? What can the door say about the room beyond? Answer these questions as you build, or answer once for a set of connected encounters. And by all the Gods, every once in a long while, put a cruel trap on a door as a reminder: the world is dangerous.

WHAT IS OVER-META?

One final note on designing spaces. Be careful not to let the play space become so literal that players are just 'playing the board' and letting imagination slide. Keep things vague, and paint in big strokes! If the board is too perfect or too detailed, they will be constrained and look for 'the thing' on many occasions. Perfect specificity can be fun, but it will really limit the emergent role play and surprises.

ENTER



EXIT



ENEMY



**ENEMY
ALLY**



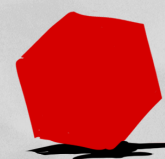
**LINE OF
ACTION**



BARRIER

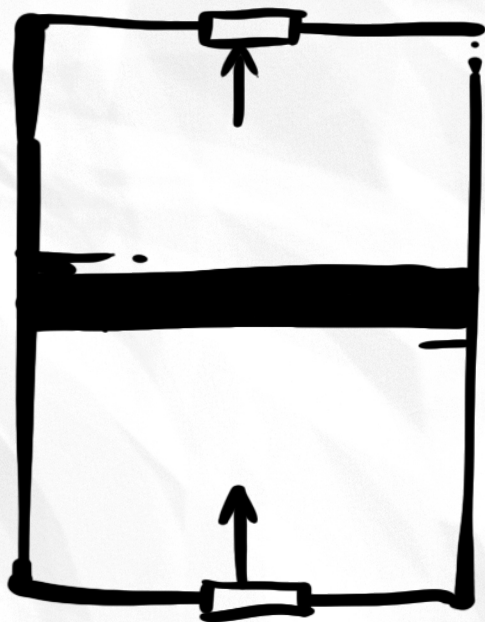


**DANGER/
TARGET**



ENCOUNTER ARCHETYPES

10/25/16



BARRIER

10

"Get a rope."

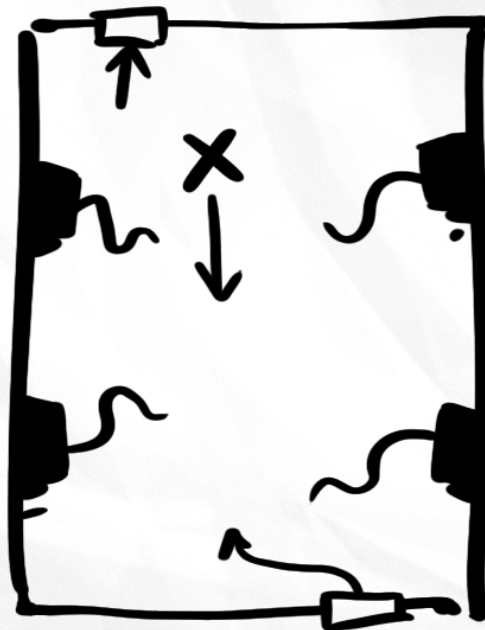
Here you have the most fundamental kind of room. Players enter, and for whatever reason, need to exit at the far end. Between them and their goal, is a wall, chasm, barricade, spiked fence, energy field, or row of spears. Despite its humble appearance, this room is very versatile. In its simplest form, players run and jump over the crack or smash the wall. Done. Move on. If the barrier is an energy field, with a four-piece combination lock, and the army of mutants is chasing close behind, things get more exciting. The most important detail here is the absence of enemies. True 'Barrier' type rooms provide a break from combat and emphasize the fun and diversity of the numerous non-combat capabilities a group may have.

TANGLE

12

"Stay away from the walls!"

Impeding the group's ability to wage combat is a great peril to introduce. In this case, a tangling, grabbing, grappling creature or object sits at the four corners, with a safe zone at middle. Doors are offset to increase the risk of an accidental tangle. Toss in an enemy or two, and things begin to get messy. Grappled characters can be crushed, injured, or simply unable to help their fighting friends. If weapons turn toward the tanglers, the enemy is left unchecked. This dilemma, without tight teamwork, can quickly turn deadly depending on how you tune your Damage here. Be creative, and allow many approaches to pulling free of the grapplers, not just brute Strength. Remember that oddball 'Escape Artist' background detail? Finally clutch.

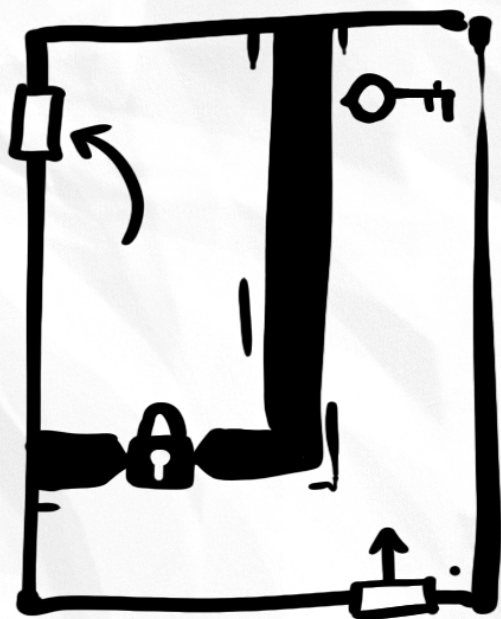


Remember, the DANGER/TARGET indicated on each Room Archetype is not to be followed as law, it's simply a measure of how dangerous things can get and how complex it can be to GM the space well. When you have a good command of using and escalating the Target, you'll tune it to YOUR group, to that moment, but not to any arbitrary statement in a book! Own your challenges!



ENCOUNTER ARCHETYPES

10/25/16



LOCK

10

"Door's locked! We're done for!"

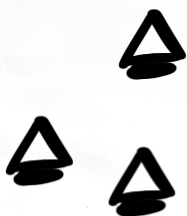
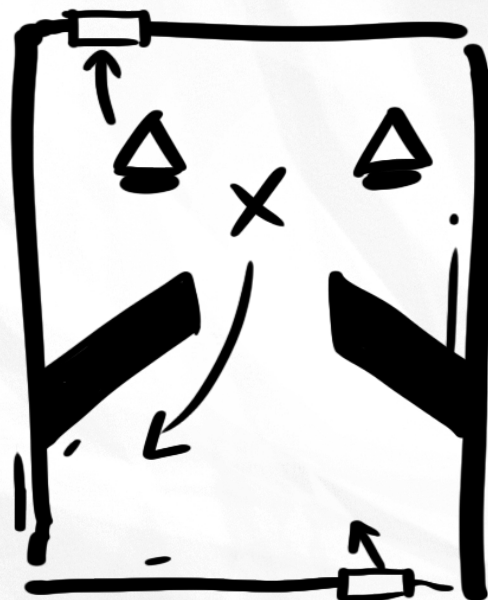
Pursuit, fatigue, or fear can make even the simplest tasks challenging. This test simply asks players to search off-path for a key or release of some kind to a locked door. You'd be surprised how many times a group will smash this door down rather than look for a key or lever. If you become skilled with this simple version, scale the mystery up by placing the key further off-path or even in another room. On paper it is rudimentary, but in the chugging, jostling interior of a malfunctioning behemoth or the choking depths of a dungeon, the excitement of finding the 'way through' is always a great setup for a big battle. Another way to heighten the challenge here is to conceal the path leading to the key. A locked door, a bookcase...that's it? We're doomed!

KITE

16

"They're healing it!"

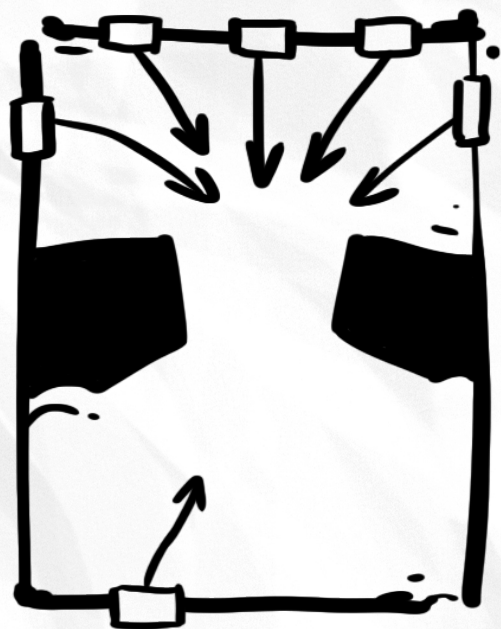
Here's where brute force cannot succeed. An enemy stands in the way, flanked by healers. No amount of damage can bring the beast down with those healers at work. It's time for an all-time classic: the Kite maneuver. Players may not be familiar with Kiting per se, but a skilled GM can gently lead them into the concept. An area of the floor, for example, has runes that glow, healing the enemy. Get it to leave that area and the healing stops. How to move enemies is a sublime and powerful skill in a group, often beyond beginners. To make it a really effective move, add the barriers shown to let players deny line-of-sight to the healers. For this strategy to be imperative, you must be super-effective with your healers, otherwise players will brute force the fight.



The concept of an 'Enemy Ally' can be very useful in your design thinking. It will give your enemies roles to play, rather than just being more fodder. An enemy protector or healer should be visually distinguishable and a prime target for skilled groups. On the other hand, small, disposable 'missile' enemies can also be fun to keep the primary bad guy safely at distance. For maximum lethality, add an ally that nullifies player magic-use until destroyed. Eep.

ENCOUNTER ARCHETYPES

ENCOUNTER



PINCH

14

"...where their numbers count for nothing."

Like the heroes of Thermopilae, your players will someday face this battle. Remember to think in the abstract with these diagrams. This need not be a room with many doors. It could be a cliff side canyon or a dimensional rift. What matters is that with a narrow space, few can stand against many. Funneling a large enemy force is no small skill and takes planning and teamwork. If one character strays from formation, driven by wrath or greed, the strategy can break, to the doom of all. As the GM, take the most care in knowing how to smoothly run lots of enemies. Use 'group HP' and consolidated rolls to keep it moving. Show no mercy. With careful use of blockades and elbow-to-elbow fighting, skilled characters can hold this position with amazing tenacity. Test them.

AMBUSH

12

"It's just one Orc..."

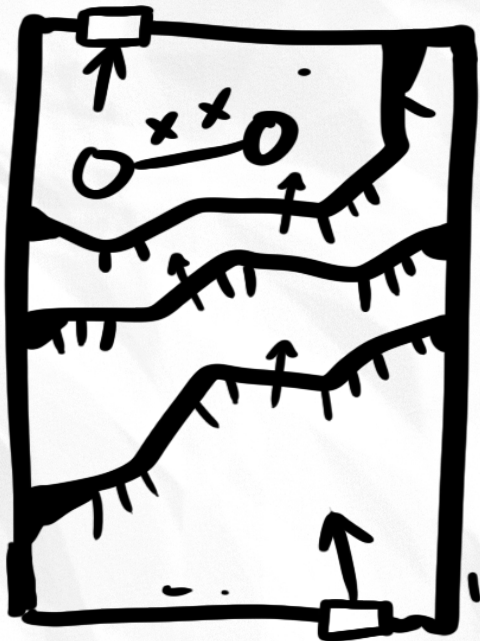
In this space you'll need to use positive mass for the barriers to block line of sight. The first enemy draws players to attack, while a larger force waits to spring in. If your group is becoming overly brazen, or one character is always lurching ahead without care, this room can be a real wake up call. Ratchet up the danger by making the three ambushers ranged attackers. Out of sight and using the far cover, they can provide deadly support for the 'bait' enemy. If your players are excessively cautious, use an extreme Timer to press them forward into the trap. If they are combat-weary, swap out the ambushers for wall-mounted dart-launchers or beam weapons that must be evaded or disabled. The art here is in the round-the-corner surprise. The details are up to you.



How much is enough? Designing encounters this way, a good night of play will be 3 'rooms.' This isn't a hard rule, but it can greatly help with your prep process. List 3 rooms, each with a doodle and Timers, Threats, and Treats for each. Add a few bullets for descriptions or neat details. Have your monsters or cards ready, and you're done. Small, flavorful prep is best because you can work from memory, not reading from your notebook.

ENCOUNTER ARCHETYPES

ROOM



SIEGE

12

"They're dug in, what do we do?"

A siege pits attackers against a high ground fortification to proceed. When enemies are dug-in, players will be in need of some clever tactics or deception. If the players are the ones on high ground, you'll need 4 times your normal enemy force to break them. Be sure you have a few clear rules or mechanics for high ground, cover, and how advantage is gained. Direct assault here should be almost impossible, forcing attackers to create a diversion, limit visibility, or divide their defenses to even get close. The most advanced tactic here is to lure them out...down from their walled perch to die in secret. This scenario is where the power of clever role play can out-manuever even the worst combat odds, and that is a good thing.

TIGHTROPE

14

"Stay on the path!"

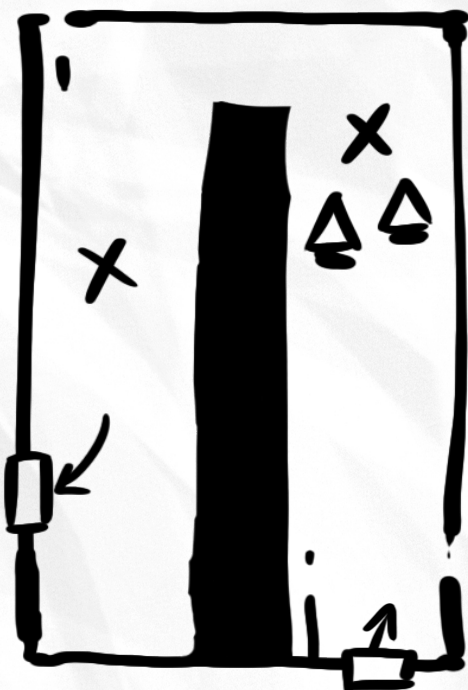
Crossing a space on an elevated walkway that is narrow and difficult is bad enough. Below the 'tightrope' is a pit filled with monsters, waiting for the clumsy. Make the Check hard enough, so someone is bound to tumble. That's when things get interesting. Make recovery difficult, the climb slippery, the path crumbling away, and be ravenous with your pit-dwellers. For extra peril, lock the far door or exit, have monsters climb from their pits, or break the walkway in half with an earthquake timer. Really all the players are doing here is running across a space. Your job is to make that simple act a memorable, dangerous proposition.



Create your own Room Archetypes! Before worrying about story, setting, or description, try just designing pure mechanics. Then, as your story begins to take shape, you already have some well-designed spaces to mix in. Players can always tell when a GM is 'off the map' as far as prep goes, because encounters can feel stale or overly simple. Bolster your prep with mechanical rooms that can fit anything the table can throw at you.

ENCOUNTER ARCHETYPES

18/5/16



ALLY KITE

18

"Cowards! Show yourselves!"

Kiting an enemy is hard enough, but this setup is worse. The prime monster hides behind a group of healers or implacable guardians, slinging ranged attacks with furious effect. Players must 'pull' the allies from their target to get a clean shot or break the shield or healing. Make those allies stalwart! They can't be easily taunted or tricked. Players must find a way to physically move them and clear the way. Then, as they finally gain access to their prey, the corner reveals the true threat: a final enemy lying in wait. It's kite and ambush all in one, and it takes teamwork. This is your chance to 'go turtle' as a GM and force them to come to you. The concealed enemy could even be invisible or stealthed to make the final moment of horror even worse.

DUEL

10

"Two enter, one leaves."

Bare bones and super simple. A one-way room and some enemies. Someone's gonna die. The interesting thing here isn't the space but asking yourself, "how do I make this exciting and different?" Here's where details, description, drama, and a bit of humor are your key elements. Running this room, after your new-found skill for building mechanical encounters, will also reveal how much of tabletop play can accidentally become too simple. But now you know better, so use something this bare only as relief, rest, or story hook. Yep, old Blackbeard is in that room right there. Let's go put an end to him. Blackbeard needs to be a dynamic, exciting enemy, a brilliant role player, or already deceased to be interesting.



You're ready! Take time to practice, keep your journal, and absorb ideas and mechanics from everything. Most of all, let it all go. The goal here is not to use what's in the book, but to absorb how it's done. Once you get comfortable with the methods, and your group is confident and alert at the table, you'll learn faster than ever. Nothing makes a better teacher than the excitement of wowing your friends every week and being wowed in return. Just have fun.

PLAYING WITH CARDS AS DICE

ICRPG



ARE YOU NUTS?

Yep. You can play entire sessions without rolling a single die. Just make sure each player and the GM have a conventional 52 card poker deck, with the jokers. You're ready to go.

DRAWING CHECKS AND ATTEMPTS

All of your ICRPG characters and monsters will function AS IS. TARGETS, HEARTS, and all of the core game is still intact. The only thing you'll change is how rolls are made. Face cards count as 10, Aces as 11. Jokers are an auto-fail. *There is only one rule:*

**D20 Roll =
DRAW 2 CARDS,
then add STATS**

DRAWING EFFORT

Here, you just have simple conversions for types.

- BASIC: Draw 1, divide by half
- WEAPON: Draw 1, Redraw if FACE card
- MAGIC: Draw 1
- ULTIMATE: Draw 2

HIGH STAKES

As an add-on to make things interesting, replace ANY CHECK or ATTEMPT by simply drawing against the GM. Both you and the GM draw 1 card. High card total wins.

Make it far more interesting by introducing a high stakes mechanic. You and your GM each draw 1 card. Let's say you're attacking his monster. Keep your draw hidden, face-down. Now you can WAGER. Up the stakes of the exchange. For example, you offer "If you win, not only will my attack fail, you do WEAPON damage on me." If the one responding to this wager accepts, draw again. At that time, you can either reveal or up the wager even further. "Ok, whoever wins this, KILLS his opponent in one blow!" The GM nods with a sinister grin. Draw and reveal, or wager again and so on.

MIX AND MATCH

If this variant play style intrigues you, consider using it in small doses, rather than simply tossing your dice in the shredder. You can only use cards for very special moments or rolls that fit the wager theme. Try running a one shot with ONLY cards to try it out. Also, take a look at the GAMBLER class in ICRPG WORLDS for more ideas. Go ahead, draw.



MONSTERS



Since the dawn of tabletop gaming, MONSTERS have been the essential peril that makes adventure dangerous, memorable, and filled with wonder. As a Game Master, playing monsters with character, detail, and gravity is key. Here is a list of unique terrors to get you started creating your own fiends and beasts.

MONSTERS

MONSTER



All realms of reality have their shadows, and in the dark, fear finds its roost. From this dark power emerge the countless fiends of the multiverse: craven, wrathful, savage things who share a hate for the ordered world. In chaos and death they find life, playing their own hideous role in the balance of good and evil.

These beings we call Monsters. They are what stand between mortals and paradise, between war and peace. Whether they be the slaves of some insidious master, or ravagers driven by simple hunger, they seek to unmake our world and our lives, and for this have earned our spite.

The longest-lived adventurers know their enemies well, and use every advantage, for no two Monsters are ever alike, and they heed none of the limits that make fragile the 'higher' races of the cosmos.

Plant your heels, warrior, and fear no evil. We are all that stands between them and all we cherish.

ICRPG MONSTER LISTINGS

HEARTS: This rating is a suggestion only! Always feel free to tune HEARTS to your game's current moment.

ROLLS: Monsters include ROLL Bonuses. Some feature a simple ALL ROLLS bonus for all Checks and Attempts.

ACTIONS: Here's where things get interesting, as Monsters bend and break rules in countless ways.

LORE: Behavior, habitat, tactics, and appetites of the horror in question. Also special rules.

LOOT: Standard is 1 Chest dropped per HEART after the first. Adjust to fit your LOOT rhythm.

MONSTERS

MONSTER

AGNAR

ROLLS: +5 STR, +3 ALL OTHERS

ACTIONS

ATTACK-CHOMP: Weapon Effort, all CLOSE Enemies

LIE IN WAIT: Disguised as a green rock, free surprise Chomp attack on CLOSE passers-by

ATTACK-FLYING LEAP: Leap to Move FAR, then Ultimate Effort against any enemies CLOSE to landing impact

INT SPELL-SPIN-THRASH: Weapon Effort, all NEAR Enemies. NEAR enemies make a DEX Check to halve the damage. Agnar recovers 5 HP

The all-eater, or 'supermouth,' of Kath. This jungle-dwelling beast has an odd circular body/head that is lined on all sides with chomping teeth. It minces its prey to mush and digests in its donut-shaped gullet.

RAVENOUS HUNTERS: Agnar come from an ancient time and hunt like reptiles. They are always hungry, make a mess of their meals, and actively pursue anything edible all hours of the day.

JUNGLE BOULDERS: To stalk prey, an Agnar will close up and lie still, looking very much like a large greenish rock. They will stay this way along paths or roads until too hungry to endure it.



DEVoured: Any prey taking 5 or more CHOMP damage in one turn are clamped in the horrible jaws of the Agnar. Only a STR Roll better than the Agnar's roll (+5) can set them free. For each turn in the teeth, that creature takes another CHOMP attack, and the Agnar need not make an attack roll to do so.

TERRIFIED BY FIRE: Many beasts from the primitive epoch have a fear of fire, as their kind predates mankind's use of it. Agnar will never approach a campfire. Waving a torch or small fire at an Agnar, roll +CHA. Meet or beat the TARGET to frighten the Agnar off. If moving in a group (usually 2-5), the beasts can resist this fear with their own CHA roll. An Agnar who has fire waved in its 'face' and doesn't scare off will be enraged and instantly perform a FLYING LEAP on the source of flames.

LOOT: Slimy, chewed leftovers from prey and carrion line the beast's gums. Only 1 LOOT can be salvaged from this mess per Agnar slain. This LOOT is not contained in any Chest or box and is rolled instantly.



MONSTERS

MONSTER

BRAIN HORROR

ROLLS: +3 ALL ROLLS

ACTIONS

ATTACK-STINGING TENTACLES: Weapon Effort, Poisonous (continue to take damage until a CON Check is made)

LEVITATE: Does not need terrain to move, always in flight, can rise up to FAR height

INT SPELL-BETRAYAL: All near enemies make an INT Check or turn against a random ally for 1 turn

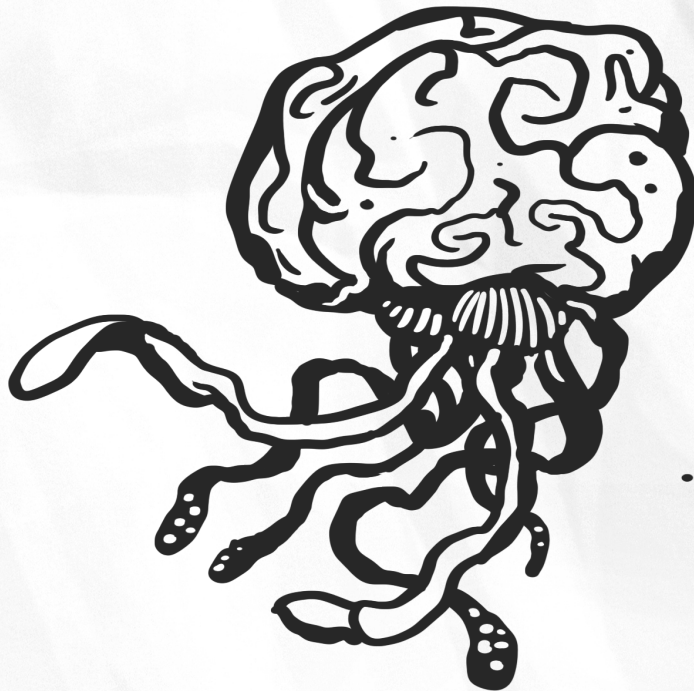
INT SPELL-PSYCHIC BLAST: Single target, any distance, Ultimate Effort. If rolling more than 6 Effort on a success, the spell compels its target to walk toward the Brain Horror for 1 turn

INT SPELL-FEED: CLOSE, Single target, do Magic Damage against a touched enemy, and heal that much HP

The hovering Brain Horror is the construct of a mad sorcerer in forgotten times. It is a tormented thing, unable to communicate except through predatory rage and a hunger to devour memories and emotions.

SILENT PREDATORS: By hovering, and lacking breathing or sound organs, the Brain Horror is perfectly soundless, save a tiny slurping of tentacles when in battle. This makes it a supreme ambusher. Spotting one that is hiding is always a HARD check.

IT SHOWS YOU THINGS: Gods, the terrible things it shows you! These sadistic beings use a low level telepathy with an EASY INT attempt. This ability places horrific visions inside a victim's mind that are interpreted as small but very real hallucinations or flashes of personal suffering. The Brain Horror will turn memories against you, show you futures that realize deep-seated fears, or even implant itself in your memories in place of loved ones or fond moments. Any creature receiving 10 or more Magic Effort of this kind makes all Checks as HARD until free of the presence.



AN OOZING RESURRECTION: If slain and left alone, a Brain Horror will eventually REFORM in 1D4 days. Some have been known to terrorize towns for centuries. The only way to permanently eradicate one is to bind it with a holy consecration or burn it to ashes.

PARASITIC: It is rare, but some of these beasts will attach themselves to another being, usually on the head or back, and overtake them completely. When this occurs, the resulting hybrid creature still has its own abilities AND the abilities of the Brain Horror. Whether the consciousness of such a poor soul is retained is unknown, but it would be an eternity of searing black torment under the Horror's control.

MONSTERS

MONSTER

CORRODER



ROLLS: +2 STATS, +1 WEAPON DAMAGE

ACTIONS

ATTACK-GRABBERS: Snatch one piece of GEAR from a target, target gets competing STR roll to resist

CHOMP: As an instant action, the Corroder rolls Weapons Effort as it chomps on stolen gear. Rolls over 5 destroy the gear instantly, rolls under 5 damage the gear. For any piece eaten whole, the Corroder returns to full HEARTS

ATTACK-LASH: Weapons Effort with sharp claws

CLIMB: Corroders can take their MOVE actions on any surface

Sword eaters! Stone chewers! Dwarves' bane! These deep-dwellers move in large numbers, devouring all metal, refined stone, wood, glass, gems, and any other artificially honed material. They seem driven by an intolerance of a shaped world...demanding it be purely natural in form.

PACK BEHAVIOR: Corroders move in groups of 3-8 beasts, cornering and pursuing prey in the tunnels and caverns of Alfheim. They are never seen above ground. Each pack has an Alpha, who has 5 HEARTS and +4 to STATS and WEAPON DAMAGE.

FOOD HOARDERS: Even if sated, these animals will steal and store weapons, armor, and jewels in hidden caches for later feeding. All such items are slightly damaged in transport, as any contact with their mouths eats away at most materials.

TENDER FOOT: Corroders have spindly legs, with a thinner carapace. This area can be targeted with a HARD attempt. More than 5 Damage there will immobilize the creature entirely, though it can still fight. Their pack will abandon them to die in this state.

TOUGH SHELL: A Corroder back shell can be used to make armor, adding 1 point over a normal item.



MONSTERS

MONSTER

CRYSTAL WORM



ROLLS: +4 STATS, +2 WEAPON DAMAGE

ACTIONS

ATTACK-MANDIBLES: Weapon Effort, target rolls a competing STR check or is restrained by the huge jaws
INT SPELL-WEB SHOCK: All NEAR enemies make a DEX check or take MAGIC DAMAGE as a red shockwave expands outward. Those who fail are also glued where they stand by red tendrils of goo until a STR check is made to break free

PSIONIC CALL: After the first round of combat, a Crystal Worm will vibrate its antennae, emitting a silent pulse. 1D4 more worms will answer this call in 1D4 ROUNDS

These massive arthropods eat various types of crystal to survive and have developed quartz-like teeth to do so. They hate intruders and dutifully patrol their hives night and day for any sign of them.

TUNNELERS: Much of the under-realm has been hollowed by these driven excavators. They carve tunnels 5 feet on a side, with occasional chambers for junctions or gatherings.

EGGS: Crystal Worms reproduce by laying thousands of tiny eggs in a crystal-rich cave at great depths. These eggs take many years to gestate and are guarded fiercely by hundreds of worms at once. Hatchlings imprint on the first creature they see at birth.

GLOWING EYES: Each of the Worm's 10 eyes is a small, glowing red crystal sphere. These can be salvaged from a recently slain worm but go dim in a few hours if left in the skull. For each taken, there is a 1 in 10 chance it will glow forever, effectively becoming a Fire Stone.



MONSTERS

100%

BLACK DRAKE



ROLLS: +5 ALL STATS AND ROLLS

ACTIONS (DRAKES TAKE 1-3 ACTIONS PER TURN)

ATTACK-CRUSHING BITE: NEAR Weapon Effort, if the victim is dropped to zero HP by CRUSHING BITE then it is devoured whole

ATTACK-SLASHING CLAWS: NEAR Weapon Effort, on a 15 or better Attempt roll Ultimate Effort

ATTACK-WHIPPING TAIL: All NEAR enemies must react with a DEX Check or take weapon damage. Those who fail also fall down, and cannot take a double move on their next turn

ATTACK-BREATH OF FIRE: All enemies within FAR range, in front of the Drake, must react with a CON save to this attack. Enveloped in fire, even those who succeed take half the DOUBLE ULTIMATE damage done. All flammable objects ignite in drake-fire

INT SPELL-SPELL STEALER: On a Hard Attempt, the Drake can utilize any INT spell used by its opponents

Most sinister of the Drakes, the Black Drake is human-like in its mind but savage in battle. They live to feed on lesser beings, hoard treasure, and dominate the volcanic realms of Alfheim.

FLIGHT FORTRESS: If injured below 3 HEARTS, the Drake will blast the area with its wings, lifting off. It descends in 1D4 ROUNDS, at full HP. It cannot use this regeneration when on the ground.

WRATH AND RAGE: If an enemy delivers more than 10 damage to the Drake in a single action, the beast becomes fixated with fury on that target. It will attack relentlessly until that target is slain, foregoing its flight ability or any kind of defensive thinking.

IMMUNE TO FIRE: Black Drakes live in magma pits and volcanic caverns and are immune to fire damage. Some actually regenerate by basking in roaring flames.



DRAGON SCALES: All Drakes have iron-hard scales. These scales are so tough, any incoming WEAPON DAMAGE below 4 is ignored. A shield made with these scales shares this property.

TACTICAL AND DEVIOUS: The Black Drake is highly intelligent and fights with deceptive, ruthless, and strategic maneuvers. They will use their environment, retreat to regenerate, employ weapons and items, or enslave other creatures to win.

HOARD: Any LOOT roll when searching a Drake's hoard that is below 30 is re-rolled. Items gained in this way are forever tainted and can be magically detected as 'Drake-touched.'

MONSTERS

MONSTER

EYE BEAST



ROLLS: +6 STATS, +4 MAGIC EFFECTS

ACTIONS (EYE BEASTS TAKE 2 ACTIONS PER TURN)

ATTACK-MAGIC BEAMS: Roll 1D8 twice on the Eye Beast's turn and fire two beams at random targets. The Eye Beast can only have as many beams as it has eyes intact. Beams reach FAR range

1-BEAM-DEATH RAY: Drops its target to 0 HP, can also annihilate any inanimate object it hits

2-BEAM-MAGIC NULLIFIER: Target cannot use any Magic Effects for 1D4 ROUNDS

3-BEAM-GLUE: Target is immobilized in their current location, until delivering 10 points of Basic, Weapon, or Magic Effort to the sticky strands and globs at its feet

4-BEAM-ENERGY FIST: Slam a target for Weapon damage, and shove it away from the Eye Beast until impacting a solid surface. IF no solid surface is available, target will be shoved 1D4 x FAR distance away

5-BEAM-GAZE OF STONE: The victim of this beam is turned to stone for 1D6 hours. If the statue is left unattended with an Eye Beast, it will perform a ritual making the effect permanent

6-BEAM-TERROR: Target uses its next move getting as far from the Eye Beast as physically possible, using any powers, items, or movement elements available

7-BEAM-DOORWAY: The Eye Beast gazes into the cosmos, opening a doorway to a dimension of hellish fiends. From this door appear 1D4 proto-goblinoids enslaved to the Eye Beast's will

8-BEAM-SUNDER: Targets hit with this beam are reduced to 10 total Armor for 1D4 ROUNDS

LEVITATE: Does not need terrain to move, always in flight, can rise up to FAR height



Dreaded rulers of the underworld, the Eye Beasts are highly intelligent and construct vast strongholds in the world beneath. They enslave other monster races, devise devious lures and traps for humanoids, and plan multi-dimensional doomsday schemes. Ambitious fools have tried to harvest their eyes as weapons. Those fools have never been heard from again.

ANCIENT SURVIVORS: Eye Beasts have no honor or conscience and never fight to the death. They almost always have an escape plan and carry grudges for centuries.

REGENERATION: The oldest Eye Beasts reform their flesh when injured, gaining 5 HP at the end of each turn.

MONSTERS

MONSTER

BANSHEE



ROLLS: +2 ALL STATS AND ROLLS

ACTIONS

ATTACK-CLAWS: Spectral Slash, Magic Effort claw attack

INT SPELL-DEAFENING HOWL: All NEAR enemies must react with a CON check. Those who fail are immobilized and disabled, holding their ears and being plagued by visions of horror. The sound continues until the Banshee is injured or decides to stop on its own

BLINK: Banshees can move up to a FAR distance without traveling between

INT SPELL-DRAIN: With an INT attempt, the Banshee can drain Magic Effort or HP from a target to heal itself

Banshees are tormented souls, poor wretches driven by confusion and envy of the living. They are often found terrorizing some small town where they were betrayed in life.

ANCHORED CURSE: All Banshees exist and beset the living because of some age old wrongdoing or tragedy. This curse is always seated in an object such as a desecrated grave, hexed seed pod, or lost doll. If this 'curse anchor' can be absolved, or made right, the Banshee will no longer exist.

SPECTRAL SUBSTANCE: No ordinary objects can touch the Banshee. Only magical weaponry and magic can harm them.

ABHOR THE HOLY: Banshees hate all things holy and righteous, as they are gnawed at by evil delusion and Hell's lust. For this reason, they cannot enter any true holy ground, defy a blessed doorway, or touch a blessed priest or cleric.

LOCAL HISTORY: These creatures are always part of some local story or secret. Use this aspect to build game story around them.



MONSTERS

MONSTER

BORE WORM

ROLLS: +3 STATS, +3 WEAPON DAMAGE

ACTIONS (BORE WORM TAKE 2 ACTIONS ON THEIR TURN)

ATTACK-STONE LASH: CLOSE Weapon Effort, can also be used to destroy any inanimate object in a single Attack

ATTACK-STONE BITE: CLOSE Weapon Effort, if over 8 Effort in one Attack, destroy one item on target

INT SPELL-VENOM SCENT: Any enemy engaging at close range with a Bore Worm must make a CON check each turn or become dizzy with noxious gas emitted from small holes in the Worm's shell. The dizziness causes 1 Poison Damage and makes any rolls HARD for that target

These huge, abominable beings are not pure evil, but they function on strict territorial instincts. Adapted to defend their portions of the under-mountains, or even old ruins or sewers, they will fight fiercely only when intruded upon.

SPIKED SHELL: The Worms armored husk is immune to Basic Damage (punching, falling rocks, etc). Also, the chitin spikes tangle and scratch attackers, doing 1 damage to all successful attackers at CLOSE range.



HATE OF THE ARTIFICIAL: Bore Worms are driven mad when man-made objects defile their territory such as buildings, wagons, bridges, or constructed infrastructure. They tolerate stone-carved works only. They patrol their territories constantly for any sign of such intrusion and attack it in mass without hesitation.

PARASITIC REPRODUCTION: Bore Worms are covered in tiny, flea-like pupae. In combat, these tiny young leap to victims, burrowing into clothing, hair, or skin. 1D4 days later, a host will begin to show signs of BECOMING a BORE WORM. Roll 1D8 when a battle with Bore Worms concludes. On an 8, a close combatant is infected. Then...Gods...what happens then?

MONSTERS

MONSTER

MINOTAUR BERSERKER



ROLLS: +3 STR, +3 WEAPON DAMAGE

ACTIONS

ATTACK-BATTLE AXE: Weapon Damage, a huge, brutal weapon

HEADLONG CHARGE: Rushing with unbridled fury, a Minotaur Berserker moves one FAR move in a straight line at a target. Anything between his origin and his destination is smashed. All enemies must use DEX to evade the charge or take an Ultimate Weapon impact from the monster

ATTACK-CLEAVE: Bracing and spinning its massive axe, The Berserker hits all CLOSE enemies with a Weapon attack on a single Attempt roll

Created by elder magic as a sort of enslaved guardian, these beasts were once human. Now, the rage in their confused minds drives them wild, especially when they see beings that remind them of their former selves. Minotaurs are not evil, but simply enraged, and bound by powerful spells.

SOLEMN LONER: Minotaur Berserkers are always alone. They spend much of their time pacing with anger and fading memory or frustrated searching for some way out of their nightmare.

A SOUL IN THERE: Deep within, these beasts have human souls that yearn for freedom. If the Berserker's former identity is known, a HARD CHA Attempt with 10 or more Effort can reach that lost mind and calm the fury.

RELENTLESS: A Minotaur is magically compelled to fight, and it never flees, retreats, or uses advanced tactics. The only thing that can stop one, besides death, is to reach the bounds of its magical prison, where it is stopped as if at the end of a chain. Here it feels despair more than any other time and goes wild with anger.



MONSTERS

100%

GOBLINS, GERBLINS, & GOBLINGS

ROLLS: +2 STR, +2 DEX

ACTIONS

ATTACK-CRUMMY WEAPON: Weapon Effort, with equipment no one wants to steal

ATTACK-HOME MADE BOW: Weapon Effort, cannot shoot beyond FAR distance

YELL FOR HELP: A terrified Gerblin will yell for aid. On his next turn, even if dead by then, 1D4 Goblin friends will arrive

FLEE AND HIDE: Run away! Goblings can hide almost anywhere. If they reach a hidey hole, they vanish and recover full HP

Here, we have the basest humanoid known. These nasty, fiendish, tribal, and semi-sentient rodent-people inhabit all corners of all worlds. They come in many forms and assemble tribes and societies of a million kinds. They seem to reproduce like mice or rabbits...infesting places where they are left unchecked.

CROWD SCENE: Goblings always fight, eat, travel, and die in large groups. They climb over each other to reach a battle, stack in piles, and form living bridges and ladders like ants. There are ALWAYS a few more of them somewhere nearby.



WEIRD GADGETS: Every gathering of Gerblins winds up with some kind of shanty gadget. This could be a log-launcher, a wind-powered monkey roaster, or a shoot-everybody arrow machine. These 'machines' take 1D4 ROUNDS to activate, rolled again after an activation, and can have ALL kinds of wacky, dangerous, and unpredictable effects.

A DIVERSE RACE: So widely varied are Goblinoids, that there are Goblin adventurers, Goblin heroes, even Goblin Kings and Barons! Somehow, these creatures have an oral history that is all-reaching, and they will recognize names and stories about their kin from far and wide, always curious.

TERRIBLE WORKERS: Goblings stationed on guard duty, told to do work, or manning any kind of station are prone to distraction, laziness, and shenanigans. This trait, more than anything else, has kept their society from ascending to greater heights.

MONSTERS

MONSTER

SLIME CUBE



ROLLS: +5 STR

ACTIONS

MOVE: The Slime Cube uses its Action to move to a NEAR destination. It will choose a random direction or move toward sound and light. It never hurries

IMMOBILE: Some Cubes are commanded or formed to be in a single place and never move

STICKY ACIDIC ABSORPTION: Anything besides stone that touches a Slime Cube becomes stuck to it. In 1D4 ROUNDS, if the object or creature has not escaped, it is absorbed into the Cube's interior. Stuck creatures must roll a higher STR roll than the Cube to pull free. Up to 6 creatures can be stuck at once

ABSORBED: Once absorbed, creatures and objects take Ultimate Acid Damage for each turn inside. Regardless of HEARTS, any living thing trapped inside suffocates in 4 ROUNDS. This kind of death ignores a normal 'DYING' roll. The ONLY way out is for the Cube to be destroyed

These denizens of the dark silently slide through their lairs in a timeless, tireless effort to dissolve all debris and blockage. They are driven by evil magic, totally soulless...simply a form of material lubricating the deeps with acid death.

RESILIENT: Slime Cubes are immune to Damage from nonmagical metal, wood, acid, or poison.

LOOT WITHIN: Magically protected objects and Chests can survive in the Cube. A Cube can contain 1D4 LOOT.

DESTROYED BY SUNLIGHT: The odd substance that makes these creatures is sensitive to direct sunlight. It will lose 1 HEART per turn exposed to direct rays of the sun, melting into a vaporous, acidic pool of bluish muck.



MONSTERS

MONSTER

BLIND HORROR



ROLLS: +5 DEX, +2 ALL OTHERS

ACTIONS

ATTACK-SPIKED TAIL: CLOSE Weapon Effort, rolls with DEX to attack, ignores armor (rolls on TARGET rather than hero armor)

ATTACK-FIRE RAY: Magic Effort, a ranged attack that sears a target within FAR range. Those hit also take 1D4 burn damage on their next turn

WIS POWER-HEAL WITH FLAMES: The Horror uses its turn to heal itself with Magical Effort

GATHER POWER: A Blind Horror can use an Action to gather its power, doubling any Effort done on its next turn

Eyeless fiends that prowl the pits, these creatures are demonic in nature. They channel a kind of fire energy but do not dwell in fire like Black Drakes. They are servants of Devilish masters and eat those they defeat.

BLIND FURY: As these monsters are sightless, they locate prey with sound and smell. With these senses they are profoundly acute, and any Attempt or Check to deceive them is always HARD.

FRIGHTENING SPEED: The Blind Horror can dash in a plume of brimstone smoke. It can take a FAR move as if it was NEAR.



INFERNAL ORIGIN: As they are a sort of demon or devil, these creatures can be repelled with holy blessings, bound with holy glyphs or runes, and banished back to their hellish dimension with the proper magic.

HERALDS OF A MIGHTY DOOM: Blind Horrors are always the vanguard of some far more terrible demonic presence or entity approaching. They cannot speak save the name of their infernal master. They are often deployed to set portal waypoints and complete great summoning circles for their superior kin.



MONSTERS

MONSTER

FLAMING SKULL



ROLLS: +2 STATS, +4 MAGIC EFFECTS

ACTIONS

LEVITATE: Does not need terrain to move, always in flight, can rise up to FAR height

INT SPELL-PARALYZE: A single target is struck motionless without making a HARD INT Check. Paralysis lasts 4 ROUNDS OR until the Check is made

FIRE SWORD: On its turn, the Skull can conjure a blazing sword which will engage combatants on its own. The sword is spectral and cannot be harmed. It fights with normal Attempts and Weapon Effort and vanishes only when the Skull is killed or flees

ATTACK-MAGMA BOMB: These cackling fiends spit a blob of molten fire at a target or area. Anything NEAR the impact site for the next 4 ROUNDS must make a DEX Check or take Magical Fire Damage. Successful Checks result in half damage

When the soul of a fallen villain is too hateful to enter the afterworld, or too defiant to obey the Lord of Death, they become a Flaming Skull. Doomed to wander the cosmos in a haze of madness and sadism, they find pleasure in the death of others, especially those bound for the Elysian fields of Asgard.

UNKILLABLE: Even when destroyed, a Flaming Skull will be reborn from fire, defiled ground, or the black of space. They will seek their destroyer with relentless rage.

CAKCLING LAUGHTER: Driven mad with eons, these beings can't stop their hideous chuckling. In the deep places of the world, it can sometimes be heard for miles.

VULNERABLE TO SILVER: Flaming Skulls abhor silver and will flee from it. Any silver weapon used on them does Ultimate Damage on every roll.

FLY-BY FIGHTERS: These beings can attack while moving and will often zoom by, disappear, and come around from another direction, sometimes above or below, to baffle their victims. They can move FAR on a half Action.



MONSTERS

MONSTER

GARGOLETH

ROLLS: +8 STATS, +8 WEAPON DAMAGE,

ACTIONS (GARGOLETH TAKES 1-3 ACTIONS ON ITS TURN)

ATTACK-TENTACLE: FAR Weapon Effort, hits all targets NEAR a point of attack. Targets there must make a DEX check to evade. Those who fail roll again, a 10 or less results in being grabbed by the tentacle. Inflicts 1D4 ship damage

ATTACK-CRUSHING BEAK: Ultimate Effort on a single NEAR target. If target reduced to zero HP, it is devoured whole

WAVE SURGE: A Gargoyleth can convulse its massive body to form a huge wave. The wave is as large as the average ship and almost as high. All creatures in its path must make a HARD STR check or be swept away. Those who succeed hold on but take 1D6 damage

ATTACK-STORM OF SPINES: Using compressed air, a cloud of tiny barbed spines fly out of the creature's skin. There is no way to avoid them unless sheltered by wood, steel, or stone. Those NEAR the Gargoyleth all take 3 Weapon damage instantly



A ravenous, insatiable behemoth from the depths, the Gargoyleth knows no mercy. It devours entire ships, along with their doomed crew, and prowls the blackness for its next meal. This is nature's most terrible creation.

SURVIVAL INSTINCT: These beasts are often decades old and never fight to the death if they can help it. They will flee to lower depths at 2 or less HEARTS and plot their revenge.

SHIP DAMAGE: The average sea vessel has 2 HEARTS of ship HP.

TERRIFIED OF LIGHTNING: The one force in nature greater than these is a bolt of lightning. It melts their rubbery flesh and causes searing agony. Even a sign of such weather will send them scared to lower depths.

TITANS: Some Gargoyleth grow to nightmare size. For each additional Tentacle they grow, they earn 1 additional HEART, with a maximum of 10. These monstrosities can destroy an entire city if left unchallenged.

CAVERNOUS GUT: So big is this thing, devoured creatures can move about inside it. 2 HEARTS of Effort can earn a slimy escape for any such victim.



MONSTERS

MONSTER

GIANT TENTACLE



ROLLS: +4 ALL ROLLS

ACTIONS

ATTACK-LASH: Normal Weapon attack, NEAR reach

ATTACK-GRAPPLE: Without LASHING, the Tentacle wraps itself around a single victim, initiating competing STR rolls. Those overcome are squeezed and must check with CON or be winded, losing their next turn

DRAG DOWN: Grappled victims are pulled into the depths. The Tentacle will waggle and waiver for 1D4 ROUNDS before doing so

HURL: If a Tentacle has a victim grappled, and takes any type of damage, it will HURL the victim to a FAR location. The landing, if not mitigated with a DEX check, will cause at least 1D4 damage, depending on the landing site

Sometimes the pseudopod of a Gargoyleth, sometimes the conjuration of a mad wizard, these rubbery whips are inhuman, elder things that exist only to kill.

RESURFACE: A Giant Tentacle can disappear at will in water, and reappear anywhere within FAR distance

TARGET INCREASE: These whipping masses are wracking, distracting, and terrifying to the mind. ANY time a Giant Tentacle appears in a scene, that scene's TARGET is increased by 1. Additional Tentacles do not increase the TARGET more

DEEP SEA REGROWTH: Lopped-off Tentacles will regrow themselves, recovering 2 HP per turn unless cauterized with fire or lightning.

HEALING PROPERTIES: The regenerative tissue in a Tentacle can be liquefied into a healing poultice. A phial of this material can heal 1D8 HP when applied.

NEUTRAL SERVANTS: A Tentacle can be commanded by a number of monster control spells and will dutifully serve a master without rebellion or resistance. It only resists at the time of changing masters, when it will fight with a +4 INT check.



MONSTERS

MONSTER

SKELETON

ROLLS: +2 ALL ROLLS

ACTIONS

ATTACK-WEAPON: Weapon Effort, on any critical fail their weapon breaks and they must resort to BASIC attacks

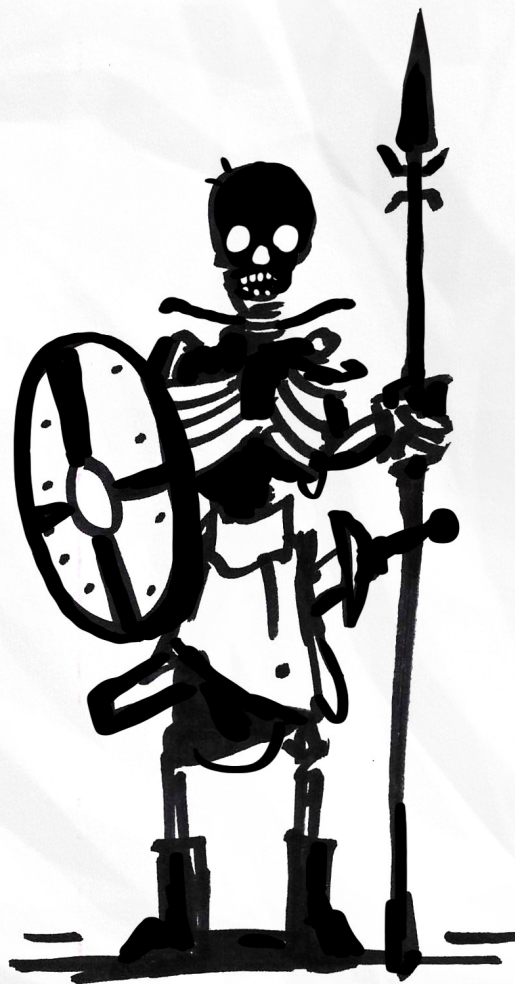
ATTACK-DEATH TOUCH: Making a normal STR attack, the Skeleton grasps bare skin, burning it with cold blue fire. This causes Magic Damage

The dead are in the employ of haunts and hellions the world over. Devoid of souls, only bone and steel remain. Alone they are fragile and foolish, but in great numbers they can be a terrifying force.

SPEAR FIGHTER: Most Skeleton warriors employ the long spear and fight at NEAR range.

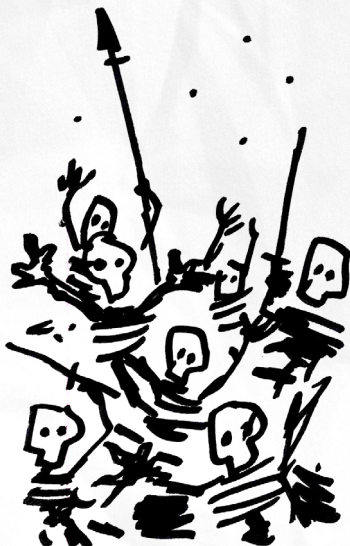
SLOW AS DEATH: A Skeleton can never move FAR in an action. It clumsily plods along.

ANIMATED BITS: Once destroyed, intact pieces of a Skeleton still contain lifelike will to complete their task. These bits could include a biting skull, crawling hand, or running legs. At most, these pieces are capable of HARD Attempts to inflict Basic Effort.



LEGION OF THE DEAD: Skeletons often appear in numbers beyond 100. They are foolish fighters, though, and attack in small waves of 4-8 at a time, confused by the scale of the battle.

CONTROLLED BY AN OBJECT: Most Skeleton hordes are bound to a relic or artifact from their past. This object holds some meaning or marks their pact with an evil wizard. He who commands this object holds their fate, and if it is destroyed, they fall to dust, finally able to rest.



MONSTERS

MONSTER

FLIMES



ROLLS: FOR EACH FLIME BEYOND 1, ALL PRESENT FLIMES GAIN +1 TO ALL ROLLS

ACTIONS

ATTACK-BITE: CLOSE Weapon Effort

ORBIT: If 3 or more Flimes are CLOSE to one another, they can use their Action to ORBIT. They spin around one another for 1D4 ROUNDS. At the end of that time, they emit a beam of white energy, striking any targets in a straight line for Ultimate Damage

Flying Slimes, commonly called Flimes, have plagued good folk for eons. They are primordial lifeforms, driven by hunger alone. They reproduce by division, which can only occur in battle. Thus, they are driven to fight, interfere, and chomp at all the doings of men and beasts.

ELEMENTAL DWELLERS: Flimes exist in all the elemental types known: fire, ice, earth, metal, wood, air, and so on. For each type, they are immune to that damage type and dwell in that environment. Dunking themselves in their element heals them to full HP, be it lava, icy water, or freezing wind.

DIVIDE AND DESTROY: If a Flime is reduced to less than 3 HP, but not killed, it will divide into 2 Flimes, each with a full HEART of Hit Points.

CAN OF FLIMES: Flimes are often contained in vessels of various kinds such as chests, rooms, boxes, or vases. Once released, they go wild with carnivorous hunger but can survive contained for any amount of time. Thus, they are very useful to trapsmiths and evil wizards.



MONSTERS

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CARRION CRAB

ROLLS: +2 STATS, +2 WEAPON DAMAGE,

ACTIONS (CARRION CRAB TAKES 2 ACTIONS PER TURN)

ATTACK-GIANT CLAWS: Weapon attack, CLOSE

DIG IN: As an Action, the Carrion Crab pulls its legs inward and grips the ground. In this state, it is utterly immovable by any physical means

PASSIVE SPINES AND SPIKES: These beasts are covered in armor, swords, and spears, as well as natural chitin spines. Any successful melee attack against them inflicts Weapon Damage on the attacker

The battlefields of yore are prowled by these huge beasts. They feed on the dead, leather belts, horse flesh, and all the debris of battle. They stack and arrange the equipment of the fallen onto their massive shells as a great bulwark.

TOUGH AS IRON: All Attacks against a Carrion Crab are treated as HARD Attempts, due to the thick shell and mess of weapons and armor attached.

DORMANT FOR WEEKS: A Carrion Crab can lay perfectly still for up to 3 weeks, waiting for stimuli. In this torpor they are often mistaken for small hills.

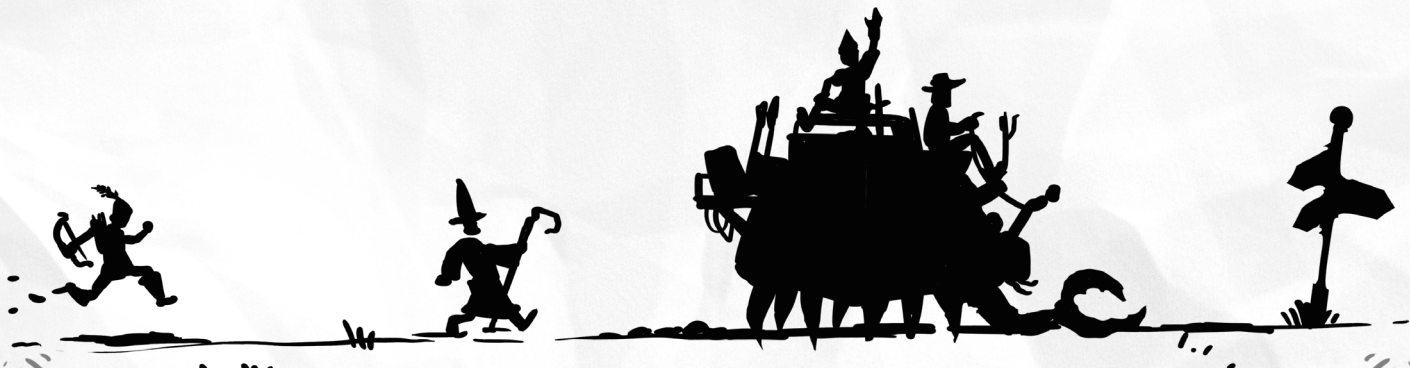
SLOW POKE: Carrion Crabs can only move NEAR per turn.



COVERED IN LOOT: The protective covering of the Carrion Crab makes it a walking LOOT pile. With a successful HARD DEX Attempt, a hero can retrieve 1 LOOT ROLL from the creature.

DRAWN TO BATTLE: As their source of food is the aftermath of battle, these beasts are drawn to the sounds of combat, such as clanging swords, battle cries, and death yells. Large battles are especially likely to call one, but they move very slowly and seldom arrive during the action.

A DECENT WAGON: A steady, mountable, super strong cargo vessel, a Carrion Crab is serviceable as a wagon. The trick is taming or magically controlling one to start, stop, and steer by command. Their thick shells can also be built up with wood or metal additions. They can carry up to 8 people and 50 LOOT.



MONSTERS

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CAVE ROPER



ROLLS: +4 ALL ROLLS

ACTIONS

ATTACK-LASH: Normal Weapon attack, NEAR reach, a barbed tongue whips and flays

ATTACK-GRAPPLE: A single NEAR target can resist with a HARD STR roll or be dragged in and held as food

CHEW: With no roll, the Cave Roper chews on its held prey as an action. Victim can use a HARD CON check to reduce the Weapon Damage to half with sheer will

These cavern predators disguise themselves as stalagmites, then roar to life, devouring the unwary. They are thoughtless, hateful things. Also known as 'Miner's Bane' or 'Cave Chewer.'

HIVE DWELLER: These creatures live in communal crowds, usually between 6 and 20 individuals. They reproduce by budding and form 'groves' in deep caves.

IMMOVABLE: Cave Ropers are fused to the rock they live on and cannot move or be moved without being destroyed.

AU NATURALE: Cave Ropers are never found in dungeons or catacombs of any kind. They ONLY dwell in natural caverns, especially those with dripping water and formations that match their general shape.

CAMOUFLAGE: These beings are very hard to spot. It is always a HARD check to find them without waking them. Once awake and feeding, though, they can be heard for some distance as chewing, grumbling things.

GREEDY EATERS: In a tight group of Cave Ropers, a single victim can be fought over, sometimes being pulled apart by multiple 'tongues.' These beings never work together. They all want all the food all the time.

THE BIG ONE: Legend tells of a sort of progenitor of this species that is enormous somewhere in the deep under realm. It is said to have eight mouths, eight eyes, and as many tongue-whips. It is an evil, scheming creature with ancient intelligence, most likely ruling an entire kingdom of its own in the darkness.



MONSTERS

MONSTER

CHILD OF AZATOTH

ROLLS: +8 ALL ROLLS

ACTIONS (TAKES 1 ACTION PER VICTIM WITHIN FAR DISTANCE)

INT SPELL-CONFUSION: All intelligent creatures within FAR range make ALL rolls as HARD

INT SPELL-SPELL STEALER: With a Check, the THING can utilize any INT spell used by its opponents

AURA OF DECAY: For each turn spent within NEAR range of the Child of Azatoth, creatures must make an INT check. Failure costs 1 STAT point, chosen at random

INT SPELL-TELEKINESIS: This being can move objects, even huge ones with an INT check. Such objects are its only physical weapons

INT SPELL-BECKON: With a competing INT roll against its victim, the Child of Azatoth compels a target to walk slowly toward it for 1D4 ROUNDS. The check can be attempted again each of those turns to break free

INT SPELL-MEMORY EATER: This spell targets a single victim and robs them of one key memory from their recent or distant past, whichever is more sadistic

AURA OF OFFERINGS: Any creature within CLOSE range must make a CHA check. If they fail, they must offer one piece of LOOT to the dead God as tribute

Some things should not be, yet endure. This...THING...is neither living creature nor inanimate statue. It is both. It is an effigy of the blasphemous horrors that predate the universe and the madness that swirls in the dreams of death itself. It is a nightmare made material.

A FOE FOR THE AGES: If a group manages to defeat a Child of Azatoth, all members may instantly gain a Milestone Reward.

A HELLISH DEFEAT: If a group is defeated by one of these things, they are cast into a chaos dimension to continue their nightmare and be tormented by all the formless horrors that reside there. Is there a way out?



HEART OF DARKNESS: These things are so old, so powerful, they often spawn entire civilizations, cults, or religions simply by being. Their number is unknown.

DREAM BLIGHT: Entire kingdoms have fallen as the Child of Azatoth simply abides. It poisons minds, whispers madness, and drives the innocent to kill. It does this through dreams, visions, prophecies, and secrets.

CONTAINED? OR SLEEPING: Sometimes a Child of Azatoth will go silent, powers inactive. It is unknown what causes this, or if it can be induced. Sometimes this lasts days, others centuries. To know why would be to peer into the heart of the cosmos.

MONSTERS

100%

SNAKE MEN



ROLLS: +4 STATS, +6 MAGIC EFFORT

ACTIONS (2 PER TURN)

INT SPELL-SEEKERS: Spectral serpents fly from the long-fingered hand of the snake man wizard, blasting their victim with power

INT SPELL-FIRE MISSILE: A simple, deadly dagger of pure flame

INT SPELL-COUNTERSPELL: The snake men are cunning fighters, seldom fight to the death, and confound their enemies with crippling strategies and anti-powers

INT SPELL-THE HIDDEN: Most snake men prefer to be invisible whenever possible, whispering into the dark from their magical shelter

WIS POWER-HEALING TOUCH: This will be used to heal itself most often, or those fighting for it

HOWLING HISS: The creature opens its unhinged jaw and lets loose a disturbing hiss from beyond time. All those who can hear it must make a CON roll or be terrified, using their entire next TURN running away from the snake caster

Long believed extinct, the serpent men still haunt the deep tombs of Koab and other unholy places, enduring through unlife. They are powerful magicians, horders of magical knowledge, or seething trap-layers with sadistic plans. Even looking at them can drive men mad, much less being the focus of their cold-blooded lust for death.

DEVIOUS BARGAINS: As an alternative to a direct conflict, snake men will lie, deceive, and entrap their enemies with promises and word-trickery. Anyone engaged in a conversation with a snake man makes all INT, WIS, and CHA rolls as HARD.



REGENERATIVE: Snake men regenerate 5 HP every round, unless they are on fire or frozen solid. This effect functions when they are unconscious with 0 HP. They are unliving. Even if burned to ashes, a snake man will eventually reform, sometimes taking years of decades.

GENIUS: Using their supreme intelligence, snake men create baffling dungeons, wondrous machines, and experimental magic. They avoid brutish battle at all costs, employing minions and confusion as their primary weapons.

MONSTERS

11/25/11

ANT MEN



ROLLS: +2 ALL ROLLS

ACTIONS (2 PER TURN)

WEAPON ATTACK: A common spear, battleaxe, or sword attack. Ant men seldom use ranged weapons

STINGING BITE: The mandibles of these creatures can cut through iron or chomp off a man's arm. If more than 10 damage is dealt in a single bite, the target loses a limb

HOOKED GRIP: Ant men have sharp, hooked forelimbs. With these, they can grapple foes. They grapple to immobilize foes, while others close in to attack

ACID MIST: In a desperate fight, an ant man can spray a fine, corrosive mist out of tiny pores in its exoskeleton. All enemies within NEAR range must roll CON or suffer weapon damage to themselves AND 1 piece of equipment

Hailing mostly from the Molten Mountains of Duradin, but found anywhere the land is hollow, Ant Men are a tenacious, unified race with singular purpose. They live to protect their queen, of which there is only one per thousand square miles. They work as a team, fighting and moving in vast numbers. Their primary food source is fungus.

NATURALLY ARMORED: All attacks against ant men that use physical means are HARD.

STRENGTH IN NUMBERS: For every 3 ant men fighting together in a group, add another +1 to ALL ROLLS.

FRENZY: If fighting to survive, protect food sources, or protect the queen, ant men enter a FRENZY. In this state, they get 4 ACTIONS per TURN and ignore any damage of 3 or less.



MONSTERS

MONSTER

RAZOR POD



ROLLS: +8 STATS, +2 ALL EFFORT

ACTIONS (3 PER TURN)

STINGING GRAPPLER: The Pod lashes out with a barbed vine, both inflicting WEAPON damage and entangling its victim with STR. When grappled, make a STR roll or be pulled in to the trunk, where the Pod can bite

CRUSHING JAWS: CLOSE enemies can be bitten. This huge mouth has a hundred jagged teeth. It inflicts ULTIMATE damage. IF the bite inflicts 10 or more damage in one attack, the victim is engulfed in the mouth. Inside, they will take WEAPON damage every ROUND. TO escape, inflict 10 damage of any kind on the interior, and be regurgitated

FLYING NETTLES: If overwhelmed with targets or attackers, the Pod will burst with a cloud of tiny, flying thorns or nettles. Any creature within FAR range must roll DEX or receive WEAPON damage. To make things worse, those injured with the nettles will take another 1D4 the following ROUND and suffer a terrible, itchy rash for at least a week

SPROUT: If near death, the Pod will 'fire' a missile like spore pod. This pod will hit somewhere within FAR range and INSTANTLY spawn a new Razor Pod with only 2 HEARTS.

The evil of the Dead Lands has poisoned the plants there, filling them with oily slime and deadly hunger. The worst of these are the towering Razor Pods, who prey on passing creatures with barbed whips, steel-hard teeth, and huge digestive chambers. Rumor has it, the K'Tul fishmen even sacrifice their captives to these ravenous plants, leaving them to be slowly dissolved.

GREEDY VINES: Any time the Pod does 4 or more damage with its vines, it can also entangle and pull at equipment. Victims lose 1 piece of gear this way, but it is deposited at the base of the thorny trunk.

IMMUNE TO FIRE: Worst of all its properties is the Razor Pod's oily, wet surface, which makes it impossible to burn, scorch, or ignite.



MONSTERS

MONSTER

DIREHORN



ROLLS: +6 STATS, +2 ALL EFFORT

ACTIONS (2 PER TURN)

RAM: The beast charges at its enemies with reckless fury, smashing everything in a straight line that extends to FAR. Nothing can stop it besides solid bedrock. Anything in the path takes **ULTIMATE** damage

TRAMPLE: On open ground, the Direhorn can move double FAR, running over creatures or small structures. This attack only inflicts **WEAPON** damage, but no Attempt is rolled. Rather, those in its way can make a DEX roll to evade

ROAR: When infuriated, a Direhorn will loose a bellowing howl. This sound stuns those that fail a CON roll for 1 ROUND, and 1D4 more Direhorns will arrive in 1D4 ROUNDS

IRON HIDE: Cornered or tired, the beast takes a few deep breaths and regenerates 10 HP. Attacks against it become **HARD** until it is hit

On the great plains and steppes, this huge animal reigns supreme. They are bigger than a wagon, faster than any horse, and have no tolerance for the two-legged races. Some say the storms guide their mighty herds, but the true nature of their migrations remains a mystery.

WILD AND FREE: Direhorns are very difficult to train and can never be fully domesticated. A **HARD** CHA roll is needed any time they are mounted. Even with a success, make a DEX or STR roll when riding to hang on.

HARDER THAN IRON: The horns and hooves of these great beasts are some of the hardest known materials, even rivaling dragon scales. They resist every type of element and sharpen to terribly durable points. For this reason, they are hunted and have learned to hate mankind.



MONSTERS

MONSTER

PRIMAL

ROLLS: +4 ALL ROLLS

ACTIONS (2 PER TURN)

INT SPELLS-HAMMERFALL, DEATH NOVA, LIGHTNING BOLT, DOORWAY: Primals use an ancient form of magic, tapping the very essence of Urth to cast SPELLS. They never suffer SPELL BURN. Some even employ FORMLESS MAGIC

FORCE BLAST: All Primals can channel pure force through their hands in a ray of concussive energy. This blast has FAR range, does ULTIMATE damage, and pushes any target it hits backward up to FAR. If a pushed target hits a solid object while being pushed, they also take WEAPON damage

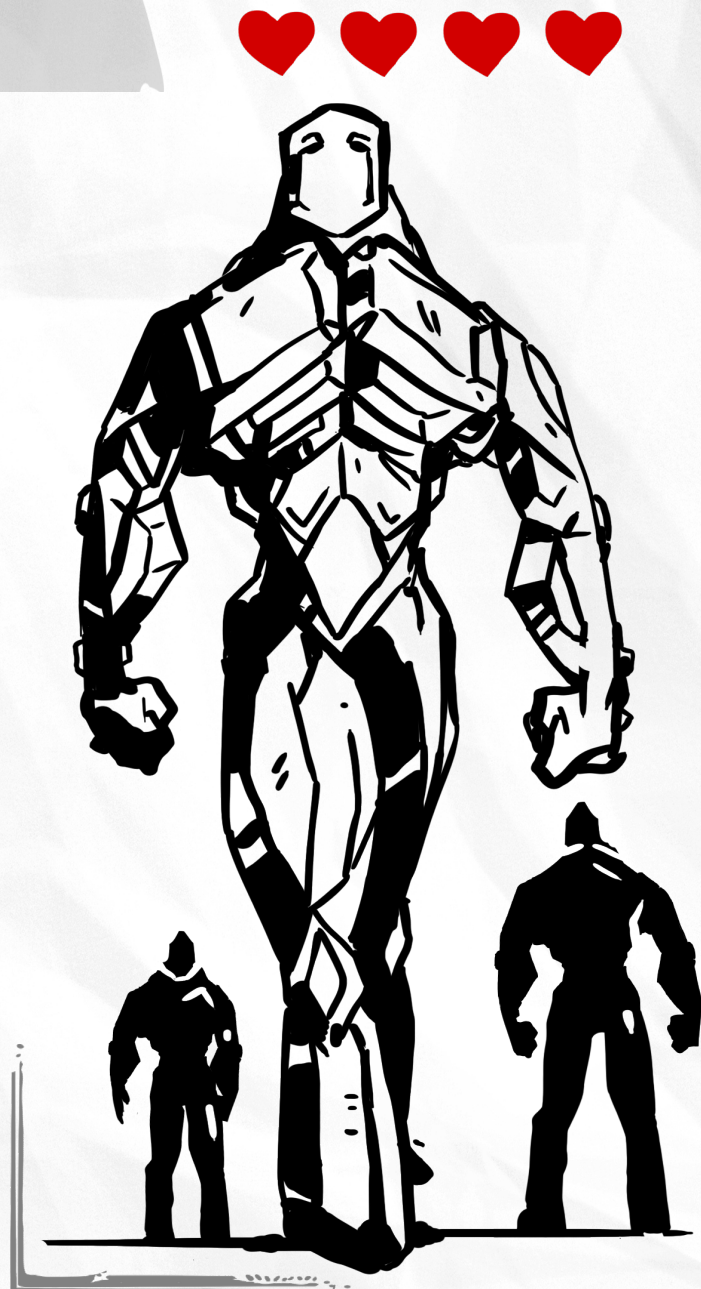
REFLECT: As 1 of its ACTIONS, a Primal can REFLECT any SPELL, WEAPON attack, or other energy AT ANY MOMENT, including fire, arrows, or arcane missiles. The Primal rolls to hit its target with this reflection

FROZEN TOUCH: The icy crystal surface of a Primal will freeze mortals. With a touch, this effect inflicts MAGIC damage and freezes its target in its tracks for 1 ROUND.

SMASHING FIST: A simple, terrible punch. ULTIMATE damage

Originally the workers who enacted the will of creation, these ancient beings now dwindle in number. Time has left them behind, but their fierce wills refuse to sleep. They face an uncertain future, caught between men, ape savages, Gods, and devils.

IMMUNE TO COLD: No cold effects or magic can harm or even distract a Primal. Even a furious blizzard or the depths of the icy sea are nothing to them. Some say the cold actually emboldens them.



RATIONAL SENTINELS: Primals are neither good nor evil, but they seek to guard the natural world from imbalance and impurity. They can be reasoned with, made allies, or even join the armies of men and dwarves, but this is a rare thing.

EXPLOSIVE: Primals explode with raw natural energy when destroyed. 1D4 ROUNDS after killed, they will explode, inflicting ULTIMATE damage on all creatures within FAR range.

MONSTERS

MONSTER

SHADOW LASHER



ROLLS: +5 DEX, +2 ALL OTHERS

ACTIONS (2 PER TURN)

ATTACK-LASH: Weapon Effort, NEAR reach

ATTACK-POUNCE: The Lasher leaps onto its prey, pinning it down with STR. If Lashed when pinned in this way, the target takes Ultimate Damage and gains no benefit from armor

BLINK: Shadow Lashers can move NEAR without passing between locations

Lethal, fast, panther-like pack hunters with the ability to phase between two locations. These creatures are natural beasts, but something has given them abilities far beyond any fur-clad wolf or tiger of Kath.

VIBRATING TARGETS: Partly in phase, a Shadow Lasher can be difficult to hit. Each round, attacks against it are HARD until it is hit once.

PACK HUNTER: Not only do Shadow Lashers move in numbers, they use pack tactics like distraction and trapping to enclose and shred their prey.

FOREST WARDEN: These beasts have an intrinsic drive to protect the forests. They abhor machinery, noise, or encroachment by civilization. They especially despise Orcs and Goblins and will actively hunt them if detected.

A DEADLY PET: These creatures can only be tamed if raised from birth. To acquire a Lasher pup...that would be a hero's deed.



MONSTERS

MONSTER

OGRE

ROLLS: +8 STR, -3 INT -3 CHA, +3 All Others

ACTIONS (TAKES 2 ACTIONS PER TURN)

ATTACK-SPIKED CLUB: Weapon Damage with a NEAR reach. Even on a missed Attack, the spiked club inflicts 3 Damage on its target

ATTACK-BODY SLAM: Ogres hurl their massive bodies at an enemy to crush it. A DEX check is needed to evade when this Attack succeeds. Failure results in DOUBLE Weapon Damage and being immobilized under the creature. Success avoids all effects

ATTACK-SEISMIC HAMMER: A ground-shaking area attack. All NEAR enemies must make a CON check or be shaken senseless and lose their next turn

BATTLE CRY: If cornered and almost dead, an Ogre will call for aid. Roll 1D4, on a 4, 1 more Ogre appears nearby

Somewhere between Hill-men and Giants are a race of huge men called Ogres. They have earned an evil reputation but are as diverse as Goblins, at least in their ways. Most are known as clumsy, angry, territorial oafs who terrorize travelers to eat their horses. Either way, they're best avoided.

EASILY DECEIVED: Ogres are not smart. Talking them into or out of things is surprisingly easy, or even simply commanding them to go away. For this reason, when a more intelligent Ogre comes along, it is their supreme ruler.

FRIGHTENED OF SOME MAGIC: Ogres are terrified of the eldritch or strange magical types. Tentacles, gateways, great all-seeing eyes, or mind-piercing nightmares all cause them to unconditionally flee in a random direction. They are not afraid of elemental magic, or telekinesis, only that magic which alludes to an eerie world beyond our own.



HUGE MOMENTUM: Any time an Ogre makes a FAR move, roll 1D4. On a 4, he continues moving out of control into/through targets and objects.

HUNGRY: It's easy to find or summon Ogres because they are constantly hungry. They can smell roasted meat for miles and will take foolish risks for a meal.

OGRE LAIRS: These huge bipeds dwell in caves mostly, hoarding treasure but never knowing what to do with it. They also have massive larders of food that could feed a small city for months, as they never feel fully stocked with enough to eat.

MONSTERS

MONSTER

SWARM

ROLLS: +1 ALL ROLLS

ACTIONS (1 PER TURN, PER HEART)

BAFFLING CLOUD: Any being within CLOSE range of a Swarm makes HARD rolls on any action. If the Swarm is between a ranged attacker and its intended victim, the same HARD effect applies

DISPERSE AND REGROUP: If threatened, a Swarm can spread apart, recede from harm, and reform anywhere within FAR range

PROLIFERATE: As an action, the Swarm gathers greater numbers. Add 1 HEART and adjust rolls and HP accordingly. Some Swarms will ONLY take this action for several ROUNDS until forming a colossal darkness of multitudes

ATTACK: The Swarm descends on a group of targets, compressing to CLOSE range in mass. Anything within the Swarm takes damage based on the Swarm size. 1 HEART = BASIC, 2-3 HEARTS = WEAPON, 4+ HEARTS = ULTIMATE. Swarms do not roll attack rolls

Whether a cloud of insects, flock of panicked birds, or endless whirl of bats, Swarms can be terribly deadly. They cannot be targeted individually, only injured by magic, fire, or some other means of area effect. Even then, they can disperse and regroup or grow in number to defend themselves. They are one of nature's most terrible creations.

DETERMINING HEARTS: The size of a Swarm determines its HEARTS. Size is a critical element of its difficulty. If a swarm is the size of a human or horse, give it 1 HEART. If the size of a wagon, 2 HEARTS; if as big as a house, 3; and if any bigger, 4 HEARTS. Freely inform players of this statistic.



SUGGESTED SWARMS: Mosquitoes, bees, roaches, locusts, ants, crows, bats, snakes, rats, frogs, carnivorous fish, faeries, or low level bards.

WAYS TO FIGHT THEM: Employ fire, wind, walls of water, or freezing cold to affect a Swarm. Any force or element that deploys in an area will harm them, but they can never be targeted individually to any effect.

MONSTERS

MONSTER

FROGLODYTE



ROLLS: +3 ALL ROLLS

ACTIONS

RAGGED SPEAR: Frogloodytes will fight with their crude weapons either in melee or by throwing them. The weapons are normal, but so ragged and crusted with toxic slime, they poison their targets. Characters take 1D4 damage for 1D4 ROUNDS when poisoned this way
STICKY TONGUE: Like their toad brothers, these beasts can whip out a lightning fast tongue, pulling prey in to CLOSE range with STR. They also use this action to feed on birds and fish

INT SPELL: CONJURE BUG SWARM: This spell summons a 1 HEART Swarm of mosquitoes and biting flies. They do not obey the Frogloodyte's will but simply appear and buzz about, biting anything nearby

SQUIRMY BURROW: With gooey, flexible skeletons, Frogloodytes can squeeze themselves between rocks and soil with a weird quickness. If using this action, they will vanish instantly downward and can reappear anywhere nearby moments later

Whether nature's cruelty or some evil magic, whatever created these things did so out of spite. They are hateful, stupid things driven only by hunger and envy. Their societies are violent and disorganized and lack any real structure. They live like wretches and kill like savages.

FEAR OF FIRE: So primitive and primordial are these things, they are terrified by any form of fire. They will use 'Squirmy Burrow' to flee fire. From a safe distance, they will use their tongues to splash the source of flame, frantically trying to extinguish it.

REGROWTH: Like frogs, these creatures can regenerate wounds and limbs. They heal 1D6 HP per ROUND.



CHAOTIC CANNIBALS: So wretched are Frogloodytes, they will even kill and eat their own if betrayed, deceived, or desperate. Driven by the taste of their kind's slimy flesh, they go into a fury. They enter this rage for 1D6 ROUNDS, and it doubles all their STATS until that time expires, or they are killed.

MONSTERS

MONSTER

TREE OF DEATH



ROLLS: NONE

ACTIONS (2 PER TURN)

CLOUD OF SEEDS: Anything within FAR range must roll 1D6 as they approach. In that many ROUNDS, they will breathe too many seeds and will then take 5 Poison damage every TURN thereafter

ROOT CORPSE: The tree pushes animated corpses up with its roots. These will attack anything nearby as 1 HEART monsters. 1D4 spawn at a time

CLOUD OF FEAR: Any creatures within NEAR range are wracked with visions of hellish agony. Make a WIS or CHA check to resist. Otherwise, make a FAR move in a random direction

SPAWN INSECTS: If cut or chopped, the tree will spew out a swarm of biting insects. This swarm cannot be harmed with any conventional weapon and does Weapon Damage to one target per TURN with no avoidance

BLIGHT: If agitated, the tree will issue forth bursts of subsurface poison. This poison will taint water and soil for 1 mile in any direction for 1D4 years

CLOUD OF BETRAYAL: If below 2 HEARTS, the tree cracks. In its core rests a cloud of spores. All creatures must make a HARD CON check or turn against their allies for 1D4 ROUNDS

In places where tragedy has saturated the land, or some terrible wrong has never been made right, a plague festers in the soil, and from this scar grows the Tree of Death. This inert totem of evil blights the land, turns men against one another, and simply stands as a symbol of unresolved torment. Whenever found, they must be destroyed, and every root burned to ash.

A CURSE FORGOTTEN: These plants only arise when something awful has happened that was never resolved. If the mystery can be solved, and the wrong made right, they wither and disappear.

GALLOWS: Often, these trees are used as a gallows by Hags and Witches, adding to the macabre horror. A hanged corpse can be root-animated.

TOWN LEGEND: Many small towns have hushed legends about the terrible trees and blame their misfortunes on them. Seldom do such places have heroes that can survive an attack.



MONSTERS

MONSTER

MAKING MONSTERS

CHALLENGE, MECHANICS, WONDER

It's time to create your own fiendish beasts! Once you have a visual, maybe a name that fits your next adventure, put some thought into these three areas: Challenge, Mechanics and Wonder. Challenge can be very simple: how many HEARTS does it have, what are its STATS, and how do they compare to players? Mechanics are the crazy part: what can it do, how is it lethal, and how can it be beaten? Wonder is the wow factor of your monster. Make it memorable, weird, and scary!

The only way to master these areas is to jump in and try things! Not every monster can be a silly old Gerblin, so go crazy! The best part about making monsters is BENDING THE RULES. This aspect is what makes creatures really dangerous, not just lots of HEARTS and high STATS. Here are several suggestions for abilities you can assign to your monsters. SEE ALSO the MONSTER ROLLER tables on p. 195.

TRAP THEM: The monster can grapple, immobilize, or incapacitate its foes. Usually countered with opposing STR rolls.

REPEL THEM: Use magic or muscle to shove enemies away. This ability can be especially deadly if combined with a ranged barrage.

HIT ALL TARGETS: Monsters that spray the whole area with damage are brutal! Unleash it with an attack roll, or force players to roll for avoidance.

DESTROY GEAR: Wait, what? Yep, give a monster the ability to destroy equipment, and players will turn pale with fear. This effect is usually explained with corrosion, acid, or crushing jaws.

VANISH/REAPPEAR: When players pin a monster down, it has little chance. Give one the ability to move without moving, and suddenly, the tables are turned.

FORCE THEM TO MOVE: Tank and spank monster fights can be very dull. Use jumping, flying, or must-flee effects like fire pits to keep battles moving.

NEGATE THEIR ATTACKS: Any monster Action that costs players a turn is very powerful, but can be disheartening, so be judicious with such abilities.

BOLSTER DEFENSES: If a monster is just 'in the way,' then making it very resilient can be fun. Use a turn to double your HEARTS, or make attacks against it HARD.

PARALYZE: Paralyzed heroes aren't totally useless, but they can be very vulnerable. Use stinging barbs, poison, and the like, but always allow a CON check to break free.

LOTS OF ACTIONS: Giving a monster 2, 3, or more Actions will give it a boss-like quality. Be sure to have the variety to back it up.

DESTROY TERRAIN: If a foe smashes a doorway, it can have more gravity than killing a hero! Use this destructive power to scare or confine the heroes.

BEHAVE IN CYCLES: When monsters do the same 1-2-3 action combos, players can learn their pattern and exploit it. That is a great fight.

REGENERATE: Either automatically or by an Action, the monster can regain a HEART or a few HP, critical for climax monsters.

BANISH FOES: With a spell, a monster can send an enemy to a mini dimension. There, the hero needs to do some form of effort to return to the fight.

CONTROL THEM: There's nothing worse than players killing players. A monster with mind control powers turns them against one another.

MONSTERS

10/25/11

FRIGHTEN THEM: Monsters are scary, but some are so scary, you just have to flee! Control the power by limiting how long the fear lasts (1 turn, 1D4 ROUNDS etc).

STEAL THEIR GEAR: Destroying gear is hardcore. This version uses a roll to swipe stuff, maybe use it, or maybe stash it. Then it can be retrieved after combat and hugged.

HAVE ONLY 1 WEAKNESS: A single weakness is not only great for making a fight perilous, but also fun for those players who track details about monsters. It makes all their work worth it, and they are considered 'monster experts.'

MOVE TWICE: Doubling the normal move rules can make your new monster very formidable, as players will waste time chasing rather than killing.

MULTIPLY: Any time a monster becomes 2, things get hairy. You can multiply by dividing it like a starfish or by spawning from a nearby source. When players figure out how to stop this process, the tide will turn in their favor.

CREATE TERRAIN: Creating barriers or high pinnacles can disrupt a battle or make the target hard to reach. It is also really cool.

POISON: Like fire, this kind of damage can keep hurting over time. Some monsters, just looking at them, have to use poison.

GO ENRAGED: At a certain threshold, maybe low HP or having its eggs destroyed, enrage your monster. In this state it always does Ultimate Effort or has higher STATS. Flee!

IMMUNE TO: Yetis don't mind the cold. Be sure to make immunities sensible so players aren't baffled why their sword doesn't work.



AN UNLIKELY FOE: Finally, consider making monsters that aren't monsters. All kinds of weird objects, terrain, people, or magical entities can be foes to battle. Here's a Brain in a Jar. As practice, try making a super powered monster from this oddball. What can it do? How is it dangerous? Why must it be defeated? As you answer questions, it takes form!

ADVENTURES



Great adventures are easy to remember, have tasty details, and leave a LOT for players to invent, change, and blow to bits. ICRPG is built to let your imagination run wild, get out of your way, and make adventure more exciting. Go for it.

INTRODUCTION

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JUST EXAMPLES

Run wild, and create your own! Using this book, you can simply create new CLASSES, new RACES, new MONSTERS, and a few simple story hooks to set things in motion. Remember to only SKETCH your adventures! Leave all the crazy detail to the table. What happens, how, and why are beyond your powers of prediction.

LAST FLIGHT OF THE RED SWORD

A deadly, action-packed sci-fi thriller. This simple dungeon crawl is perfect to warm up those sci-fi muscles and practice the basics of timers, simple monsters, and moving room to room in a classic 'derelict ship' theme. It's easy to visualize in scary, deep-space detail.

DOOMVAULT

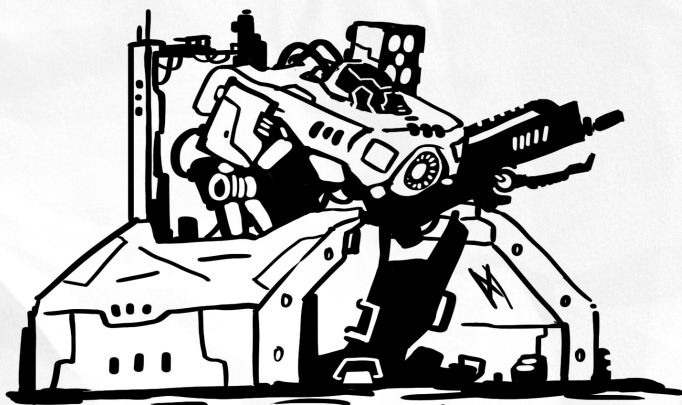
Subterranean fantasy with puzzles, monsters, and steel. This adventure below Norburg is still very linear, so it can be easy to run, but it has a few twists that will make for a memorable night.

SPEED KILLS

Ready to get crazy? This adventure is a deadly junk-race across a desert planet, complete with pink mohawks, armored supercars, and a lost soul thirsty for vengeance.

EYES OF SETT

This desert dungeon crawl features undead hordes, a few grim traps, and a treacherous ally. Hone your descriptive skill with the towering halls, and watch as players run ragged in the final boss encounter!



BENEATH THE DOOR

On a totally different tangent, this adventure adopts the scenario style found in cosmic horror games. Get ready to stretch your GM legs with this weird tale of madness and murder.

PLANET KILLER

This is a two-part epic set in deep space, The Fall of Arnor and Death on Krell. The Imperium returns to destroy their ancient enemy, the noble Krell. Master battle suits, CHUNKS, and space fighter combat, as the heroes struggle to save their home from the invincible planet killer fleet!

LAST FLIGHT of the RED SWORD

100% DM

GM'S BULLETS

Your WARP SHELL brings you to a derelict Reptoid cruiser, drifting near a dying star. It is the 'Red Sword,' an infamous pirate ship feared in dozens of systems. What happened to its crew?

- A REPTOID cruiser drifts near a dying star
- The star is unusual...calving black matter into space
- The star is PURE EVIL, and MUST BE DESTROYED
- The REPTOIDS failed to destroy it
- In their failure, they were changed...mutated
- Destroy the star before another time fold occurs
- Time has folded: your crew is already here

These raw bullets should ignite your curiosity and spawn a thousand new questions. As we answer those questions, and introduce a Warp Shell crew, the action unfolds.

MOMENTS

Though players can work the adventure a million ways, there are 7 primary segments to comprehend and prepare. Take them as written, or use the random card method to give spaces unexpected details and quirks. It's your call, you're the DM.

1: ARRIVAL

Your Warp Shell appears from subspace in a silent instant, drifting in the solar shadow of a dead Reptoid Supercruiser: the 'Red Sword' a notorious pirate vessel. Beyond that lightless, bladed ship, a dying star bleeds weird, coiling vapors into the abyss. A low hum of dread fills your ears.

- Scans reveal life signs
- The star is unlike anything surveyed...ever

2: DOCKING BAY

The massive cruiser is undamaged but without power. Your boarding umbilicus mates perfectly with a hiss, and the hatch grinds open. Once inside, the solar flares erupt, and fear creeps up your spine.

- Trap them aboard
- Begin damaging the heroes with solar flares
- Set the grim tone with details

3: THE CORRIDOR

A massive, three-part corridor forms the center of the vessel. It is bare, empty, and cavernous. Each door has to be pried, and an oppressive heat fills the stale air.

- Massive scale
- Clues about why the heroes are here
- Explosives to sever command module

4: BRIDGE

The ship's con explodes with Reptoid ceiling-runners. Their uniforms are torn to shreds, and they've been twisted into a more terrible, ravenous form.

- A galleon-style helm
- First big battle: Mutant Reptoids
- Nav systems set for the core of the Darkstar

5: SCIENCE BAY (MAG LOCKED)

The Reptoid pirates were gathering data on the Darkstar. A closer look reveals VERY SPECIFIC data about how to use the ship itself as a massive projectile to destabilize and destroy the bleeding sun. Even pirates have their moments of righteousness.

- A solar flare rips this module into deep space
- Fully reveal the Reptoid plan
- Fully reveal the endless evil of the Darkstar
- Why the Warp Shell brought you here

6: MEDICAL MODULE

Here, they tried to slow the mutations caused by the Darkstar, but their fates were sealed. Lurking in one bay, a hulking, heaving giant reveals itself.

- A brutal, stalwart enemy to give chase
- Spawn more Mutant Reptoids to aid the big guy
- Contains MAG KEY for Science Bay

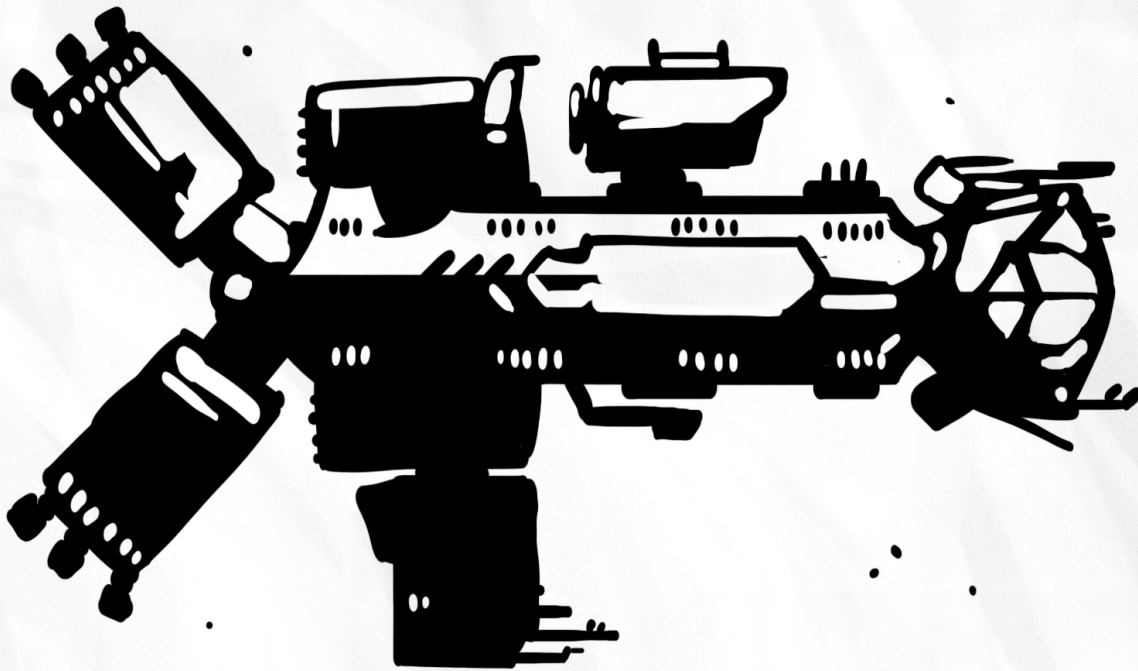
7: ION ENGINES

To execute the pierce maneuver and destroy the Darkstar, each Ion Engine must be overloaded for triple its normal output. An overload can only be triggered manually, leaving only seconds to escape before the vessel pierces the sun's heart and is incinerated.

- Be clear on timing for the final escape
- The engines can be used to fry the Gargantua

RED SWORD: THE SHIP

INFORM



DEVIL IN THE DETAILS

As players begin to explore, they're bound to be curious. Here are 20 details that can be found with a closer look. ROLL or CHOOSE on successful investigations.

- 1: The exterior of the ship is warping, bending, even melting in spots from the stellar emissions
- 2: A rack of scimitars and EVA breathers, stacked near a grapple-winch mechanism and hatch
- 3: Claw marks gouged into a floor panel, far larger even than a Torton foot
- 4: A Reptoid holo-file, depicting garbled images and screams, the words "Changing" and "it's PURE EVIL!"
- 5: A gaping hole in the hull, sealed with vac-foam, torn by a blast of acidic heat
- 6: A necklace lying in a corner, flips open to reveal a holo pic of a lovely female Reptoid. It reads "Laila"
- 7: A ripped-off Reptoid hand, still clutching a hatch release lever
- 8: Flashing readout screens indicating the engines are primed for max over-burn, awaiting manual command
- 9: Weird printed schematics showing a massive bomb retro-fitted into the nose of the ship
- 10: An ancient Reptoid book, glyphed and hand-written, depicting an evil sphere and portents of cosmic doom
- 11: A discarded blast rifle, lying amid a huge pile of spent shell casings, blast holes in all directions
- 12: The wreckage of a mangled sentry gun, torn apart
- 13: A locker of Reptoid uniforms and EVA suits, and one, ripped to shreds, on the floor
- 14: A Reptoid shadow burned onto a metal wall
- 15: An audio recording of layered whispers and a nauseating sub-bass hum
- 16: A captain's hat, two-cornered, with a skull insignia and bone pin
- 17: Three thrown daggers stuck in a wall, one of them sheathed in blood
- 18: The captain's corpse, hands lashed with micro cable to a control lever, head torn clean off
- 19: A micro-explosive device set to sever the corridor bulkhead
- 20: An observatory window, cracked from a blunt blow from within...a perfect view of the Darkstar beyond

RED SWORD: THE SHIP

INDEX

CREATING THE TABLE

To build your version of the RED SWORD, start with a base of black felt or black cardboard roughly in the shape shown below. This shape gives the players a lay of the land, but the details are all in shadow. As they enter spaces and move about, add INDEX CARDS for each chamber. These cards can be blank, drawn at random, hand selected, or custom made depending on how you want to reveal the ship piece by piece.

Once explored, you should have something like the map below. Don't get too hung up on the details, and keep things moving. Make sure you have a good command of the setting, so you can handle unforeseen questions and situations with ease and speed!

The Darkstar bathes this ship in pure, hideous evil power. From that core fact you can improvise all you need.

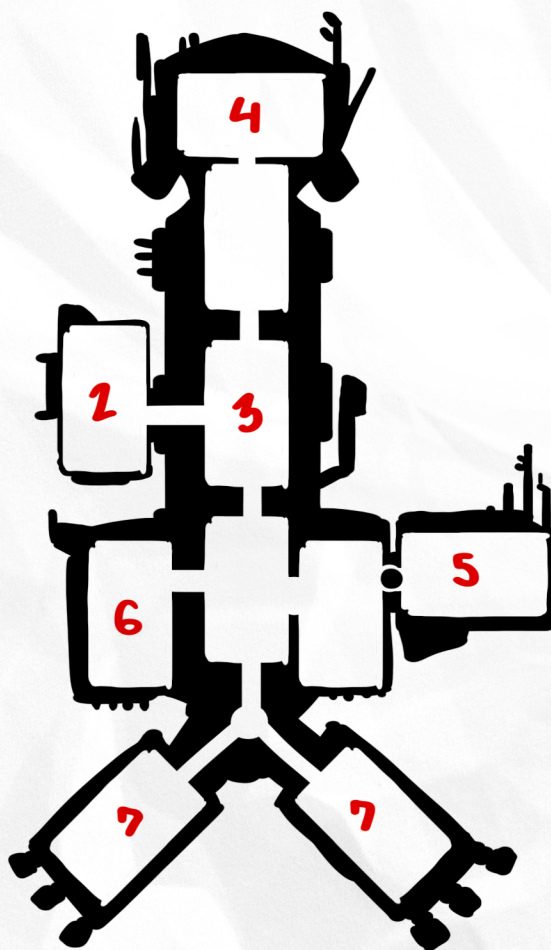
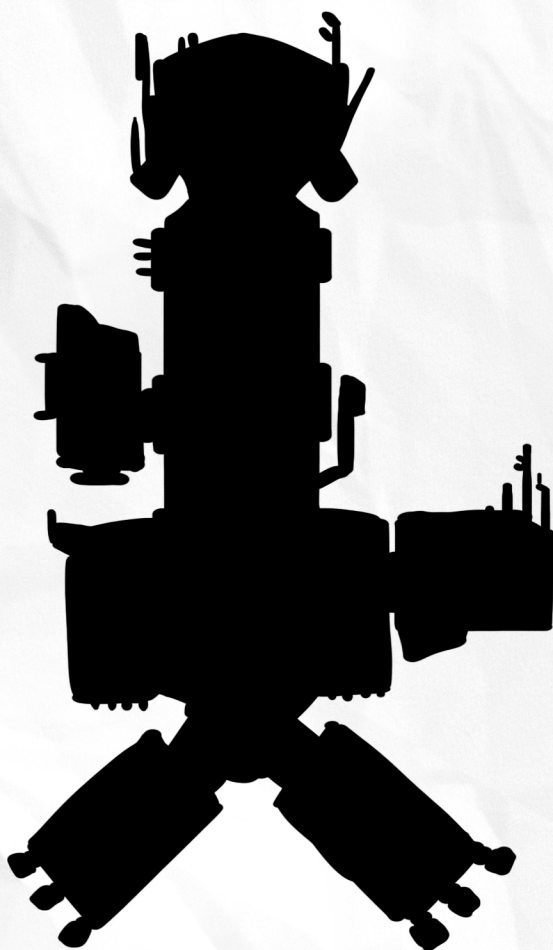
TIME HAS FOLDED

If your players rip through things too fast, reveal the TIME FOLD. The hero group is already here, already mutated, prowling for prey and not themselves. This is a devious way to show the evil of the Darkstar, and even 1 or 2 anti-heroes can be a brutal fight. Your call.

PACE AND RHYTHM

Plan a 3 hour session for the adventure. To speed things along, let the DOORS be mostly free and easy, with an occasional tough one (see MECHANICS). The only door that should HALT players is the door to SCIENCE BAY. This door has to be unlocked by acquiring a MAG KEY in the MED LAB (bumping into the Gargantua).

Once they hit those engines, roll your session end die (throw out a 1). They have that long to disembark or be vaporized along with the ship and the Darkstar!



RED SWORD: MECHANICS

ICRPG



NEVER A MOMENT'S PEACE

Part of what makes ICRPG unique is the way TIME continues to pressure each action, especially when it comes to teamwork and EFFORT. If RED SWORD is a one-shot for you, make it deadly and keep the focus on survival. Here are 10 MECHANICS to push them....

- 1: Solar Flares: Not just heat, but waves of pure evil. Every 1D4 ROUNDS, all heroes DEX check or fall for 1 damage
- 2: Hull Rip: If you roll a 4 on your FLARE TIMER, hit the ship hard. CON check or take MAGICAL evil damage
- 3: Jammed Door: Duranium doors can't be destroyed, only forced. 1 HEART of STR EFFORT to open
- 4: Number-Lock Door: Trap them with GARGANTUA, then require 1 HEART of INT EFFORT to get out
- 5: Mutants in Hiding: Loud sounds, yelling, or firearms draw out an additional 1D4 Mutant Reptoids
- 6: Vacuum: If air is escaping into space, vac foam will repair in 1 ROUND. Until then, STR or DEX to hold tight
- 7: Mutation: If a hero takes 5 or more damage from solar waves, he starts to change...in terrible ways...
- 8: Blessing of the Warp Shell: Heroes drop out of warp with a TEMPORARY HEART. It is gone once empty
- 9: Escalate: As the ship is torn apart, TARGETS rise, and you can even start re-rolling TIMERS of 3 or 4
- 10: Melting Gear: Waves of unnatural heat slide over the ship between SOLAR FLARES. Heroes make a CON save to resist the heat or drop 1 piece of GEAR in a daze. The GEAR melts and morphs into the flooring plates on impact, destroying it utterly

LOOT

Keep 1 LOOT in every room (10 total). Mix these between ANCIENT, SHABBY, and SCI FI tables. When Gargantua is killed (if), drop 3 LOOT from the EPIC table.

RED SWORD: MONSTERS

MONSTER

MUTANT REPTOID



ROLLS: +3 STR, +3 DEX, +1 EFFORT

ACTIONS

BLAST RIFLE: Mutant Reptoids will fire as they run toward prey but never take up strategic firing positions

BLUDGEON: An attack using the butt-end of a blast rifle or any junk lying around

CLAWS: Mutated to ragged blades and infused with Darkstar fire. This attack inflicts **MAGICAL DAMAGE**

Twisted and enraged by energy from a Darkstar, these hideous killers know only predatory frenzy. Like all things subject to Darkstar flares, they have no self-preservation instinct or sense of time. They exist only to kill and are a sad shadow of their former selves.

MUTATION TAKES ITS TOLL: Of every 4 Mutant Reptoids encountered, at least one of them will be mutated almost beyond function. These wretches have only 1 HP, and can be killed with a simple **CHECK**. Their gooey bones and shedding skin flops into biologic proto-gel as they perish.

CEILING RUNNERS: Reptoids can use any surface as walkable, and these use this ability to deadly effect. Attacking Reptoids on ceilings is always a **HARD** roll.

SADISTIC: If Mutant Reptoids see an enemy below **HALF** its max HP, they will all attack it on their next **TURN**. Even if at 0 HP, at least 1 of them will continue to hack and bite at the body for 1D4 **ROUNDS**.



RED SWORD: MONSTERS

MONSTER

REPTOID GARGANTUA



ROLLS: +3 ALL STATS AND EFFORT

ACTIONS (2 PER TURN)

ENERGY CANNON: A massive weapon. Hits all targets in a straight line, MAGICAL DAMAGE

LASH: A barbed tentacle attack. If hit, make a STR check or be grappled by the rubbery whip. NEAR reach

MACHETE TAIL: A deadly melee weapon slash that can reach FAR range

SCREAM: Subsonic death, no ROLL required. All enemies save with CON or take WEAPON DAMAGE

When the Reptoid crew attempted to halt the Darkstar mutations, things only got worse. This abomination absorbed technology and bio-matter as it grew to enormous size. Such will be the fate of all creatures should the Darkstar endure.

UNSTABLE CANNON: When 3 HEARTS have been destroyed, the creature's ENERGY CANNON is torn off, with one shot left in its fuel cell. Bulky, Giant, Unstable

LAIR LURKER: This beast will remain in its Med Lab lair until attacked, even if it spots prey. When engaged there, it will regenerate 5 HP per ROUND by eating bio matter and IV blood bags.

POOR SENSES: The monster chooses targets randomly, has terrible vision, and will even attack walls or objects in its fury to kill.

MASSIVE MOMENTUM: If pursuing prey, this creature stumbles forward in an awkward, reckless charge. It can ONLY be stopped by a wall. Those pinned take WEAPON damage and must make a HARD STR roll to squeeze free of its crushing bulk.



RED SWORD: TORTONS

THE TORTONS

The Tortons are a turtle-like, biped, reptilian bio-form rendered all but extinct by the Devourer. Normally isolationists, they've set out from their ruined homeworld into deep space. The mighty among their shattered kin vow to search for a light against the cosmic darkness.

They are a hearty race, able to quickly heal minor wounds, stave off infections, and resist toxins. CON +1

Their shell and overlapping layers of scales form natural armor. ARMOR +1

A long-lived race, whose experience speaks volumes when given a voice. WIS +1

SLOW AND STEADY: Speed is not a virtue the Tortons possess. They can only move NEAR on a normal move.

TURTLE MODE: These heavy warriors retract their head, legs, arms, and tail into their shell to form a bulwark for their allies and endure hell fire. +4 ARMOR while in this state and immune to damage dealt with FIRE. While in TURTLE MODE, a Torton cannot move.

GET IN, LET'S GO

Here is a 1D8 list of reasons a Torton winds up in your story.

1: Hitcher: Drifting without power in a shuttle craft, this hero needs a lift. The Warp Shell moves in for a pickup.

2: Attuned: Tortons can be matched with a companion Warp Shell like many other bio-forms. This character is acutely aware of the weird ship's mind.

3: Marooned: Scans of the Red Sword reveal scattered life signs, one of them a Torton, barely alive, in a VAC suit tethered to the wreck. His SOS beacon is still active.

4: One Step Ahead: This hero is already scouting the Red Sword when your Warp Shell arrives, and you receive hails through scrambled static.

5: Materialize: As your Warp Shell exits its cross-space blink, a Torton appears without warning on the bridge, reeling from a dimension-jump. How, why?

6: Left for Dead: When exploring the Red Sword, your crew comes upon an injured Torton spacefarer slumped in a hallway. He seems dead at first, but stirs.

7: Hypersleep: You waken from hypersleep to the comforting face of a Torton crew mate. How long has it been? What happened?

8: Rookie: Xevos 1 has ordered you delay your departure to take on a new crew member. This is highly unusual, why the newcomer?



RED SWORD: CONCLUSION

100%

ESCAPE

Once the engines are sparked, the heroes have precious little time to escape. On a SESSION END roll of 2, for example, they may have to simply leap into open void or ride a boarding grapple with the slimmest hope of reaching the Warp Shell.

Here is your chance to make a hero of your strange, sentient vessel. The Warp Shell loves its crew, cares for them, and does all in its power to protect them. To that end, it swoops into position, risking itself in the blast of ion burn, and opens its entry bay for the heroes. They are one, they are family, and no one is left behind.

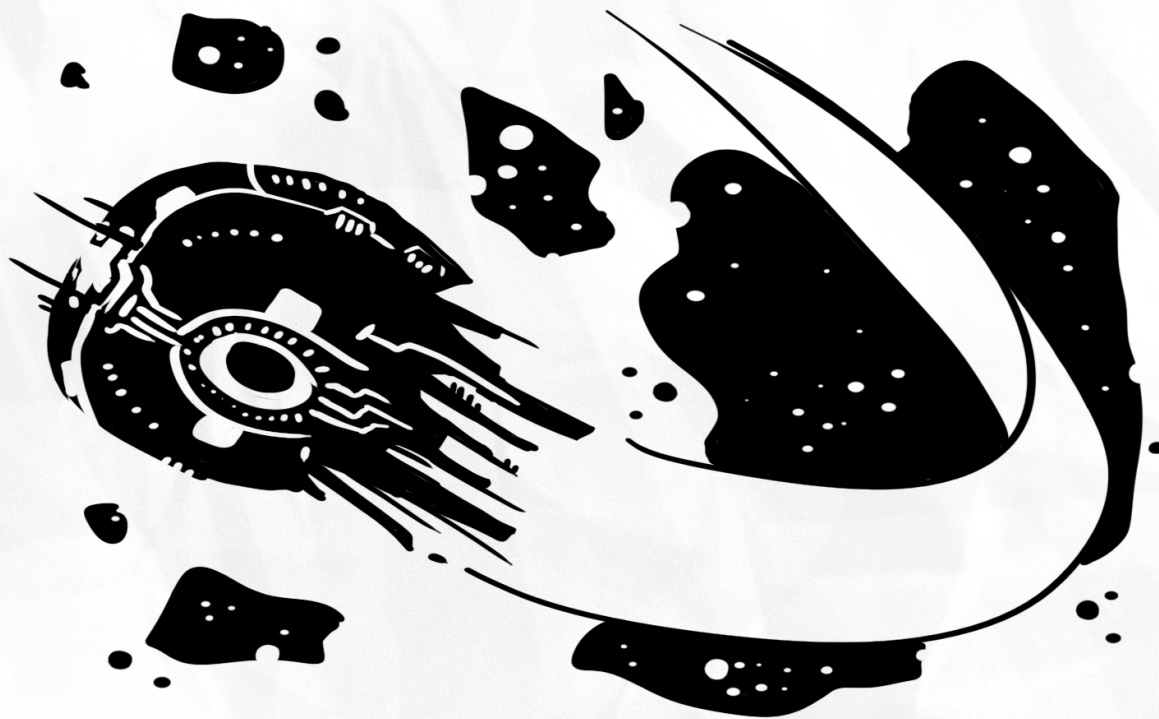
Take a breath. It's over.

SUPERNOVA

Your allies at your side, you somehow manage to board the Warp Shell as the RED SWORD speeds into the heart of the Darkstar. The ion burn from the Reptoid ship tears at the cosmic fabric, and a shockwave beyond imagination showers the Warp Shell in liquid fusion. The evil is gone, the shadow illuminated, and the universe is safe again.

The wave of energy released is so intense, so reality-ripping in its power, the Warp Shell is involuntarily cast into subspace. In a silent instant, it vanishes, and only the legends of those unknown heroes betray its passing.

The Darkstar is no more.



DOOMVAULT

100%

GM'S BULLETS

Below the city of Norburg, high on the cliffs of Ire, something is about to happen that will leave the THREE KINGS dead and the realm in chaos. It's up to you to stop it...if you can.

- The Ogdru Ritual will kill all 3 Kings if not stopped
- The Kings are totally unaware
- The Ogdru Brotherhood have INVINCIBLE guards
- The ritual changes the Doomvault's structure
- The deepest chamber holds the ritual altar
- The only way out is DOWN

Doomvault is a classic dungeon crawl with a variety of challenges and grim shadow of evil.

MOMENTS

1: THE CRAGS OF NORBURG

Norburg is an ominous city of brutally high architecture, black stone, and low fires. There is little street life, little cheer. From this high perch, you survey the angry sea, and Milo describes what must be done as time whisks him away. Don't look down.

- The entrance far below
- The slamming mists

2: HAG ROOST

A wind-scoured cavern mouth bathed in freezing spray, opening suddenly on vertical stone. The rocks below are broken with shattered masts and anchor chains.

- A perilous entrance
- Reveal the shifting corridor within
- Extreme contrast to the outside

3: THE LONG PATTERN

A mile-long tunnel of flawless cut basalt, inlaid with intertwining rivulets of quartz. The floor is a smooth maze of patterns, bloodied with the tortured knees of Ogdru initiates. At the far end, the INVINCIBLES stand watch.

- Dizzying length and high ceiling
- A ritual, kneeling pilgrim trail
- Find a way past the INVINCIBLES

4: MIRROR LAKE

An underground lake with no apparent crossing. Beneath the still black water, the brotherhood slide and slurp in their mucky trances.

- Cave Ropers above and below
- What were once men swimming about
- Noxious vapors

5: OSRIC'S GATE

A purplish energy hovers over this gateway, barring passage. Only by reciting the password, written on the adjacent wall, may it be moved through.

- A 2 HEART translation
- The swimming men give chase from the lake
- Some enemies carry a codex, which aids reading
- Exit to the Sleeping chamber is unbarred

6: SLEEPING WITH THE DEAD

The Brotherhood take sleep near a large stone grave-box or sarcophagus which holds the corpse of their leader: Osric the Cursed. As they sleep, they slowly feed him life force to one day awaken.

- Living quarters for the brotherhood
- Very flexible room for GM discretion: rest or battle
- Contains a codex on a small table

7: GUARDIANS

These towering statues blast intruders with hellish beams of magical fire from their stone eyes. They are near indestructible and older than humankind.

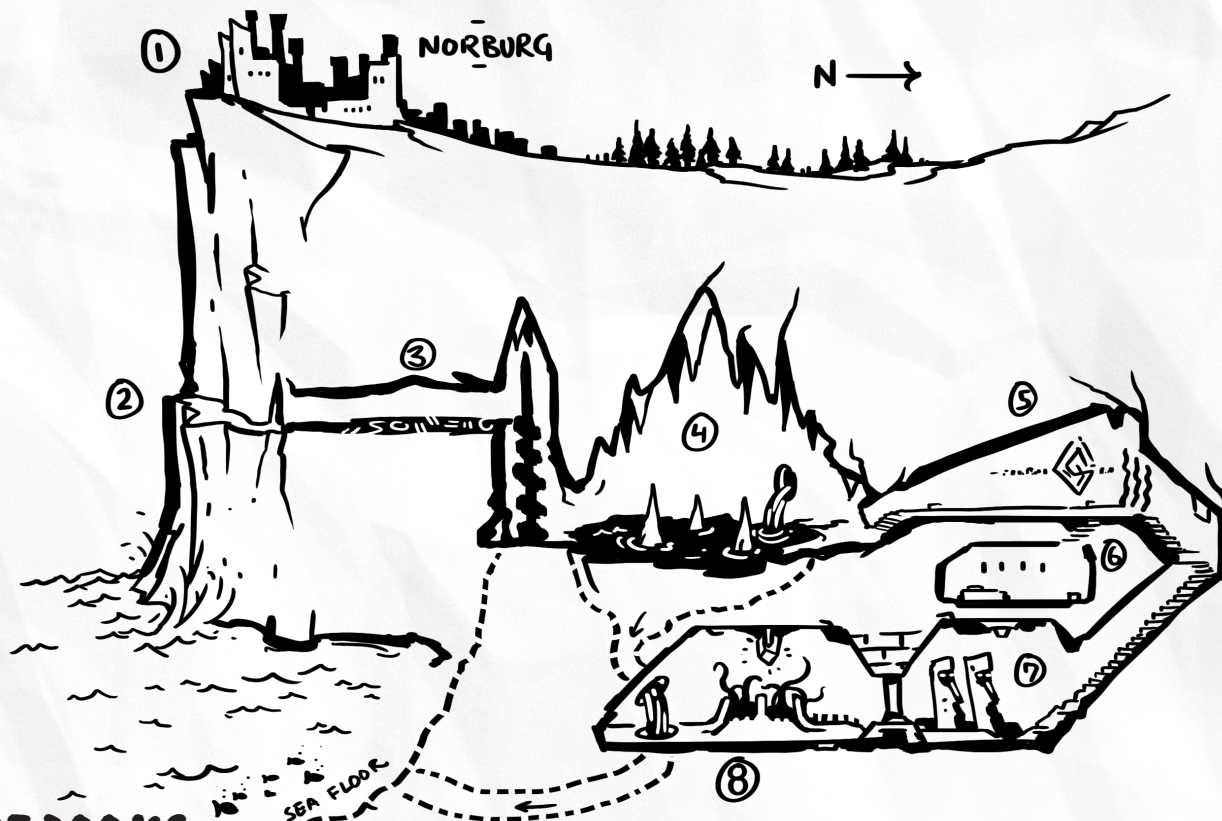
- They can be deceived, not destroyed
- Beyond them a massive door can only be raised from within the far chamber
- Monks occasionally walk past, heading to the upper areas

8: THE PIT

Here the Ogdru is called from the sea to touch the great YOG crystal and complete the ritual and kill the three kings!

- A group of murderous, mutated monks
- The ritual is almost complete
- It can only be stopped by shattering the crystal
- Collapse makes the waterway the only escape

DOOMVAULT: THE MAP



DEN OF DOOMS

Here are 20 details that can be found with a closer look. ROLL or CHOOSE on successful investigations.

- 1: Carved stone effigies of three crowned figures, portrayed as skull-faced corpses
- 2: Etched writing mentioning the Ogdrü and the end of days
- 3: A reading podium whose tome discusses ritual method: the Ogdrü and the crystal become one...
- 4: A map-carved tablet showing a massive sea cavern in the depths offshore, marked with an eye symbol
- 5: A blood-stained child's doll, forgotten in a cobwebbed corner
- 6: An incomplete set of Brotherhood Armor, worn by the invincible guard
- 7: Black silk robes with gilded trim hanging on wooden hooks
- 8: A cluttered wooden bin of mixed personal belongings such as belts, shoes, and hats
- 9: A feast table, complete with roast pheasant, black gar, and Norburg cheeses
- 10: Weird vertical bedding for a few dozen men, apparently used for sleeping while standing
- 11: A rack of manacles and burlap sacks
- 12: A removable oil lamp, with an odd rotating timer that marks a half-day
- 13: A large rake clogged and tangled with black seaweed and slime
- 14: A cryptic diagram of an armored figure, showing a skeleton inside a shell of metal plates
- 15: Dimly lit frescoes showing a mountain of bodies below the Hag Roost cliffs
- 16: A wooden staff topped with a finely carved tentacle motif
- 17: A tiny chip of red crystal
- 18: Wet, slimed footprints leading from the lower chambers to the Mirror Lake
- 19: A jeweled skull on a podium, distorted with six eye sockets
- 20: A severed hand being dissected on a wooden table

DOOMVAULT: FOES

INFORM

THE INVINCIBLES

One key aspect of DOOMVAULT is the indestructible, super-lethal guards. There are only FOUR of these powerful enemies in the dungeon: two posted at the end of the Long Pattern, and two wandering the inner chambers. They are utterly indestructible! They can only be bypassed with stealth, diversion, or trickery.

When the INVINCIBLES defeat the entire party, they do not kill them but rather cast them out the entrance like garbage onto Hag Roost. Characters awaken with 1 HP. At that moment, all players roll a 1D6. On a 1, they plummet from the ledge, barely holding on down by the crashing surf.

If ALL players plummet to the waves, it's a true wipe-out. Consider stripping them of all LOOT and washing them ashore on some hellish island for more adventure, or consider killing them utterly.



KNOWING THE OGDRO

To improvise or invent new details and descriptions during play, get an intuitive sense for what the Ogdrun Brotherhood looks and feels like: the patterns on their robes, their black, lidless eyes, the half-formed gills on their necks, or their odd, inhuman footprints. These details will build the right atmosphere for the big reveal of the Ogdrun in THE PIT.

OSRIC'S GATE AND THE GUARDIANS

If approached without pursuit, these obstacles are mechanically simple. Add a wandering Invincible, or a few of the semi-humans from Mirror Lake, and things get very messy very fast. It is simply a race against time whenever stealth or deception is compromised. Be certain and clear with your brutality, so players see that they can't simply force their way through!



DOOMVAULT: MECHANICS

INFORM

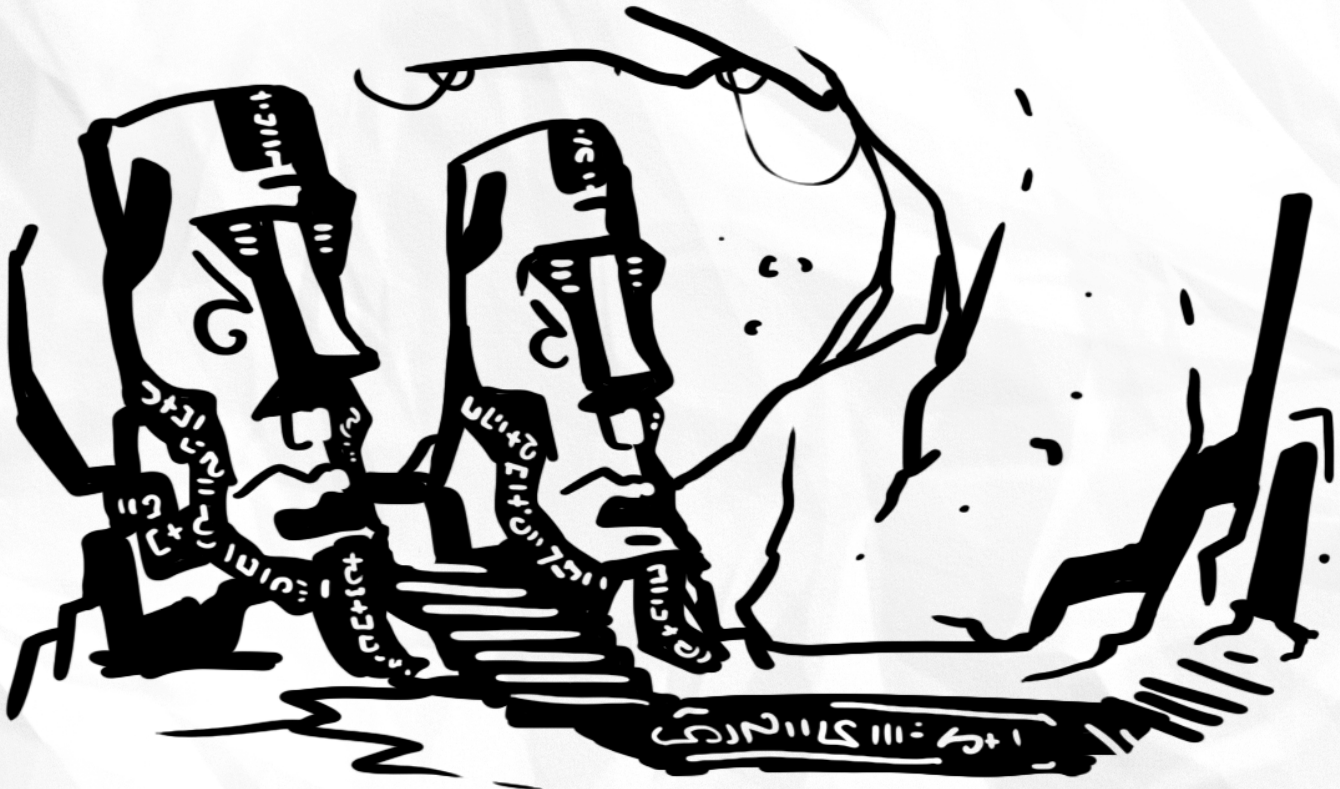
A GROWING MENACE, A RUMBLING HUM

When building time pressure in this adventure, remember the building imminence of THE RITUAL. The ritual can be implied with chanting, drums, a growing sense of dread, seismic tremors, and the like. An epic outcome could even be that the heroes are too late, the kings lay dead, and the fallout of Ire in chaos ensues!

- 1: The INVINCIBLES: Any time the entire group is defeated by INVINCIBLES, they are cast onto Hag Roost and roll a 1D6 each. On a 1, they fall from the roost, scrabbling down the wet cliff-side towards the surf.
- 2: Filthy Little Thieves: The swimming creatures in Mirror Lake steal 1 LOOT if they roll a critical attack
- 3: Robed Figures: In each area, spawn 1D6 Ogdrun Monks every 1D4 ROUNDS
- 4: The Gathering: Have a player count how many TOTAL ROUNDS pass until heroes reach THE PIT. That number of Ogdrun Monks are present!
- 5: Lure of Evil: For each inscription or carving investigated by a character, have them track 1 point of DARK VISIONS. If this value goes above 4, consider them charmed by the Ogdrun, and the heroes will start to believe the ritual must be completed.
- 6: Inhuman Stair: Whenever traversing stairs, note that they are huge, cyclopean shapes meant for some other race. Any movement requires a DEX roll, or stumbling causes 2 HP of damage.

LOOT

The Ogdrun Monks hoard their victims' belongings. Be especially generous with the SHABBY LOOT table in these spaces, and mix in CURSED and EPIC rolls to keep players drooling. Even if you're running a one-shot, consider placing an EPIC LOOT CHEST or two to keep players seeking a few seconds respite now and then.



DOOMVAULT: MONSTERS

100%

INVINCIBLES

ROLLS: +5 ALL ROLLS

ACTIONS (2 PER TURN)

BROKEN WEAPON: A crushing blow from a long-ruined iron mace or broken sword. ALWAYS does ULTIMATE

STRANGLE: The thing grabs you by the neck. Make a HARD STR roll to break free or take ULTIMATE damage for every ROUND in its grasp

SHIELD BASH: Take ULTIMATE damage from this ram-like attack and be thrown FAR backwards. If you hit anything while sliding back, take normal WEAPON damage on impact

BATTLE CALL: If in combat more than 3 ROUNDS, The Invincible will yell with a low, raspy howl. Its companion will arrive in 1 ROUND to assist

Created by the blackest magic of the Ogdru Brotherhood, the most powerful warriors of Ire are turned into these indestructible wardens of the Doomvault. They can be killed, burned, or disintegrated in any way and know only the most basic drive to stand watch and repel intruders.

STRICT SENTINELS: ONLY when the line they stand watch upon is crossed do these brutes react. Until that time, they simply stare into oblivion.

INEVITABLE: INVINCIBLES can only move NEAR on their turn, slowly plodding forward. Once set to a location, though, anything in their path will be ignored, trampled, or walked right through.

SLAVES: These creatures are created with a safeguard never to attack a particular master. This is usually an Ogdru Monk or Priest. They will completely ignore their masters' presence, capable only of killing, not taking orders.



DOOMVAULT: MONSTERS

MONSTER

WHAT WERE ONCE MEN



ROLLS: +2 ALL ROLLS

ACTIONS

LASH: A ragged set of webbed claws where hands once were. A WEAPON wound inflicted with this attack will itch and burn

DROWN: Gods, the way they drag you below the water! Disappear in the murk, taking WEAPON DAMAGE each ROUND below. Make a CON roll to hold your breath and negate the damage, or make a STR roll to break free. If you take drowning damage twice, gulp water and be stunned for 1 ROUND

WATER SPINE: Speaking a gurgled word beyond human tongues, these creatures control water, forming a sharp projectile that can hit up to FAR range. MAGICAL damage is inflicted

The devotees of Ogdru bathe in unnatural muck below the world and slowly turn to big-eyed freaks. They become one with the black water and kill to feed their hideous master the bodies of the innocent.

THIEVES: As mentioned in MECHANICS, these creatures take 1 LOOT from their victim any time they roll a critical attack. Choose this LOOT randomly from that character's EQUIPPED list. The LOOT is absorbed into their gelatinous guts in seconds and ruined utterly.

STALKER: Once-men will stay hidden underwater as long as possible, trying to gain an advantage on their prey. They also use group tactics to distract or steer prey into corners or near a Cave Roper if possible.

ONCE MEN: It's important to remember these monsters were once people before being hypnotized, brain washed, and mutated by the Ogdru. With great effort, they can be reached by compassion. 1 HEART of CHA EFFORT gives them pause, or 2 HEARTS of CHA EFFORT turns them completely and awakens their original selves. The nightmares they must know....



DOOMVAULT: OGDRU MONKS

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WHATEVER YOU NEED

Wait, no page for a Monk monster? Nope! Use these hooded blasphemers as a creative free-space. Make them lowly 1 HP humans or formidable magic users! Make them inhuman mutants or blank-eyed children. You know best what fits your table, your moment, so be flexible with the Monks and use them to effect.

Especially once the characters reach THE PIT, you can really unleash a big battle with Monks, and cackle with sadism as they tear your heroes to shreds. Maybe one Monk is actually Ogdru itself in semi-human form, waiting to be revealed! Maybe one of your players has been masquerading too long and joins their evil number at the end, revealing his treachery in the worst way! Gods, the horrors a GM can conjure!

SHUT YOUR GURGLEY TRAP

Here are 12 things an Ogdru Monk might say:

- 1: "Interlopers? Here? Impossible!"
- 2: "My child, you come seeking the truth of your nightmares...here, let me show you..."
- 3: "Barat Oon! Hideous land man! Barat Oon!"
- 4: "I see in you lies, greed-worshipper. Be gone from this sacred place!"
- 5: "Gurglurgl-bakahh! Ogdru in my eye, on waves die, Bakah! Bakah!"
- 6: "So, this is the caliber of man they send against us."
- 7: "Do what you must, insect. My death has already served the master."
- 8: "You there! Intruder! Die!"
- 9: "All are welcome here, wretch. Read you these walls and join the black sleep."
- 10: "Garakeeer! Garakeeer! The liars have arrived!"
- 11: "I would like, I think, to lick your eyes from their sockets."
- 12: "Back to the sunlit hells with you, blasphemer!"

TARGETS AND OTHER BITS

By reading RED SWORD and DOOMVAULT, you may notice that several details are not listed. What are the timers, area TARGETS, and other things I need? Where is all the detail? Udin's eye, what trickery is this?!

ICRPG takes the view that GMs are crafts-folk! Adventures are a starting place, not an almanac of answers. Make each adventure your own! Tune TARGETS to fit your group or how fatigued or injured they may be. No module can ever know what players will do or how their imaginations will alter the foundations of the story. Likewise, as you prepare these adventures for your session, leave holes! Play to see what will happen, and be ready to have your mind blown.

RECIPE FOR DOOM

Notice too, these adventures all follow the exact same format. This is no accident! By giving yourself a confined space to be creative, you'll find you can get much more done. Nothing slows the creative mind more than an infinite blank page. Give it a try! The Ogdru Monks are just the gateway to seeing that ICRPG believes in YOUR ability to make the magic happen. Apply that very same enthusiasm, and brilliance, to entire adventures and story lines.

Let it all go haywire, and your players will keep coming back for more. Now, let's get to the big ending....



DOOMVAULT: CONCLUSION

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THE BIG SWIM

The sheer size and force of the Ogdru's tentacles as it rises into THE PIT will cause the place to collapse. Once the ritual is complete, huge chunks of stone fall everywhere, for the purpose of this ancient place is fulfilled at last. The only way out is the gushing drain of Mirror Lake. Use CON rolls, and who knows what else for players to survive the swim.

Make it memorable! As they slurp and slide into the crashing waves, they see nightmare visions of huge black eel shapes, a giant blinking eye, or clouds of ink.

Whether or not they stop the kingslayers, the Ogdru lives in seething hate below the surf.

MORE THAN DEATH

End the adventure with a grim scene. If the Kings are killed, a great black-cloud storm rolls over Norburg. The earth shakes, and unnatural black smoke rolls through the town. What doom awaits? If the ritual is stopped, the Ogdru is enraged and lashes out like a sea monster of old, bashing the cliff walls of the city! The three Kings, still alive, appear on the battlements! Heroic and mighty stand they and unleash a hail of catapult fire!

Maybe, in awe of their unstoppable saviors, the elders of Norburg choose the heroes as the new council of Kings! Nothing makes a great ending like an epic beginning.



SPEED KILLS

100%

GM'S BULLETS

Your WARP SHELL brings you to the Kerrakian moon of GONE, where the infamous illegal DEATH RACES are rumored to take place. Something isn't right, or you wouldn't be here. What could it be?

- Surface scans reveal a high speed object blipping impossibly around the moon's surface
- A string of vehicular murders is plaguing the race scene
- The object, a Hypercar called 'Phantom,' is killing racers one by one in cold blood
- Cornering Phantom reveals its driver, STAR, but she is a ghost...murdered by the Death's Head crew
- STAR can be reasoned with, but Death's Head steals Phantom and accidentally warps it into LIMBO
- If they aren't stopped, they will rip LIMBO apart and threaten the very fabric of reality

STAR wants revenge, but her car is even more dangerous than she is. This adventure can play out many different ways, but here are the pieces.

MOMENTS

SPEED KILLS rides a delicate balance between linear adventure and free-form play. Familiarize yourself with everything, and be ready for things to go haywire.

1: ARRIVAL

Once materialized in orbit, your WARP SHELL brings up numerous scans indicating a high speed object on GONE. Also, a series of new blipverts show a string of murders in the Death Race pit camps.

- The object is moving so fast it's phasing
- One of the victims is GONE Warlord 'White Knife'

2: IN THE PITS

Upon arrival, you meet Twitch and Ratboy, two tweekers scared to death of what they call 'The Phantom,' a rogue hypercar killing racers every night.

- Your talk is interrupted by the streaking car itself
- It plows a crowd, killing a few racers
- Players can give chase in one of Ratboy's numerous vehicles

3: THE FIRST CHASE

With Twitch or Ratboy or both in tow, hunt down the murderous car. A sliding, chaotic romp across the deserts of GONE.

- Dodge rock towers and junker huts
- Have fun with some vehicle combat
- Phantom is simply too fast and vanishes before being defeated, blipping into phase

4: DEATH RACE

Certain the Phantom will show for the big race the following day, Ratboy also reveals that the Phantom car belonged to Star, a beautiful newcomer who was killed a few weeks back by the Death's Head gang. They've got a dozen or more 'cars in the Death Race.

- Join the big race, modify vehicles
- Phantom appears, but Death's Head drivers also try to kill the heroes
- A huge chase with easy-kill Death's Head junkers, and the ever-elusive Phantom, lead to a boxed in volcanic canyon

5: THE HEIST

The Phantom powers down in a volcanic box-canyon, and Star's ghost appears in the smoke. Her rage and despair are so intense, a portal to the afterlife rips open, the Styx flowing beyond. Death's Head crashes in, bent on stealing Phantom for themselves.

- The portal to hell pulls with incredible force
- Death's Head wants to drive straight in
- A crazy battle with many possible outcomes
- Charon the ferryman is visible, beckoning

6: HELL AND BACK

Depending on how THE HEIST goes, Death's Head will attempt to steal Phantom and drive straight into hell. This is why the WARP SHELL brought you, as the Phantom's phase drive could destabilize the barrier between worlds. With Star's ghostly help, end it.

- An insane high speed chase beside the Styx
- If victorious, Star can finally rest
- Once Phantom is destroyed, characters are hurled through the barrier in a blast of smoke and brimstone.

SPEED KILLS: THE DEATH RACE

INFORM

WELCOME TO GONE

SPEED KILLS is a big gear change (pun intended) if you've been dungeon delving! Be sure to get a good grip on how to describe and bring to life this junk-strewn, punky race culture, without overwhelming players with numerous characters and loose ends. Keep things moving forward by pressing the gang threat and race start times.

Also, to keep it feeling tight, wave off more modern trappings like money, television, and communications. GONE is a totally illegal scene, an eyesore on the Kerrak culture, and all the trappings of intergalactic society don't apply. It's live or die, trade or be ripped off, go fast, or burn up trying. Limit dialogue to just a few key characters, but freely describe the grungy crowds of junkers gathered to witness the greatest race in the cosmos.

A VIBRANT SCENE

Here are 20 things players might notice when they poke around in the pits, junk piles, and dive bars of the GONE hot rod scene. Choose or Roll...



- 1: A flickering comm unit with patchy transmit loops of the race layout
- 2: A tangled heap of hoses, pistons, and scrap that could be used to mod a vehicle
- 3: Stray prosthetic limbs in a heap
- 4: Discarded newsvert papers that read 'Mysterious Deaths Continue'
- 5: A group of wastoids sitting in a drum circle, talking about how Star was the greatest driver
- 6: A duffel bag stashed in garbage, filled with 1D6 x 1,000 coin
- 7: A Death's Head junker, drunk, scared out of his mind that 'he's next'
- 8: A squat alien with a burrito hover-cart, who knows about a secret salvage yard in the desert
- 9: A bucket of chunky, rusty bolts
- 10: A makeshift grave/shrine for Star out by the raceway, littered with mementos
- 11: A weird guy named Gimp who sells cheap nitro...and sniffs it
- 12: Ancient Zurin carvings in a huge slab of sandstone, showing carts and camel-like creatures racing
- 13: A cracked, blood-splattered Death's Head helmet in a trash bin
- 14: A trashed hypercar in a back alley, still crackling with phase energy
- 15: Ratboy's Garage, where Twitch also hangs out. They're moaning about their lost stash box
- 16: A nitro bottle that can upgrade a motor from fast to hyperfast for 1 ROUND
- 17: A de-fleshed desert wolf skull with a stripe of red paint
- 18: A half-full flask of Kerrakian Clear Gar...the good stuff
- 19: A junked but awesome grav-bike from the old crystal fuel days
- 20: Tattered black cloaks, 3 of them, stained with motor lube and burn marks

SPEED KILLS: MAPS

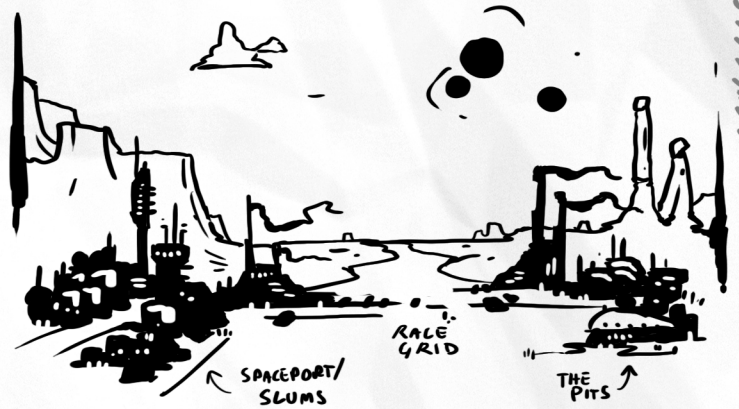
INFORM

THE DESERT ROADS

The Burning Sands Death Race is a 1,000 mile route through the canyons, needles, and open desert of GONE. When zooming vehicles through this vast space, simply introduce obstacles flashing by, or zig zagging canyon turns, to scramble the action. Red dust, three suns, and the occasional giant lizard complete the unpredictable race terrain.

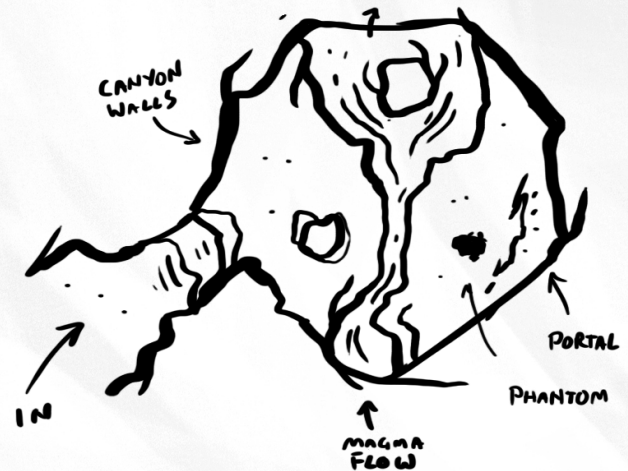
THE PITS

The spaceport on GONE is a chaotic mess of camps and streets that connect to the race start and finish lines, complete with garages, bars, and junk heaps. This area is mostly used to set up the action, meet key characters, and learn about Star's murder.



MAGMA CANYON

The first big chase ends in this volcanic area, where Star reveals herself at last. Her anger, her grief, and her sadness are so profound, a portal to the Plain of Styx, the afterlife, tears open. Use this confined area to BLEND vehicle and on-foot combat and action. This is your biggest battle, as Death's Head rushes in to steal the Phantom but is pulled in to the other world. Immediately, the two worlds begin tearing apart. They must be stopped!



THE RIVER STYX

Charon, the ferryman of the underworld, wants nothing to do with the living in his realm and will join forces to stop Death's Head. Here's your chance to let a wildly unpredictable ending take shape. Does Star stay in the afterlife? Is Phantom destroyed? What happens to the Death's Head drivers? Your timer can be the tremors in reality. The threat: Death's Head. Maybe their leader is just a brain horror in a race helmet. The treat is Charon himself, the all-powerful ferryman. Let your players make a lovely mess of things, and when its all over, they return to the WARP SHELL once again.



SPEED KILLS: MECHANICS

INFORM



AT HIGH SPEED, EVERYTHING IS DANGEROUS

A lot of SPEED KILLS is spent at high speed, battling, evading, chasing, or just hanging on. Remember in your descriptions, or in crafting table scenes, how deadly speed can be. Simply racing up on a rock formation can spell doom! Have Phantom parked around a blind corner, and a Death's Head grav bike smashes it into a fireball! Phantom is a supernatural hypercar, though, and hovers away from such things unscathed. Here are nine elements to make your highways deadly.

- 1: Rocks Ahead! OBSTACLES appear! Use DRIVING rolls to evade, or slam into them for WEAPON DAMAGE
- 2: Ejected! If a vehicle takes more than 10 damage in a single hit, roll DEX or be thrown!
- 3: Tangled up: If two vehicles are ramming, roll a 1D6. On a 1 they become locked together with bent metal
- 4: Overdrive: A Slow vehicle can be bumped to Hyperfast for 1D4 ROUNDS, then its engine will blow
- 5: Collision: Colliding head on or at high speed, vehicles roll 1 ULTIMATE PER CHUNK
- 6: Tug of War: If two vehicles are grappled or chained together, treat their number of CHUNKS as a STR bonus
- 7: Overflow Damage: If a vehicle is destroyed, and there's more damage left over, the pilot absorbs it
- 8: STAT Variety: Use STR, DEX, INT, and CON for various DRIVING rolls, as they fit the maneuvers
- 9: Cones: Spectators, trees, and other small, weak objects are simply creamed. Vehicles kill them instantly

LOOT

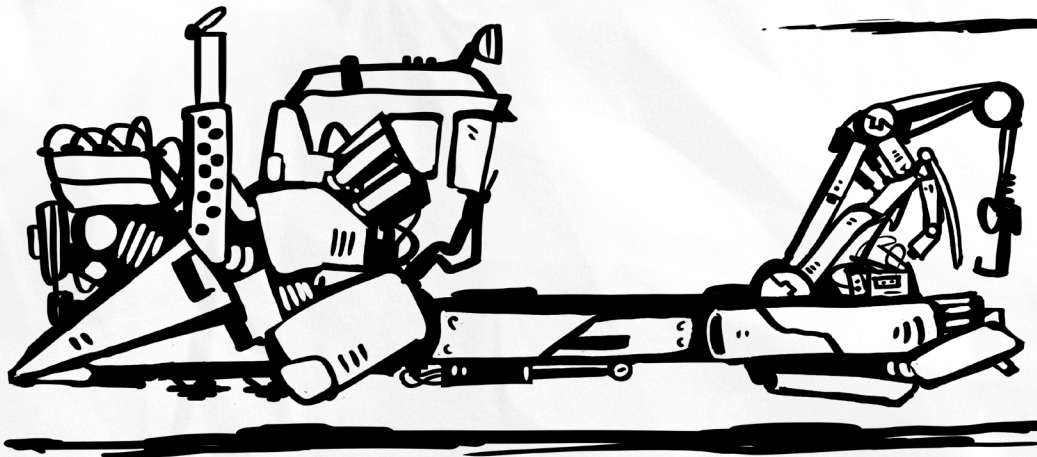
There are lots of chances in THE PITS to score LOOT. Also consider flinging it off of damaged vehicles at speed. If players are strapped for cash to build or modify their rigs, set up a tiny side quest. Have them blast a few desert lizards for a hefty bounty or find a lock box in the sand caves.

SPEED KILLS: VEHICLES

BUILD 'EM, RACE 'EM, CRASH 'EM

Know your CHUNKS man! Vehicles in ICRPG, all the way up to starships, are defined by CHUNKS. A CHUNK is 1 HEART of VEHICLE HP (or 5 HP for battle suits), one key function or weapon, 250 pounds of metal and rubber, and costs 1,000 coin. With this simple system, you can build anything!

VEHICLES inflict double damage against those on foot. Pedestrians do HALF damage against VEHICLES. Attacking a battle suit with your trusty pistol? Not a good idea.



BUSTED UP CHUNKS

During the action, if a CHUNK is reduced to ZERO HP, it is destroyed! Remove the ability or weapon associated with that CHUNK. Use a roll to choose what CHUNK, unless the attacker is TARGETING a specific CHUNK. If an already-destroyed CHUNK is fired upon, you've lucked out and taken no damage. Another fun narrative element is having that CHUNK go flying, tumbling, or becoming an obstacle.

All vehicles fall into three categories of speed: Slow, Fast, and Hyperfast. Slow and Fast cost 1 CHUNK (big vehicles are never Fast) and Hyperfast Costs 2 CHUNKS (like a Hypercar's Blower).

A FEW EXAMPLES

GRAV BIKE: 2 CHUNKS: Engine (Fast), Ferring (Ram for Weapon Damage)

HYPERCAR: 4 CHUNKS: Engine (Fast), Roll Cage (Ram for Weapon Damage), Chain Gun (Fire for Energy/Magical Damage), Nitro Blower (Allows bursts of Hyperfast)

DREDGE: 6 CHUNKS: Engine (Slow), Haul Crane (Grapple other vehicles), Grenade Launcher (Fire for Explosive Energy/Magical Damage), Ram (Ram for Weapon Damage), Big Cab (Hold up to 8 passengers), Flatbed (carry another vehicle)

THE HUNT IS ON

A chase uses rolls to get outcomes on all kinds of insane action moments. Here are the keys:

AVOID: When obstacles appear, pilots need to roll!

SPEED: Vehicles outrun each other in this much time: Slow: 1D8 ROUNDS, Fast: 1D6 ROUNDS, Hyperfast: 1D4 ROUNDS. AVOID rolls reset outrun timers.

COLLISION: For each CHUNK, roll 1 ULTIMATE DAMAGE when colliding! Dredge vs. Grav Bike? Nope.

SPEED KILLS: CASTING CALL

INFORM

STAR

She was a promising new driver on the scene, but when she turned down Brutus' offer to join Death's Head, he killed her and her friends in cold blood. Now her silent, vengeful ghost is ripping around GONE, taking out the members of Death's Head one by one. Deep down, she is a good person, but her soul is tormented with anger.

TWITCH & RATBOY

These two nitro-sniffers are your classic gearhead greasers, scared of Death's Head but just want to get back to good ol' racing. These guys are master mechanics, comic relief, and even courageous allies who watch out for each other. Be sure to voice-act these guys with flare.

DEATH'S HEAD

A gang of cowards, cheaters, and scum from all over the galaxy, members pose as undead skeletons by wearing a simple helmet holo. They're mortal, alright, and live in constant fear of Brutus, who leads the gang with a far more evil tone than any of them bargained for. Too late to turn back now, they chose the wrong side. Let your players enjoy blowing their buggies apart, ramming their grav bikes, and seeing them crash into Phantom's impervious skid-outs.

BRUTUS

Chief jerk of the racing gang, Brutus has been hard-wired into a synth body. He has the abilities of a Brain Horror and the driving skill to make it deadly. He's a classic bully: brave with his gang and a total coward in a fair fight. His only dream is to possess Phantom. Be sure to let Brutus get his due punishment to end this adventure with a bang. Charon won't want the living leaving his realm without a price...and Brutus is due for a few eternities in Hell.



SPEED KILLS: CONCLUSION

INFORM

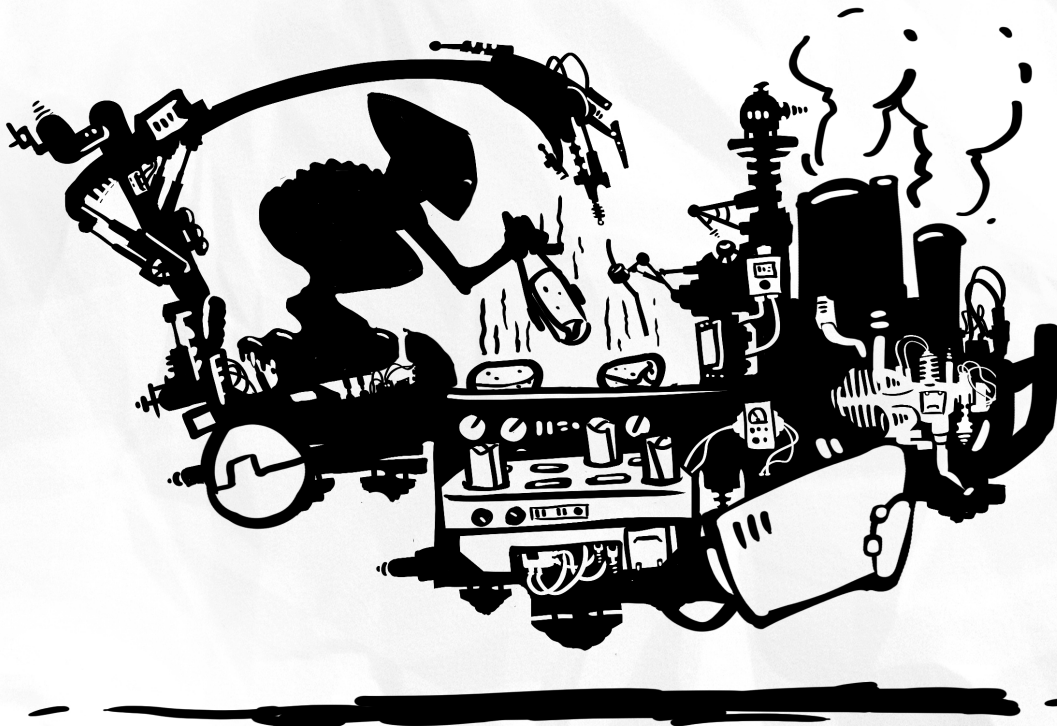
WIPEOUT!

To give this adventure teeth, it needs to be deadly. Crashing in a fireball is just too cool, and if there's no possibility of it happening, there's no real danger. That means you, the GM, need to be prepared for a total wipeout. Never fear! A wipe just means everyone is DOWN, not DEAD. That difference is key. Here are three scenarios to handle a total wipe. If they wipe a FOURTH time, consider actually killing them all off and bending the session or campaign with new story twists of commensurate epicness.

1: Huh? Whoah, what happened? The heroes wake up in Ratboy's garage, charred and battered, but still alive. They each have 1 HP, and 5 pieces of LOOT each are destroyed (roll or choose). It's been a few days, and Death's Head have stolen Phantom, terrorizing GONE with its incredible capabilities.

2: What do you want with us, scumbag? Regaining consciousness chained to a cave wall, the heroes have been taken captive by Death's Head. They're being held in a sand cave, all LOOT taken (and stored somewhere nearby), and Brutus using them to lure Star and Phantom out for a final confrontation.

3: We fight with you, off worlders. An enclave of Zurin in the deep desert rescues the fallen heroes, salvages most of their LOOT, and brings them back to full health. Incur a -1 CON penalty to all members, though. The Zurin pledge to help the heroes defeat Death's Head and put Star's tormented soul to rest at last.



EYES OF SETT

100% ME

WATER IS LIFE

Faced with a perilous crossing of the Koabi desert, you and your company have one hope to resupply: the village of Hal. Doom has touched this place, and poison bubbles in the wells. You've only one choice: purify the water, and end an ageless evil.

- The spring has been poisoned far below, by the presence of the undead
- Rumor tells of the 'Tomb of the Serpent' below the sand and the demon that dwells there
- An ancient servant of the forgotten Snake Gods dwells below. This is Sarvas
- An entrance to the tunnels is known outside of Hal near a set of sand-blanketed ruins
- One brave villager, Liette, dares to follow the heroes, intent on stopping them

Sarvas is, in fact, awakening, but he needs fresh blood to fully rise and is using the poisoned spring as bait.

MOMENTS

EYES OF SETT is a simple, short, trap-laden dungeon run. Be sure to embellish the simplicity with desert flavor, ancient death, and the weird colors and patterns of serpent Gods. This setting is a perfect way to introduce players to the serpent-ruled past of Alfheim.

1: ARRIVAL IN HAL

Hal is a squat, geometric town of cubic stone buildings. The quarry is nearby, but the dark hollows of stone hold secrets that overshadow daily life.

- The citizens look sick, dehydrated, and afraid
- Overhear an argument about the 'blasted water' and notice people pointing West
- A central well is bubbling black goo and odd spore-like polyps

2: STORM IN THE RUINS

Learning of the spring beneath the ruins, embark. The ruins are choked with a sudden, weird mist, and with it come the dead.

- Survive the dead who walk in the fog
- Find the toppled entrance downward

3: HALL OF SACRIFICE

Beyond an endless spiral stair, a long, narrow hall features manacled corpses and four massive snake-head statues. Both ends slam shut. A fine trap.

- Snake heads feature bowls in their mouths, stained blackish red
- A floor plate triggers poison gas! It billows from the snake heads, each spray doing 1D4 poison damage per ROUND to all in the hall (4D4!)
- The far door can only be opened by prying (STR) or decoding a password (INT)
- Gas sprays can be disabled by placing 1D4 HP of human blood in the sacrificial bowl

4: THE LAPIS MAZE

Greenish pillars rise from a foot of standing water in this deep place. A huge hoard of mummified dead wander here in an odd vortex. Stealth is the only way.

- Combined DEX EFFORT by the party can elude the hoard's attention with a careful route
- Roll a D4 timer. Before it reaches 0, the group needs to muster 1 HEART of DEX EFFORT or be spotted
- Closer looks reveal a lapis pattern on the floor, which the mummies seem to follow. This deduction grants ULTIMATE EFFORT on DEX rolls

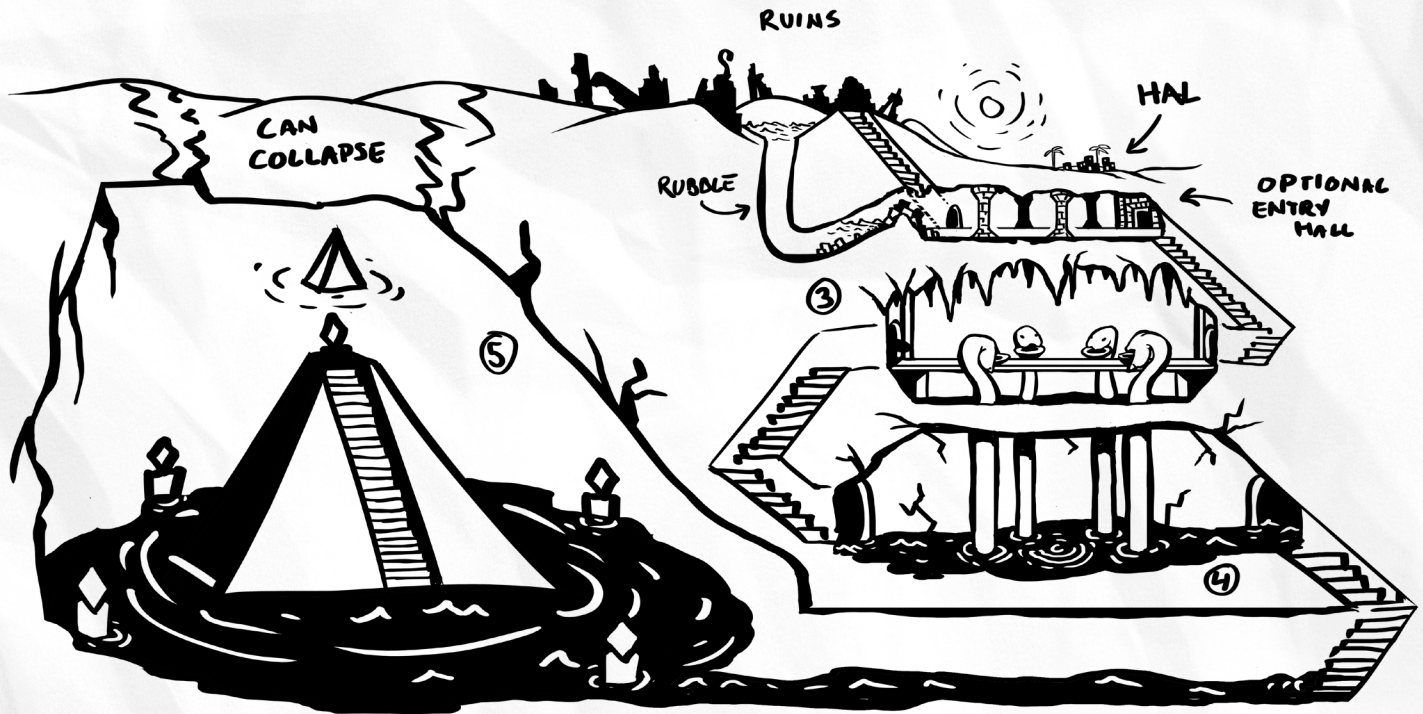
5: ENTOMBED

A final chamber contains an underground pyramid, with a tiny door, resting in the aquifer. Within, columns and a central pyramid hold the Eyes of Sett. Evil hangs in the air.

- 4 green gems glow in the corners, and a central gem, atop a stone pyramid, crackles with power
- A deep hum fills the space, creates oppressive gravity, and all those within can only move NEAR
- Ever-shifting slime-cubes slide in concentric rings. Every GM's turn, they will burn heroes with acid and hurl them back to a far wall or grapple them
- Removing the central gem ends the gravity hum, dissolves the cubes, and opens Sarvas' tomb!
- Peripheral gems can be destroyed (1 HP) to rob Sarvas of 1 HEART of HP
- Those who offered blood in the sacrificial hall do ULTIMATE EFFORT against Sarvas

EYES OF SETT: THE MAP

INFORM



CYCLOPEAN HALLS OF THE SNAKE MEN

Here are 20 details that can be found with a closer look. ROLL or CHOOSE on successful investigations.

- 1: A satchel of bloody iron coins stamped with a serpent's head, a forsaken currency
- 2: Four petrified adventurers. Their stories, and their gear, are lost forever
- 3: A silver chalice with the initials EF amidst the sand, or muck
- 4: A limitless chasm in the wall and, far out of reach, the glint of gold
- 5: Weird indiscernible runes. The very sight of them causes your blood to freeze in your veins
- 6: A blood-stained dagger hidden away behind a loose stone. It's still wet
- 7: A silk veil, common among gypsies and charlatans alike. What's this doing here?
- 8: A map of the world before the fall of the Serpentine Empire. Strange, those ruins aren't on your map...
- 9: Rune and bone and obsidian - the site of a ghastly ritual long finished
- 10: A tome of dark, unfathomable incantations that no longer work in our realm
- 11: A torn parchment with an inked pyramid and weird runes depicted floating around it
- 12: A diary of some hapless adventurer. You dare not repeat its contents aloud
- 13: A spear, lodged in one wall, covered tip to tip with black beetles
- 14: Jars filled with rabbits preserved in a thick, gooey liquid
- 15: A translucent snake skin... forty feet long
- 16: Dozens of small insectoid statues that seem to watch you
- 17: Discarded war banners, thin and tapered, dark red with a serpent symbol
- 18: Streaks of mineral coating the walls like a snake's scales
- 19: A necklace with over fourteen snake fangs, each two to three inches in length
- 20: A splatter of perfume. It's fresh

EYES OF SETT: MECHANICS

INFORM

SARVAS HAS SLEPT LONG ENOUGH

SARVAS is both luring victims and using traps to kill them without lifting a scaly finger. Keep the dungeon simple but the flavor rich. Describe the shadowy arcades, the echoing halls, the alabaster columns. Most of all, reinforce the feeling that SARVAS, an ageless evil, must not be allowed to reach the surface. The age of snake men must not be unleashed again.

- 1: Hoard: The Lapis Maze features a Hoard. Make this sting, but make it fun to hack through. Each mummified corpse has 1 HP. For their attack, do a normal roll. For each point they succeed beyond the TARGET, roll 1D4 damage! These are the numerous claws and ragged teeth closing in! How many are there? More than can be killed.
- 2: Drawn to Life: Loud sounds, yelling, or racket will summon 1D4 mummified dead.
- 3: Gods, what is THAT: Some sights are too horrific to endure. Inflict 1 HP of damage to those who read runes, inspect blasphemous frescoes, or gaze into the eyes of the dead. Three HP inflicted this way ALSO does 1 permanent point of INT damage!
- 4: Serpent's Touch: Those who make the blood sacrifice bond with the Serpent Gods and take on a subtle serpentine quality by adventure's end: glassy black eyes, scaly skin, or a weird jaw line.

LOOT

Even as a one shot, CHEST-locked LOOT can be fun in EYES OF SETT because of the simplicity of the dungeon. EFFORT-locked chests combined with time pressure in the rooms, and the huge, cavernous feel, makes a turn here and there between action very rich and worth playing out. Don't bother with SHABBY LOOT down here... wonders await!



EYES OF SETT: MONSTERS

MONSTER

SHAMBLERS

ROLLS: +1 ALL ROLLS

ACTIONS

CLAWING, BITING: A simple WEAPON attack that leaves itchy, burning injuries

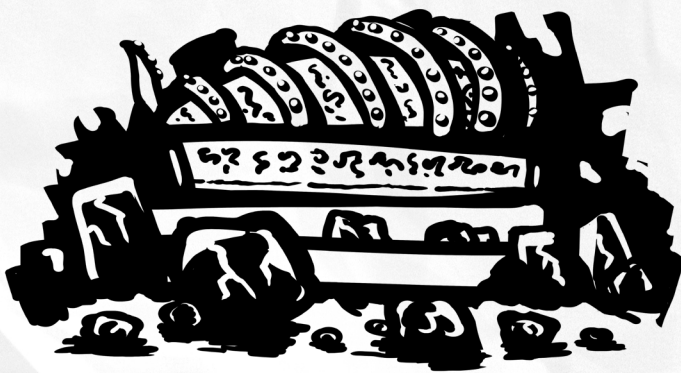
GRABBING: In a blind stumble these things grasp and pull at living things. Target is grappled with a STR roll to break free. The grip is terribly cold

MOANING: The airy, hissy moan of these dead things calls their kind and can instill a terrible fear in the living

Be they skeletal shadows in the desert fog, stumbling zombies of the jungle cults, or mummified lords of some blasphemous ancient dynasty, these creatures are mindless, numb haunts driven only by a thirst to kill. They can be easily avoided and deceived, but in great numbers, they are nearly invincible.

BARELY INTACT: The great majority of shamblers have only 1 HP. ANY successful attack against them breaks them in half, tears their dusty heads off, or simply crumbles them.

DEATH IN DISINTEGRATION: Unless burned to ash or pulverized to dust, these things will re-form and stand back up in 1D4 ROUNDS.



UNHOLY LEADER: 1 in 50 of these is an UNHOLY ONE. These Shamblers are blessed with an artifact that makes them immune to ALL forms of harm, save the removal of their sacred amulet or crown.

EASILY TURNED: A holy symbol, honest prayer, or shining light of faith can repel these creatures, but they are not afraid. They simply wait patiently at arm's length for the effect to subside or the caster to tire, and they move in. Time is on their side.

EYES OF SETT: MONSTERS

MONSTER

GRAVE SLIME



ROLLS: +3 STR

ACTIONS

PSEUDOPOD: Grave Slimes probe, grapple, and lash out with goopy limbs of shapeless acid jelly. These pseudopods do BASIC damage, or grapple for a normal STR roll to escape

STICKY ACIDIC ABSORPTION: Anything besides stone that touches a Grave Cube becomes stuck to it. In 1D4 ROUNDS, if the object or creature has not escaped, it is absorbed into the Cube's interior. Stuck creatures must roll a higher STR roll than the Cube to pull free. Up to 6 creatures can be stuck at once

ABSORBED: Once absorbed, creatures and objects take Ultimate Acid Damage for each turn inside. Regardless of HEARTS, any living thing trapped inside suffocates in 4 ROUNDS. This kind of death ignores a normal 'DYING' roll. The ONLY way out is for the Cube to be destroyed

Grave Slimes are smaller, less powerful Slime Cubes that are bound to magical stones. These mindless jellies simply probe the darkness for something, anything, to engulf or devour. They also smell of moldering pond sludge or rotting muck.

GEM-BOUND: Grave slimes cannot move at all. They are bound to a nearby power gem and simply convulse and slurp where they sit. Foes that are CLOSE are subject to their attacks. Also, when the gem that gives them life is removed from its perch, or destroyed, the Grave Slime will dissipate into acidic goo.

TRANSLUCENT: The weird, cloudy, see-through material of these creatures can be very hard to see in low light. Where it seems one quivers in the black, there may be hundreds. Treat attempts to spot and count them as HARD.

CORROSIVE: Their smaller size makes Grave Slimes more acidic. On a critical attack, not only does the Grave Slime roll ULTIMATE damage, but it also destroys one randomly selected piece of LOOT in the victim's equipped list.



EYES OF SETT: MONSTERS

MONSTER

SARVAS THE AGELESS



ROLLS: +3 ALL ROLLS

ACTIONS (2 PER TURN)

SPECTRAL SLASH: Claws imbued with millenia of death, MAGICAL melee attack

MADDENING HISS: All NEAR enemies must make a CHA or WIS roll or be totally immobilized by this brain-blasting sound. Only injuring Sarvas, or his own will, can end the effect

DRAIN: Using hideous, arcane words from another time, Sarvas makes an INT roll on a target it can see. Success heals him for MAGICAL EFFECT that is taken from the target's HP

PETRIFY: Any creature that looks directly at Sarvas, even on accident, can be turned to stone. Sarvas and his victim make CHA rolls. If Sarvas wins, the victim is turned to stone in 1D4 ROUNDS

Before their fall from the realm of Alfheim, the snake men preserved some of their most powerful kin in underground tombs. Sarvas is one such envoy of his race, now waking, ravenous, filled with hate and a desperate lust to recapture the world.

HORRIBLE FURY: Sarvas will relentlessly attack whoever breaks or currently holds the gemstone that sat atop his tomb, even if it is being tossed about.

EVIL, BUT NOT CHAOTIC: Sarvas is evil, but his will to reignite the serpent empire is not wanton or blood-clouded. He is devious, tactical, and thinks long-term. To this end, he will negotiate, flee, or deceive before fighting blindly to the death.



EYES OF SETT: CONCLUSION

INFORM

JOIN THE DEAD

If your heroes fall, defeated by Sarvas or his traps and minions, consider turning them into undead servants to conclude the session. Maybe they reluctantly serve him as he rises into Hal, or they agree to use their undeath to sabotage his tomb with their last vestige of human will. Oh, the cruel endings of undead heroes!

WHAT OF LIETTE?

Liette can make a great wild card in this adventure. She can be a clutch ally, avoiding a wipe, or a lying traitor, joining Sarvas in the end. Perhaps SHE is actually Sarvas the Ageless and transforms in the tomb when the gemstones are recovered! At the very least, she can provide back story or be a frightening casualty of the terrible underworld. You may even have a player act as Liette, and give her a terrible secret to reveal in her own way....

RUN!

End the adventure with a SESSION-END roll as Sarvas falls and the tomb begins to collapse. A few suspenseful rolls should be enough to escape. Depending on your tone, you can interrupt celebration in Hal with scores of now-loose Shamblers emerging from the desert! Also consider a powerful artifact, perhaps a custom piece of LOOT, in Sarvas' tomb as they flee.

EVIL UNLEASHED

If the heroes survive but fail to kill Sarvas, he will rise from the tomb, surrounded by an army of undead, and ravage the town of Hal utterly. At the last moment, he will spare the heroes, his saviors, and vanish with a hissing laughter into the black of night. What have you done?



BENEATH THE DOOR

100% ME

A SLOW BOIL

Cosmic Horror is a very special kind of story telling. Slowly reveal the clues, heed the details, and build the gloom! Be ready to have intricate, nuanced NPCs with odd behavior, and be sure to lend gravity to your descriptions. Here are the bullets of this grim tale:

- It's a stormy autumn night, 1894, New Hampshire
- Heroes crash their stagecoach and wind up bed ridden in Ardenmoor Manor
- The staff of the manor are peculiar, and the grounds keepers even more so
- The stage driver, Reginald, and other guests are vanishing, and horrific sounds are heard below
- Lord Arden, long deceased, was an archaeologist vexed by a cursed trapezohedral relic, and darkness has hung over the house since
- Beneath the house, through a door in the floor, are horrors blacker than the gulf between the stars

Use the vanishing innocents to keep the players wanting answers, then take them on an ever-more horrific ride through the doom of this wretched place.

MOMENTS

Remember, this kind of horror relies more on atmosphere than tactics. Consider running this session 'theatre of the mind' with a few visual aids. What you can't see is always more scary than what you can.

1: CRASH ON THE BLACK HILL ROAD

Our heroes ride along in the rain. Suddenly Reginald cries out "Christ, what is that?" then BOOM, and the coach smashes and tumbles!

- CON rolls or black out instantly
- Those who hold on see the horses killed, and Reginald bleeding terribly, then..darkness

2: DAYS OF FEVER

An unknown number of days later they awaken in the eerie old halls. They have full HP, but shaken

- Mention their weird visions of the staff
- Other visitors have been vanishing
- Lady Arden is glad you're okay but insists you rest

3: ORVILLE'S DEMISE

Through a night window, a gardener is seen waving his arms wildly in the rain. He is misshapen in some way. Then Lady Arden appears, walks up to him, and shoots him in the eye socket with a spear gun. He drops dead.

- The peril of this place starts to take shape
- Know your cast and areas and let players guide things forward...there is no set sequence
- Orville's body is missing, and so is Reginald

4: THE GROUNDS

With some evil implied, the heroes will now start skulking about. Now you can start escalating the dangers and revealing more clues. The rain never fully lets up, and dawn seems always a few hours away...

- Mr. Garrett stalks with hedge-shears
- Mr. Stillson is in the house, hoping to electrocute them
- The monstrous plants in the greenhouse wail with the sound of crying children

5: DISCOVERIES AND PURSUIT

Now things tumble out of control. The staff are fake-skinned horrors, there are hidden rooms filled with skeletons, and awful mud seeps up from below. Tumble them from clue to clue, nearing death and madness, and lead them to THE DOOR.

- Use poor Reginald's cries to lure them
- Occasionally scramble space and time to mess with them
- Lord Arden calls them..beckons them to come and see the truth

6: FACE TO FACE

Finally, below the mysterious door, a massive cavern awaits, with descending stairs. There stands Lord Arden in his final, mind-bending form, and he IS THE DOOR...the door to Sothoth...TO FOREVER!

- Roll SESSION END after an opening exchange
- Arden's hate can take a humanoid form as a dire enemy
- AZATOTH has been called and towers over the landscape, as big as a mountain outside as Arden Manor crumbles to ruin!

BENEATH THE DOOR: BASICS

LOVECRAFT LEGACY

These kinds of adventures can be truly fantastic, especially with imaginative, engaged players. Read a few of Lovecraft's incredible stories for yourself! Feel the emotions he evokes, and aim for that, not simply imitating tropes or themes in his work. Make it yours!

Most importantly, have a strong sense of 'what really happened' or 'what horrors await,' so you can answer numerous questions and create details that all allude to some never-truly-revealed terror just around the next corner. Lord Arden returned from Cambodia half-mad with a trapezohedron artifact that brought pure evil here. He burned the chapel, killed his children, and descended into some cavern below. Now the staff, hidden horrors themselves, gather his victims.

THE RIDDLE OF ARDENMOOR

Here are 20 things found throughout the manor and grounds of Ardenmoor. If your ROLL defies the flow, or the mood, just CHOOSE an item that builds the revelation as needed. In most adventures, this list is for flavor, but here it is the very center of the story!

- 1: News clippings: 'Arden children killed in chapel fire' and 'Ardenmoor rumors spread'
- 2: An old science journal featuring log entries from Sir Arden's journey to Cambodia
- 3: A carved rattan sword-cane, the handle carved with children's faces in a spiral pattern
- 4: A 10-pound sledge hammer, short grip, caked in dried blood
- 5: Well-worn old time keys on a large iron ring
- 6: An oak reading desk with a few scattered works on Cambodian Paleoculture, Jewel-craft, and Prison Machines
- 7: A large porcelain tub filled with clean water, and a large bucket of chipped ice nearby
- 8: A colonial news sheet, framed on the wall: 'Arden family saves town'
- 9: A wax cylinder and wind-up player. One hidden cylinder is a recording of Lady Arden's suicide note
- 10: A large, metal-bound botany book. Several of the pages have been scribbled out with black ink
- 11: A family 'Dead Book' with photos of the deceased. Lord Arden is sheet-shrouded in his photo
- 12: A large piece of wall art featuring several dried starfish
- 13: A stack of silver nitrate photo negative plates, can be chemically developed, show a blurry THING
- 14: A small collection of bottled fetuses, each labeled with a cryptic glyph
- 15: A geological survey of the Ardenmoor plot showing vast limestone caverns below
- 16: A pair of much-used welder's goggles
- 17: A 17th century steel shield wall hanging, but it is dented and off kilter
- 18: A crude spear gun and 3 spears on a small rack
- 19: A strange, cracked plaster block imprinted with what looks like Sir Arden's face
- 20: A small brown glass bottle of high grade morphine with a rubber dropper

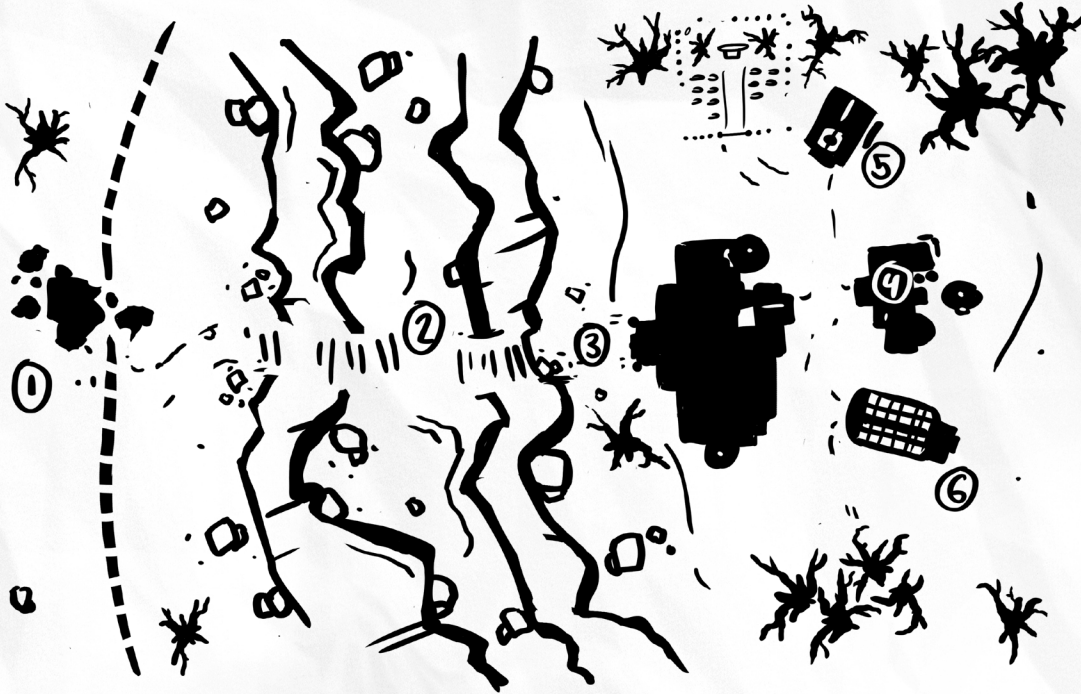


BENEATH THE DOOR: THE MAP

INFORM

KNOW THE LOCATIONS AND LET THEM WANDER

BENEATH is a very unique adventure because there is no set sequence of events. Your challenge will be to know the whole truth of this place, what has happened, and what is currently happening. Reveal pieces of that picture as your players surprise you with their next move. If they are ever stumped, chase them or lead them to a location you know you can make exciting. Here are the locations around the Ardenmoor:



1: THE CRASH: Reginald is terribly wounded after seeing something in the road and crashing. Lightning strikes, rain pours. If heroes return, Reginald is nowhere to be found. Subtle clues indicate other stages or wagons have crashed here in recent months.

2: THE BLUFFS: Huge quarried ridges ascend to the manor. Markings on the ground indicate the quarried stone was moved up and into the manor somehow.

3: ARDEN MANOR: A great room, guest quarters upstairs, dining room, and a study with a massive locked door in the floor. Below there is the final confrontation with Lord Arden. Lady Arden wanders, looking to return guests to their rooms or host meals. Once Orville is killed, Lady Arden, Mr. Garret, and Mr. Stillson all stalk all locations with murderous intent.

4: THE SMITHY: A workshop for groundskeepers with metal spikes and chains being made. Skokie, the only surviving servant the heroes encounter, is hiding here. She is deformed, but true of heart, and terrified.

5: THE CHAPEL: Burned to ruins shortly after Lord Arden returned from Cambodia, now haunted with the voices of the children, who he burned alive there, when driven mad by the trapezohedron artifact.

6: THE GREENHOUSE: Here the children's souls have grown into the soil, creating a monstrosity of plant and horror. It lies quietly until the heroes are inside, then blocks the door and tries to rip them apart.

BENEATH THE DOOR: SANITY

INSANE

SOME THINGS ARE NOT MEANT FOR MEN TO SEE

Every good cosmic horror game has an insanity or fear mechanic. In many ways, counting these points as they tick down is more central to a horror game than actual HP, because the danger is more psychological than combat-driven. **ICRPG** is no different! Each character starts with 1 HEART of SANITY. The deeper they peer into the antediluvian abyss, the more this reservoir of reason is eroded.

Inflict SANITY DAMAGE whenever the scene is too terrible, too close, or too sudden for a character to simply wave it away. Scenes of abject horror, gruesome glimpses of human suffering, realizations of supernatural inevitability, or worst of all, views of the vast uncaring universe in its infinitude all cause SANITY DAMAGE. As the GM, decide if a particular case allows for a CHA or INT or WIS roll to resist or reduce incoming SANITY damage.

EVENT

SANITY DAMAGE

See a person dismembered, beheaded, or die terribly	1
Suddenly discover a corpse or scene of depravity	1
Stare directly at a supernatural entity such as ghost or zombie	1, 1D4 if horde
Have a limb ripped or chopped off (lose all but 1 HP in one attack)	1D4
Witness an object of celestial, antediluvian, or trans-dimensional origin	1D4
Gaze upon an abomination of the world between worlds	1D4, 1D8 if sustained
Assemble clues that lead to dark truths transcending time and space	1D4
Witness the arrival of an elder God such as Azatoth or Ogdru	1D6
Form a mind-union with an elder God or Beyonder	1D10



SANITY

STATUS AND EFFECTS

10	Safe in the veil of daily normalcy
9	Rationalizing away what was just witnessed...it couldn't be...
8	Aghast, on edge, wary of unexplained sounds
7	Shocked, looking for any way to avoid the source
6	Truly afraid, all CHA and WIS rolls are HARD, cannot ATTACK the source of fear
5	Pure, white hot terror, break a cold sweat, ALL ROLLS are HARD
4	No, no, NO! -1 to all STATS, must seek a hiding place or back away immediately
3	Screaming, petrified with fear for 1 ROUND, beg allies to flee
2	Run! Run for your lives! Use 1D4 ROUNDS to flee at maximum speed
1	Tears of denial and realization, fall to your knees, ALL ROLLS HARD is now PERMANENT
0	Catatonic, muttering, clinically mad, seeing the terror again and again forever

BENEATH THE DOOR: CLASSES

SIMPLE, FRAGILE, HUMAN

Heroes in this kind of adventure are not superhuman or well-armed. They're just people. Often, a notion of curiosity can help keep things moving.

PROFESSOR

Learned, Worldly, Calm

Starter: Aged Pipe (Sanity rolls are never HARD)

You've a gift for research and study. So many new realms of knowledge are opening in this area, and you are fascinated with their synergistic ramifications for metaphysics, anthropology, and even linguistics. You've been abroad for weeks, and now hope to reach Allerdale University within a few short days.

VETERAN

Tough, Violent, Unstable

Starter: Silver Ring (Never be forced to Flee)

You've been delayed on your way home from a too-long tour in a bloody foreign war. The front was a nightmare of bullets and smoke, and all you can think of is family back home. Still, in the quiet of each night, you see the piles of dead soldiers, the fires burning, and hear the crackle of rifle fire.

DOCTOR

Nervous, Cold, Wealthy

Starter: Field Dressings (Heal 1 HP 3 times, no roll)

The late 19th century is a golden age of medical learning, and you stand at the frontier. New understanding of organs, tumors, maladies, and their physiological origins has unlocked unimagined vistas of human improvement. Some say your work is ghastly, but you know it is for the betterment of all.

PORTER

Stout, Poor, Spiritual

Starter: Lifter's Belt (STR rolls are never HARD)

Your family has always made an honest living as porters and hired hands. Now, newly arrived in America, you've had no trouble finding good hard work. It's a big world, and you can't wait to see more of it and the good people that call it home.



BENEATH THE DOOR: LOOT

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REPLACEMENTS

The list below replaces STARTER LOOT. Starting EQUIPMENT can be left out, specific to a character, or done as normal.

REVOLVER

Loud, Near, 6 capacity, WEAPON Damage

ROSETTA CODEX

A strange book, Do MAGIC EFFORT when translating

BOWIE KNIFE

Deadly, Close, Useful, WEAPON Damage

CHEMISTRY KIT

For tests and more tests

PICK AXE

Heavy, Cannot be Sheathed, WEAPON Damage, Dig

LANTERN

Gas, Luminous, Near, WIS rolls using this are EASY

BIBLE

King James, Well-worn, CHA rolls against evil are EASY

MEDICAL BAG

Make an INT roll to heal 1 HP with a touch

FLASH CAMERA

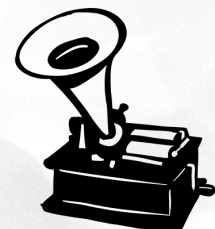
Takes up to 8 photos on silver plates

WAX CYLINDER RECORDER

Record up to 1 minute of audio and play it back

LOOT IN DREAD HORROR

Handling LOOT in this kind of game is very different than your common dungeon run. For SHABBY LOOT and all the items on the 'Riddle of Ardenmoor' list, don't even wait for player searching! Simply mention these objects in rooms and spaces. You'll have little use for normal LOOT, as this type of game is more about humanity than equipment. One REVOLVER will be a defining item! The rest is flavor, story, clues, realism, and revelation.



BENEATH THE DOOR: MONSTERS

100%

ARDEN MANOR STAFF

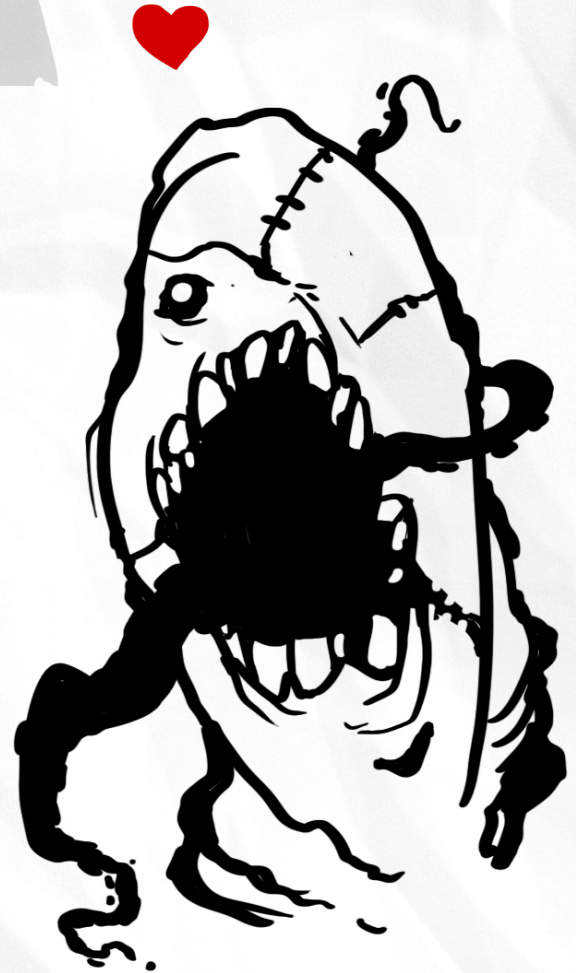
ROLLS: +1 ALL ROLLS

ACTIONS

HOWL IN AGONY: Slowly changing into monstrosities, and hiding it with rubber masks, these wretches are in terrible pain. Once revealed, they howl, inflicting 1 SANITY DAMAGE to all who see and hear

SLOWLY DEVOUR: Grabbing and sucking with inextricable evil, these creatures inflict BASIC DAMAGE with tentacles, softened teeth, and acidic spittle. Taking more than 3 damage in this way inflicts another 1 SANITY DAMAGE

Pleasant and calm on the false exterior, the three staff members in Arden Manor are actually hideous mutations. They have been changed by the evil aura of the trapezohedron and live as suffering puppets of Lord Arden's abstract will. Their primary drive is to capture and imprison travelers and guests for Lord Arden to feed upon.



MR. STILLSON: The butler did it. He did it many times and patiently attends the needs of his victims-to-be. He always speaks fondly of Lord Arden and wistfully dreams of the coming of Azatoth, when the world of men will burn.

MR. GARRETT: Once a gardener, he is now a murderous mute. He says nothing and is a craven thing who sometimes steals a victim for his own brain-feeding appetites.

LADY ARDEN: The real Lady Arden killed herself long ago, as discovered on the wax cylinder. This abomination has posed in her stead, soothing sickly guests, hosting lie-soaked dinners, and dragging the near-dead beneath the door.

BENEATH THE DOOR: MONSTERS

MONSTER

THE CHILDREN

ROLLS: +3 ALL ROLLS (EXCEPT SANITY)

ACTIONS (2 PER TURN)

NEEDLE WHIPS: Whipping green vines covered in tiny needles thrash about, inflicting WEAPON Damage

HORRIBLE FACES: The Arden children are entangled, melted into this monstrosity. They choose a target and scream at them, begging for the pain to stop. Inflict 1D4 SANITY Damage with no chance to resist

EAT: The upper pod of this shape is a saw-toothed mouth. Any CLOSE enemies can be pulled in and chewed upon. Inflict 1D4 WEAPON Damage until the victim escapes with a STR roll or other means

EXTINGUISH: The children died in a terrible fire and hate to see ANY flame. This action lets the creature instantly extinguish any flames within FAR range

Those poor children, burned alive by the mad Lord Arden in his last days. Now their souls have joined with the soil of the grounds, and they erupt in a most horrific form. In their torment, they crave companions, but they only spread death.

IN THE GREENHOUSE: This creature can appear in the Greenhouse area, writhing and sprouting up from neglected old pots and debris piles. It will overgrow the entrance and trap victims to ensure feeding.

FROM LADY ARDEN: Another scenario can be that this beast bursts its way out of Lady Arden in a phantasmic explosion of offal. She can announce "you've awoken the children...no! NO!"



LONG MEMORIES: The Arden children still remember their driven-mad father burning them in the chapel, and their gurgling can reveal clues if it fits the moment. There could even be a twisted exchange between hero and creature just seconds before it goes in for the kill.

BENEATH THE DOOR: MONSTERS

MONSTER

LORD ARDEN



ROLLS: +5 ALL ROLLS (EXCEPT SANITY)

ACTIONS (2 PER TURN)

VOICE OF FOREVER: Any time this colossus speaks, the heavens are torn open with the howl of it. To hear this sound requires a CHA roll to avoid SANITY Damage. Inflict 1 with a successful roll, 1D4 if they fail

BOOMING PULSE: Each turn Lord Arden takes is ended by a BOOMING PULSE. This low, ominous vibration emanates from the door-mouth and requires a CON or STR roll to resist. Failure results in taking 1 Damage and falling to the ground. Fallen victims can only move NEAR on their next turn

DRAG TO HELL: A coiled tentacle slides forth from the bulging polyps on this structure, searching for human minds to feed on. Evade it with a DEX roll or be dragged into the mouth in 1D4 ROUNDS. This tentacle cannot be escaped, but it can be chopped off, with 1 HEART of HP

Having looked too long into the trapezohedron artifact, Lord Arden went mad, became deformed, and then had this immense chamber built for his transformation. Here he feeds on victims brought by his servants and screams to Azatoth across the dimensions, bidding it rise.

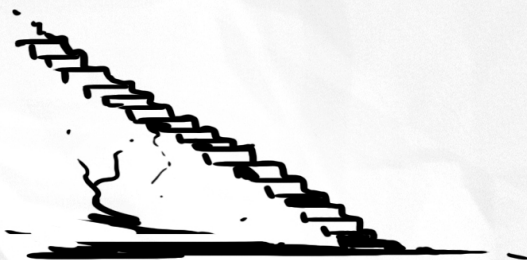
REVELATION: In addition to using his voice as a weapon of terror, Lord Arden provides final reveals.

"Look into me! Into the stars! INTO FOREVER!"

"Ahh-Zahh-TOTH! Come forth, master of dreams!"

"I am almost complete. Come, and join us! JOIN THE FINAL FORM OF ALL THINGS!"

"Run if you must, insects! To lay eyes on me is to know annihilation! All you have ever known is gone! ONLY FOREVER REMAINS!"



BENEATH THE DOOR: CONCLUSION

INFORM

RETURN FROM BEYOND

A party wipe here is quite likely, especially if injuries are sustained in the stagecoach crash, or a monster fight goes wrong. You could take them prisoner (a common theme), but more fun is to have them fed upon, and awaken in the chaos dimension of Azatoth. A doorway back to Earth can be reached, but at what cost....

RISE OF AZATOTH

No matter what happens, roll your session end die when the time is right. The session end roll is a count-down to Azatoth, a mountain-sized abomination, rising from the pit below Ardenmoor into a luminous gap in the clouds. Inflict 1D6 or more SANITY Damage! Leave the fate of reality in unresolved limbo and end the session with "what the?"

FIRE AND DEATH

Another ending could see the house, and all those within, burn to the ground. This outcome is a fitting and painful end for a family already riven by fire. To conclude your session, describe an epilogue where reports describe the manor intact again, as if nothing happened, and workers diligently quarrying the limestone bluffs.

THE CLOUDS CLOSE

As quickly as Azatoth rises, it vanishes into the sky, and the clouds resume their dark appearance. No one will believe any element of this report from any surviving heroes. The isolation of knowing, of seeing that hideous trapezohedral relic, will send them to a lonely grave or screaming in the asylum. "Let me out! YOU HAVE TO LET ME OUT! Mother of God, IT's in here! IT IS IN HERE!"



PLANET KILLER

ICRPG

PART ONE: THE FALL OF ARNOR

Planet Killer is the story of a cataclysmic conflict between the Imperium and the forces of Krell. The adventure is designed to be played in two parts, with two separate groups of characters. Even if you don't run it as written, be sure to check out the rules additions for space fighters and dogfighting. More detail for running Power Armor can also be found in **ICRPG WORLDS**.

- Arnor is a Krell world that has been decimated by an Imperium war fleet.
- The heroes come out of cryo sleep on Arnor too late, and their battle suit hangar is all but destroyed. They are the last survivors.
- One task remains: to capture telemetry data on the Imperium fleet to find some weakness.
- The heroes must find a way to get this telemetry data off-world before the entire planet crumbles.
- The Imperium is now sweeping the planet for survivors with bio-engineered living weapons.
- In a matter of hours, the planet will be totally destroyed.

Present the heroes with the situation via a looping transmission. They have a few choices to acquire and evacuate the data. They will be hunted at every turn.

MOMENTS

Be sure you have a handle on running Power Armor and using chunks. The danger is everywhere. Give them choices, and be ready for unexpected outcomes and solutions. This is a wild ride.

1: A RUDE AWAKENING

Our heroes awaken in the rubble and chaos of a wrecked hangar. Their mission loops on a damaged screen, and their comrades have been crushed. Mount up, and get to it.

- Five battle suits are ready to power up
- A swarm of Sweepers is on its way
- The fires are spreading
- The other three locations can be plotted on a map console
- The timer for planetary destruction is visible

2: COMMAND HQ

Command HQ contains the telemetry data gathered on the Imperium. It can be downloaded into a battle suit, but a DATA POD must be used to get it off world.

- A crumbling bridge leads to HQ, over a river cluttered with the dead of Arnor
- Sweepers assault the bridge
- A Death Drone prowls the halls of the complex
- As a twist, trap the telemetry in a clunky, bulky mainframe cabinet that must be hauled

3: THE AIRBASE

This ruined facility contains numerous wrecked ships and parts. Destroyed fighters and burning transports are everywhere, but enough parts can be salvaged to rig a jump jet or escape rocket. Sweepers are everywhere, and orbital bombardments hit hardest here.

- Every D4 rounds a bombardment hits
- Heroes find ion drives, fighter weapons, missiles, and the like. Let them improvise!
- If they never visit the airbase, consider letting them find a wrecked fighter elsewhere to build their data pod jump jet
- If you need to give them more clues, have a pilot still alive in the wreckage, who begs them to accomplish the mission before expiring

4: DATA STORAGE YARD

Here, an orange barrel can be found. It is a super-durable pod for transporting data cores. The challenge? Getting it off world. This scene gets very dangerous, so be ready for a crazy fight.

- A cloud of corrosive radiation drifts across the area
- It is a confusing clutter of containers
- A few Sweepers appear here and there
- Finding the pod is not easy in all the clutter

5: IMPERATOR RAX

The Imperium's ultimate weapon will attack the heroes at a moment that feels right. They will likely not survive fighting him, so be ready for some craziness.

- Be ruthless with Rax
- Time his arrival to build a final crescendo with planetary destruction and launching the pod

THE FALL OF ARNOR: BASICS

10/25/17

A DOOMED WORLD

"Arnor will be vaporized in 79 minutes." Use a WORLD TIMER in this adventure. Start it at 8. At each narrative turn in the story, each epic moment, click it down one. When it reaches zero, Arnor is totally annihilated. Players are forced to ask not only 'will we win' but 'will we even survive.'

When Emperor Rax arrives, use him to mock, taunt, and belittle the heroes. He is your chance to actually speak for the Imperium, and reveal their unwavering intention to wipe out all opposition in the multiverse.

Despite this inevitable event, there are many outcomes and paths that can be taken in this struggle. Let it be nonlinear, let them surprise you!

Players build standard 6 point heroes, NO EQUIPMENT.

CRUELTY OF THE IMPERIUM

Many of the details discovered during The Fall of Arnor tell the story of the hated Imperium and the devastation they have caused. Also, consider how details can be used to remind players of their imperative mission and its ticking clock. Here are 20 options.

- 1: A crushed battle suit, crumpled beneath rubble with a pool of dried blood around it
- 2: A damaged computer terminal. Through the static, a voice repeats 'get that data off world at all costs!'
- 3: A child's doll, scorched and partially melted
- 4: A space fighter data recorder box. Its contents reveal a record of the total decimation of Arnor's defenses
- 5: An unexploded Imperium nova shell. Can function as a massive Ion Grenade if repaired or rigged
- 6: A battle suit with its upper torso torn off. The pilot is still inside, slumped forward
- 7: A flickering hologram showing Arnor's core destabilizing and the Imperium planet killer fleet in orbit
- 8: A Command HQ key card. Can be used to effortlessly bypass any closed doors there
- 9: A crashed space fighter. 2 of its 4 CHUNKS can be salvaged. Roll for which ones
- 10: A ruined Imperium Ghost Armor, riddled with bullet holes. It is surrounded by scorched Arnorian skeletons
- 11: A pile of smoldering rubble. If searched, roll twice on the SCI FI LOOT table
- 12: A pair of bloody dog tags that read 'Admiral Eelson Kaz'
- 13: A damaged but operational cargo crane. It is heavy but can be moved by two battle suits with STR rolls
- 14: A storage locker. When opened, 1D6 Sweepers leap out and attack!
- 15: 1D4 CHUNKS of a Krell battle suit. Each CHUNK has 3 HP and matches a rolled type used by players
- 16: The massive chain sword from an Emperor, still functional
- 17: A field of slain Sweepers surrounding a partially melted Krell battle suit. Its distress beacon still beeps
- 18: A transport bus, still running, filled with scorched skeletons
- 19: An unbreakable length of Krellian filament cable, 50'
- 20: The ruins of a Krell museum. If searched, roll twice on the ANCIENT LOOT table

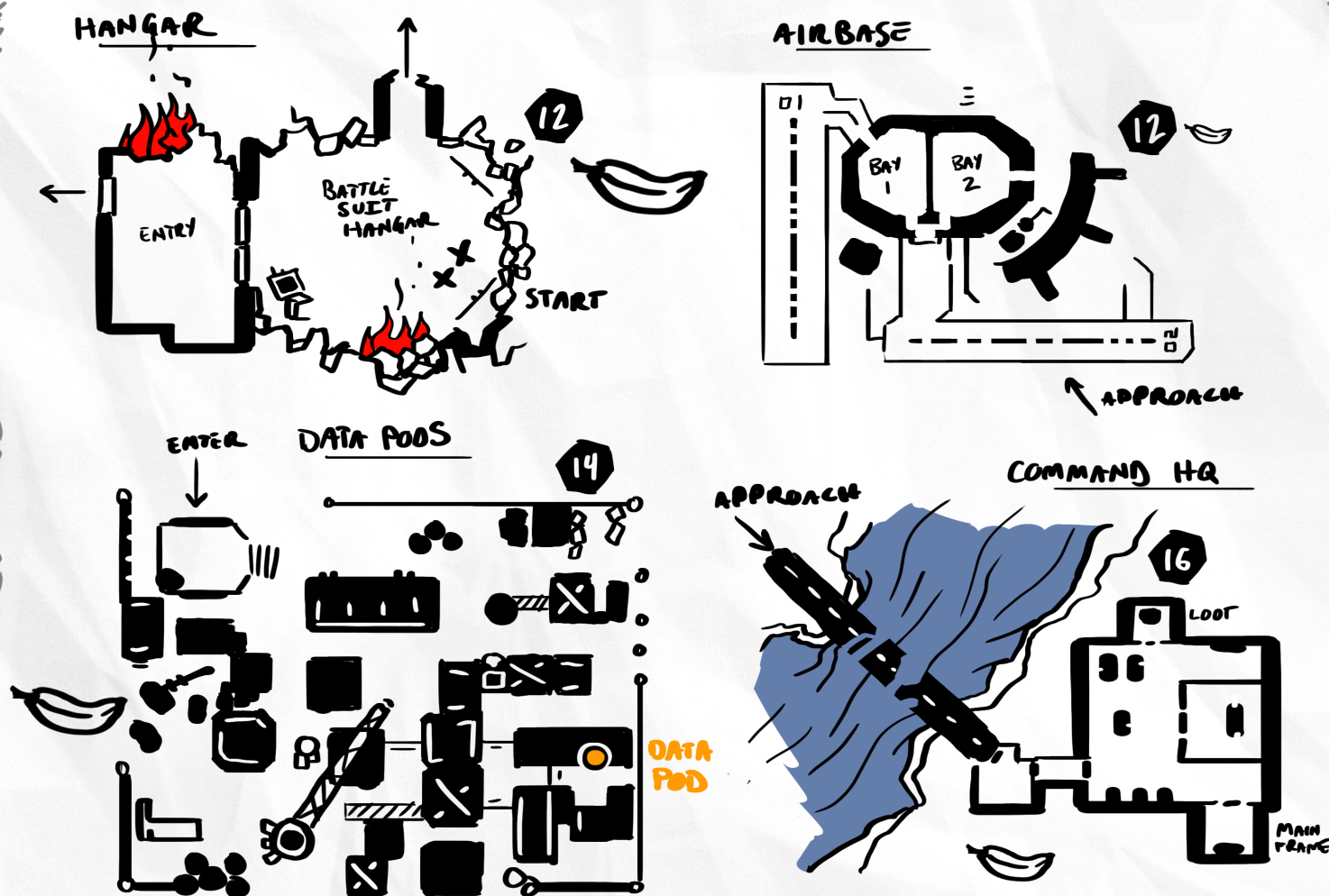


THE FALL OF ARNOR: MAPS

INFORM

THREE POSSIBLE DESTINATIONS, ANY ORDER

Don't force a solution to this scenario if players are not finding a way to rescue the data. Even if they fail, it can be a dramatic, poetic, and exciting ride to explore, fight, and perish against Sweepers and the Imperator. As a counterpoint, if the players are inventing a way to succeed you had never imagined, let them tell the tale their way. The dice will ultimately decide their fate.



1: BATTLE SUIT HANGAR: Cryo sleep units, battle suit docks, rubble, two exits, mission console. Fires are spreading, Sweepers enter through bulkhead doors at left

2: AIRBASE: Blasted hangar bays 1 and 2, cratered runways, burning fuel depot, and destroyed fighters. Very large, open map space with wreckage and little cover

3: DATA STORAGE YARD: Towering containers, cargo cranes, stacked crates, sub floor tunnels. Corrosive cloud drifts in from the southeast

4: COMMAND HQ: Crumbling bridge, telemetry data mainframes, tight hallways, and dark corners. Interior doors use key card or simply open

THE FALL OF ARNOR: SUITS

CALLSIGN: ALFRED / SPEC: HEAVY ARMOR

Elder knight of the golden order, mentor, leader, veteran

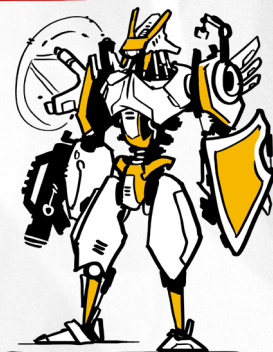
All CHUNKS 5 VEHICLE HP (more about CHUNKS p. 152)

Chunk 1: Ablative Shield (+5 armor, explodes when destroyed)

Chunk 2: Bolt Gun (3 round burst, reload after 4 bursts, explodes if destroyed)

Chunk 3: Repair Unit (repair 1D6 onboard Chunk HP per round)

Chunk 4: Repulsor Shield (+3 armor, deflect all projectile weapons within CLOSE range)



CALLSIGN: TIGER / SPEC: MOBILITY

A psyker knight, fast, devious, unpredictable, maverick

Chunk 1: Slide Jet (Move double normal, explodes when destroyed)

Chunk 2: Pulse Cannon (Single fire then reload, always ULTIMATE)

Chunk 3: Evasion Thrusters (Evade 1 incoming attack of any type per round)

Chunk 4: Swarm Missiles (6 burst, roll to reload, hit 1-6 targets, explodes when destroyed)



CALLSIGN: FIREFLY / SPEC: SUPPORT

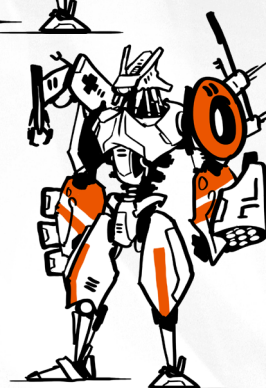
Complex demolitions and computer expert

Chunk 1: Repair Crane (repair 1D12 chunk HP)

Chunk 2: Comms Pack (work on computer equipment with ULTIMATE EFFORT)

Chunk 3: Ion Putty (3 uses, remotely detonate to totally destroy anything in a near radius, explodes when destroyed)

Chunk 4: Swarm Missiles (6 burst, roll to reload, hit 1-6 targets, explodes if destroyed)



CALLSIGN: SPIKE / SPEC: MELEE COMBAT

Fearless Torton nutjob, hell bent on revenge

Chunk 1: Duranium Plating (ignore damage of 5 or less, cannot dash)

Chunk 2: Blade Arm (counterattacks any successful near attackers 1 for 1)

Chunk 3: Chainsword (any attack of 13+ earns another attack, any damage of 6+ earns another damage roll)

Chunk 4: Bolt Anchors (when active, the power suit becomes immovable)



CALLSIGN: ACE / SPEC: FIREARMS

New recruit on Arnor, munitions generalist, greenhorn

Chunk 1: Bolt Rifle (Single shot, always EASY, never reload, can't be destroyed)

Chunk 2: Ballistic Mortar (in flight for 1d4 rounds, then does triple ULTIMATE in a NEAR radius, use weapon bonus)

Chunk 3: Needle Gun (ignores damage resist, target a chunk with no penalty, penetrates structures)

Chunk 4: Ion Grenade Launcher (ULTIMATE damage in near radius, 6 total, explodes when destroyed)



THE FALL OF ARNOR: FOES

ENEMY

SWEEPERS



ROLLS: +4 STATS, +2 DAMAGE

10 VEHICLE HP

ACTIONS

BIOSTEEL BITE: The Sweeper's go-to WEAPON attack. These things can bite through almost any material, and they fear nothing. Sweepers are bio engineered versions of Streakers, making them so big and so durable, they inflict VEHICLE level damage

CLING AND CLIMB: If another Sweeper is already biting a target, they will sometimes climb onto the creature or vehicle and simply latch on with their mighty jaws. Any vehicle or creature with a Sweeper attached must beat that Sweeper with an opposed STR roll to move. If more than three Sweepers latch on, the vehicle or creature cannot take ANY action until at least one is killed or shaken loose. Nasty.

Once the Imperium has destroyed a world, they unleash thousands of Sweepers to eliminate survivors and destroy any remnants of the enemy. They are metal-skinned, feral fiends with only one instinct: kill.

NON-OPTICAL SENSES: These metallic killers have no eyesight at all. They locate prey via sound, smell, magnetic fields, and energy emission. If they lack a target or prey, they simply run in packs in random directions frantically seeking something to catch their attention. The longer they remain in this state, the bigger packs they form.

DEAD END LIFE FORMS: To control their numbers, the Imperium has made these creatures entirely sterile. They can never reproduce. Thus, if a population of them can be destroyed, their defeat is absolute.

MINDLESS: These things have no thinking mind at all, so they cannot be reasoned with, communicated with, frightened, or affected by any form of mental duress.

METALLIC: Having metal skin, teeth, and bones, Sweepers can be affected by magnetism and extreme heat or cold like any metal object.



THE FALL OF ARNOR: FOES

ENEMY

DEATH DRONE



ROLLS: +4 ALL ROLLS

ACTIONS (2 PER TURN)

DURANIUM CLAWS: These ultra-sharp blades are so honed, so deadly, they always inflict **ULTIMATE** damage. With a well-placed stroke, a Drone can slice solid stone like warm butter

ACID SPIT: At **NEAR** range, the Drone will opt to spit its atomic acid venom and disappear or retreat into cover. This venom is sticky and does **WEAPON** damage for 4 **ROUNDS** once it hits a target. This corrosion also gives off toxic fumes. Any bio-form breathing these fumes must make a **CON** roll or take 1D4 lung damage

VANISH: If there are no foes within **CLOSE** range of a Death Drone, it can disappear into its surroundings with a **DEX** roll. A vanished drone can only be spotted with a **HARD WIS** roll

RAZOR TAIL: Like a steel-bladed whip, this **WEAPON** is fast and deadly. So much so, it ignores **ARMOR**. The drone rolls against the room **TARGET**, and damage done with the tail ignores any damage-reducing properties of its victim.

The Imperium has created many weapons, but few as insidious as the Death Drone. They are quintessential survivors, stealthy hunters, and merciless fighters. They are highly intelligent and never fight to the death if they have any means of escape.

ACID BLOOD: When slain, Death Drones spray a splash of their acid venom. Attackers must make a **DEX** roll or be hit. Treat this spray as an Acid Spit attack.

DEVIOS INTELLIGENCE: These creatures can use technology, set traps, hack keypads, and even imitate voices in some cases. They toy with their prey, separating or frightening to gain advantage.

DURABLE: Any **TURN** a drone is not in **CLOSE** combat, it automatically regenerates 3 **HP** without using an action.



THE FALL OF ARNOR: FOES

100%

IMPERATOR RAX



ROLLS: +5 STATS, +3 ALL EFFORT

ACTIONS (3 PER TURN)

5 CHUNKS, 10 VEHICLE HP EACH

CHUNK 1: BOLT GUN: A rapid firing conventional weapon. 3 round bursts, reload after 4 bursts, explodes when destroyed, FAR range. Rax can also distribute a successful burst to up to three targets

CHUNK 2: CHAIN SWORD: This huge weapon tears through everything. Any attack of modified 13+ earns another attack. Any damage of 6+ earns another damage roll

CHUNK 3: MISSILE CLOUD: Fills an entire area of FAR radius with missile fire. Anything within that area besides Rax must make a DEX roll or be hit for ULTIMATE damage

CHUNK 4: JUMP JET: A powerful jet that can get the Emperor to low orbit but is not suitable for space maneuvers. This jet can achieve orbit even with 10 tons of cargo or dead weight in tow

CHUNK 5: SPELL STONE: This arcane relic is contained in the torso plating. Rax can use it to cast ANY INT SPELL with a roll. The Spell Stone can only be activated once per TURN

The Emperors are the ultimate weapons of the Imperium. Even when destroyed, their ghost pilots slide away in the ether to a new power suit and continue their dire errands of death. As demented souls, they delight in crushing their enemies and often laugh during battle.

HEAVY: The Emperor's armor is so heavy, it will CRUSH any object with less than 5 VEHICLE HP if stepped or landed on.

REPAIR DENDRITES: Using a nano repair system, the Emperor ignores any damage below 3.

SADISTIC: Emperor pilots will pause before slaying an enemy, just to see them squirm in the face of inevitable doom.

PORTABLE AMMO DEPOT: Emperors never reload.



FALL OF ARNOR: CONCLUSION

INFORM

TOTAL ANNIHILATION

When the world timer reaches zero, no matter where the story may be, the Imperium planet killers array their full power and vaporize the planet's core. This causes a sudden, violent collapse of the entire surface. The planet crunches inward, becoming a fleeting micro-singularity or unstable black hole. No debris, no explosion, just empty space remains.

THE PACKAGE IS AWAY!

Whether escorting the data pod themselves in a salvaged ship, launching the pod on a jimmy-rigged ion drive, or executing some other far flung plan, be sure to describe in detail exactly how players know they've given the Krell one more chance to resist the unbeatable Imperium with their heroism. Even if they fail, give them each a final moment to describe their last seconds on the shattered planet.

OUTMATCHED

Imperator Rax is vastly more powerful than all five Krell battle suits combined. It shouldn't be a battle so much as a massacre. Force the players to think 'out of the box' to stop Rax, or hold him off long enough to get the data pod into space. Play Rax exactly as written, and let the dice be cruel. Even worse, Imperium ghosts like Rax can only be killed by supernatural means. Thus, even if the Imperator is destroyed, his purple-vapor skull will escape into deep space, cackling with wrathful fury.

OVERLOAD

My players invented a new battle suit mechanic so good, it has to be noted here. A Krell battle suit can be manually overloaded, blowing the micro reactor from within. A pilot who overloads his suit cannot escape the blast. Once initiated, the reactor will explode in 1D4 rounds, vaporizing anything within NEAR range. That roll can be the highlight of an entire session.

THE IMPACT ON PART TWO: DEATH ON KRELL

The lives of these heroes are being gambled on one hope: that a weakness in the Imperium war machine can be found with the data collected on Arnor. You can interpret this impact on your second session in many, many ways. Here are two suggested scenarios to link the sessions and give their lives real meaning and impact.

- **THE POD REACHES THE KRELL RESISTANCE:** With the telemetry gathered on doomed Arnor, the Krell find a weakness in the planet-killer fleet. Proceed with part two as written. Players will have a narrow chance to exploit a known weakness as the Krell fleet fights to defend their homeworld.
- **THE POD IS DESTROYED OR LOST:** If the data pod never reaches the Krell, they must defend their homeworld with their space fleet and search for a weakness DURING the battle. This scenario adds an extra phase onto part two: the battle in Krell orbit. During this extra phase, massive capitol ships do battle while comms officers attempt to hack Imperium schematics. Players, as lowly deck hands, must work this battle despite being terribly outnumbered and outclassed. Hard to believe, but the odds of surviving this version are even worse than if the data pod is delivered. Exactly how it all plays out is up to you and your players. Make it epic.

DEATH ON KRELL

WARP

PART TWO: DEATH ON KRELL

Part two takes us to the Krell homeworld, which is under attack by the Imperium fleet. Rather than heroic warriors, the heroes are a ragtag handful of deck hands aboard a Krell fighter carrier called the *KRS Nemesis*. As the *Nemesis* is being destroyed, the action explodes.

- The Krell fleet is destroyed already
- With so many personnel lost, our heroes are forced to consider flying what fighters remain to accomplish the desperate mission
- Space fighters must be used to cross the outer orbit of Krell, reach an Imperium planet killer ship, and find a way to sabotage it
- Imperium fighters are everywhere
- The *Nemesis* is breaking in half

Use a captain's P.A. announcement to call the heroes to action. Launch! Launch! Save Krell at all costs!

MOMENTS

Take a little time to test-run the dogfighting mechanics. Also, as heroes struggle to launch any fighters they can, be ruthless! Force them to be inventive as the *Nemesis* is consumed by fire and breaks apart into deep space.

1: LAUNCH! LAUNCH!

As the *Nemesis* arrives at the battle, disaster strikes. You can make this happen immediately or have the carrier torn to pieces by enemy fighters. Either way, the flight deck is compromised, and our heroes must find a way to keep hope alive.

- A few fighters can be launched
- Wrecked fighters block the runways
- Fire is spreading everywhere
- A pack of Sweepers lands in the flight bay
- One battle suit, callsign Tiger, is still intact on the flight deck
- A massive piece of debris hits the *Nemesis*, and it will break up in 1D4 ROUNDS
- Be sure the players are clear on their desperate mission: to fly across space, find a planet killer capitol ship, and find some way to destroy it

2: DOGFIGHT IN SPACE

Between the *Nemesis* and the planet killer are several SECTORS of space, swarming with Imperium micro fighters. If the heroes are destroyed in space, be sure to describe the total annihilation of the Krell homeworld.

- Imperium micro fighters move in squads of 10. If all 10 are destroyed, remove that token
- They spread out, both running overwatch on the planet killer and attacking the heroes directly
- The planet killer begins to charge its main gun. Use this as a WORLD TIMER to press the heroes forward

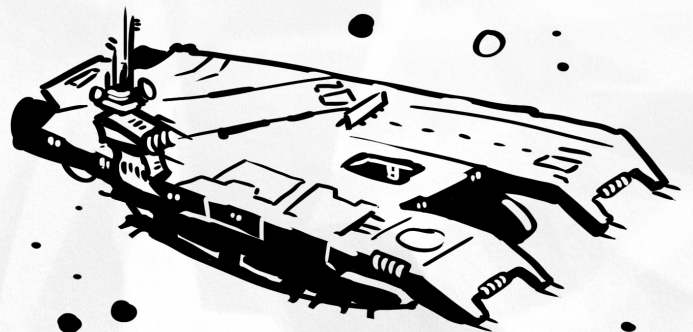
3: ABOARD THE PLANET KILLER

By whatever means possible, even simply crashing into it, the heroes must get aboard this massive Imperium ship. It has a huge flight bay, a series of corridors, the main reactors, and a captain's shuttle. One catch: Death Drones and Imperator Rax are here to stand guard.

- Once the reactor powers up, Krell will be destroyed
- Death Drones are hiding on the seemingly empty flight deck
- Loot lockers each hold 2 WARP SHELL LOOT rolls
- Rax will hang back, guarding the reactors
- Reactors can be blown up, sabotaged, or hacked to overload. Let players be inventive!

4: SURVIVE?

Make a huge ending of this epic! Even if Krell is destroyed, do heroes escape? If the planet killer is destroyed, is the Imperium even fazed? What could be next, and how does this battle affect YOUR WARP SHELL world?



DEATH ON KRELL: BASICS

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CHOOSE A DECK HAND

All deck hands are 10 point builds, NO EQUIPMENT. They will have to work together to escape the *Nemesis*, much less accomplish their mission! Players may use INT or DEX for their piloting roll.

HANGAR CHIEF, LT.

- Commands flight deck personnel, coordinates fighter scrambles
- +2 CHA
- Advanced Sidearm (D8 Energy Weapon)

FIGHTER MECHANIC, CPL.

- Deck technician for repair and rebuild of damaged fighters
- Mechanical rolls are always EASY, Piloting rolls are always HARD

PILOT (RESERVE, SECOND BATTALLION), CPL.

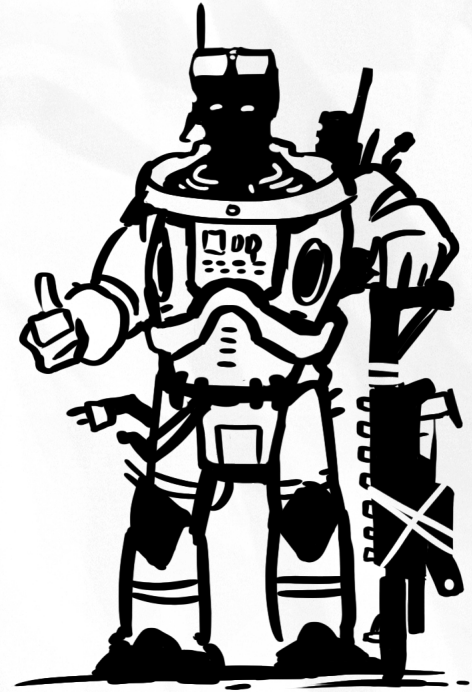
- Standard fighter pilot, 1st class
- Piloting rolls are always EASY, +1 DEX

FUEL TECHNICIAN, PVT.

- Grungy deck hand, low rank, hard workin' son of a gun
- +3 CON, Roll 19 OR 20 when DYING to pop up

WEAPONS DECK TECHNICIAN, PVT.

- Arms, maintains, and reloads fighter weapons
- Does double EFFORT with all weaponry, personal or vehicular



8 Details to Discover aboard the Nemesis or Krell fighters

- 1: A high tech fire extinguisher, 4 charges, covers a FAR radius area in slippery suppressant foam
- 2: A wheeled toolbox, with everything needed to repair or modify a KR-4 fighter
- 3: A rack of 40 swarmer missiles, capped with safety plugs
- 4: A heap of wreckage, littered with scorched boots, broken helmets, and small fires
- 5: A malfunctioning console showing chaos on the bridge as the Imperium attacks
- 6: An ever-worsening rip in the outer hull, screaming with loss of atmosphere
- 7: A spare flight suit with helmet and air pack
- 8: A wound up steel cable and chuck wedges used to park or pull fighters on deck

8 Details to Discover aboard the Imperium planet killer

- 1: Storage lockers with WARP SHELL LOOT rolls
- 2: An acid scar that has partially melted the flight deck surface
- 3: A data console revealing 'the informant' within the Krell betrayed his own kind, causing the fleet massacre
- 4: A parked squadron of micro fighters
- 5: A control station used to fire deck autoguns at any incoming fighters
- 6: An Imperium battle suit. HARD to pilot, 4 CHUNKS, Treat as a miniature Imperator
- 7: An energy cage of Krell prisoners who have all been terminated
- 8: A console showing a massive countdown to the planet killer's main gun firing

DEATH ON KRELL: FIGHTERS

INSTRUMENTS



SPACE FIGHTERS AND CHUNKS

Like all VEHICLES, space fighters are built in CHUNKS. A Krell SF-4 fighter is built from four standard 10 HP CHUNKS common to many fighters, but you can design and build all kinds of war machines for space combat.

Chunk 1: Cockpit (Life support, canopy, instruments, and controls. Seats two. If destroyed, the fighter can no longer be operated. Pilots still in a destroyed cockpit have 1D4 ROUNDS before death)

Chunk 2: Ion Drive (Enables deep space/sector travel and maneuvers. If destroyed, fighter is crippled and can only taxi or limp at retro thruster speed)

Chunk 3: SR missile pack (Explodes when destroyed, destroys 1d8 micro fighters or inflicts D8 DAMAGE against CHUNKS, 8 bursts until empty)

Chunk 4: Chain Gun (Destroys 1D4 micro fighters or inflicts 1D6 Damage against CHUNKS, does not require re-load. Optional: high output module, fire again on any roll of modified 13+)

SPACE FIGHTER MANEUVERS

All maneuvers require a PILOTING roll to execute. Failed rolls simply have no effect.

- **PUNCH IT** (Move to any adjacent SECTOR, take fire from enemies in current SECTOR)
- **ZERO** (Lock onto a single target and automatically follow them even if they PUNCH IT)
- **ENGAGE** (Fire a weapon! On a success, roll for CHUNK damage or quantity of micro fighters destroyed)
- **BREAK OFF** (Stay in the current SECTOR, but elude all enemies that TURN)
- **DITCH** (Eject! Make your roll to safely eject. On a failed roll, take WEAPON DAMAGE as you fly out)
- **FORM UP** (Track one or more allies wingtip to wingtip. Enemies in that SECTOR choose targets at random between you and all other allies. If you fail your FORM UP roll, inflict 1D4 CHUNK damage on 1 ally)

PILOTING AND CO-PILOTING

If two players are in a single fighter, that fighter can be maneuvered on BOTH their TURNS. Having a co-pilot makes a fighter twice as effective and far more tactical than a pilot-only craft, enabling strategies like having the pilot execute maneuvers while the co-pilot gathers intel or executes repairs.

DEATH ON KRELL: DOGFIGHT

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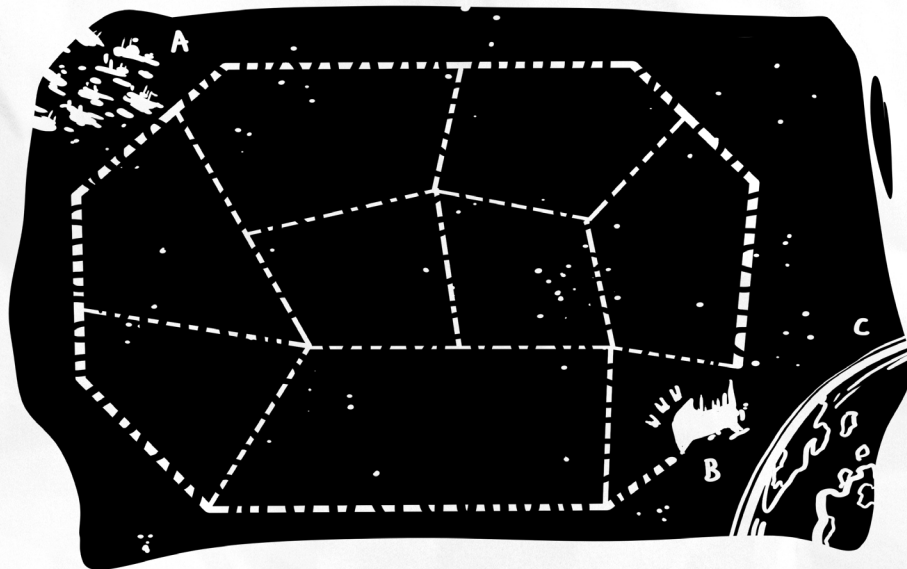
SECTORS OF SPACE

Distances in a space battle are huge. Exactly where a fighter is has little importance, but the SECTOR matters because all fighters in a shared SECTOR are potential targets. Thus, pilots should think in SECTOR travel, and elude, chase, or engage by that increment. Use a SECTOR MAP to run your space battles and the maneuvers above.



SQUADRONS VS. FIGHTERS

As the Imperium micro fighters close in, the heroes realize they need to make a focused effort to reach the planet killer ship in one piece. Generally, Krell fighters far outmatch Imperium micro fighters, which are disposable. Your role as GM here is to wear them down, destroy their fighters, and force them to board the planet killer in ragtag shape. Utilize the MANEUVERS to pick at them as they cross space. Use this SECTOR MAP or create your own.



A: KRELL FLEET (IN RUINS)

B: PLANET KILLER SHIP

C: KRELL HOMEWORLD

BOARDING THE PLANET KILLER

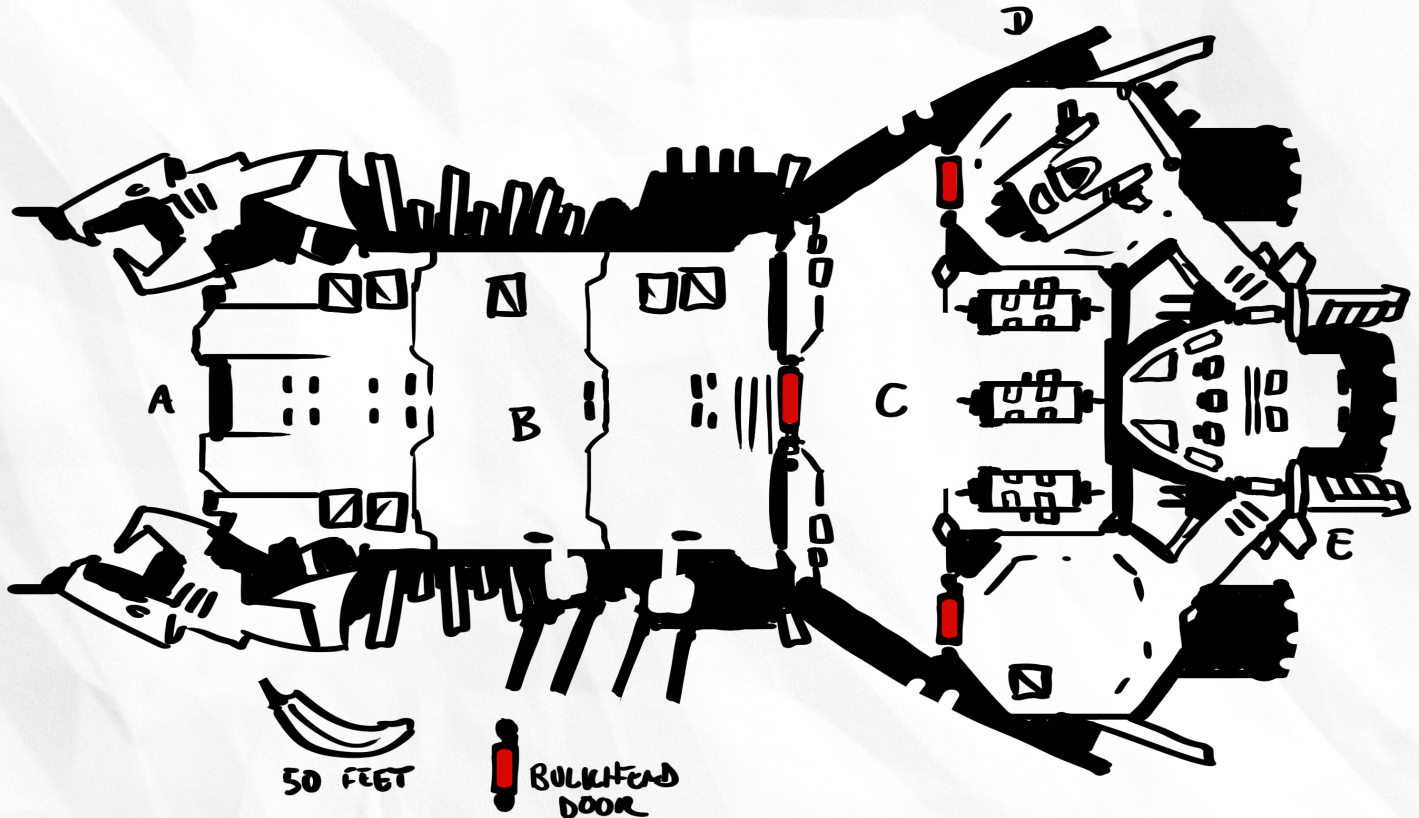
By whatever crazy means, the heroes must get aboard the planet killer alive and ready to fight. The giant ship does have a landing bay, but who knows what other wacky schemes your players may devise. Use defensive weapons and fighters to rob them of their more powerful weapons, so they must proceed inward on foot. Here comes the really dangerous part, and the clock is ticking.

DEATH ON KRELL: CONCLUSION

INFORM

VAPORIZED!

Somehow, the heroes must find a way to destroy or disable the main reactors aboard this massive ship. They will be stalked by Death Drones, will face Sweeper packs, and finally, will be stopped by Imperator Rax himself. There is LOOT laying around, but shutting down this weapon is NO EASY TASK. Be up front with players that their chances are slim. They need to out-think this brutal scenario, and their chances of survival are even slimmer than victory. This is where heroes are made.



A: LAUNCH BAY ENTRY B: HANGAR DECK, SUPPLY LOCKERS
C: REACTOR ROOM D: ESCAPE POD E: BRIDGE

THE FATE OF KRELL

To keep the story going, use the outcome of this adventure to further push your Imperium storyline. If Krell is destroyed, move to a new chapter with that grim truth, and create new heroes to continue the struggle. If the heroes survive, they continue to lead the Krell in an all out war on the Imperium or discover a traitor in their midst! The possibilities are endless, especially when a rogue WARP SHELL materializes from subspace, the crew all dead. What evil forces are at work here?

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INTRODUCTION

SOMETHING

THE TABLES HAVE TURNED

It's time to get creative, create a new character, discover unimagined treasure, or encounter some terrible new beast. You need SOMETHING...but what?! Get your dice ready, and let the Gods decide! At that moment, you're ready to use these extra Tables in your next game. Never fudge, and good luck.

L.O.G. ROLLERS

Stumped on an idea for your next adventure? Are your players off in the sandbox weeds, and do you need content on the fly? Is that ol' brain stone cold empty? No problem. Use these tables to sketch a quick scenario with the Location, Obstacle, and Goal method. Tables for both Alfheim and Warp Shell are included.

CREATING HEROES

One exciting way to create your next hero is to let fate decide. These tables offer origins, stories, types, and classes. There is no better way to get unpredictable new characters than just rollin'.

MONSTER MAKIN'

The ICRPG monster philosophy leaves it to YOU to create scads of unique monsters. Use these tables to give them flavor and mechanics without going nuts.

LOOT TABLES

Ah sweet, sweet LOOT. After a few games, you'll get the hang of which LOOT tables to roll on when. There's no better feeling than seeing players' eyes light up when you announce, 'Ok give me a d100 roll.'

- **ANCIENT:** Cool LOOT for any fantasy game
- **SHABBY:** Common junk
- **CURSED:** It's a trap!
- **SCI FI:** LOOT for your WARP SHELL campaign
- **EPIC:** High powered, world-breaking madness
- **BIZARRE:** This stuff is just weird



LOCATIONS, OBSTACLES, GOALS

100% ME

D20 ALFHEIM LOCATIONS

- 1: A grass-carpeted plain of rolling hills and rivers, rising to barely-visible mountains in the East
- 2: Ageless grey stone ruins, punctuated by standing pillars and strange round gateways
- 3: A field of erratic, massive boulders at the foot of a flat-topped granite crag
- 4: The blasphemous, forgotten halls of a serpent-made underground labyrinth
- 5: Wind swept dunes above a crashing shore, broken only by the masts of mist-hidden shipwrecks
- 6: Deep drifts and hard packed snow on a high, rocky ledge
- 7: Narrow, colossal canyons cut with oversized doorways and hidden grottoes
- 8: A forgotten, soggy, sagging dock at the dark-watered shore
- 9: High-arched sea caves below the towers and streets of castle city-state
- 10: A thatched village surrounding a rocky river
- 11: Among the towering buttresses and arches of an abandoned abbey high in the mountains
- 12: A valley of dense-packed foliage and underbrush, all choked in white-flowered vines
- 13: The primordial curved sandstone of wind-hewn rock formations in sweltering heat
- 14: 'Tween the scattered round huts of a nomadic traders guild
- 15: At the feet of towering humanoid statues, their features scoured away by ages
- 16: A plateau of tusk-braced long halls and spiked barricades...the work of Hill men
- 17: On a precipice of ragged igneous rock above a river of gooey orange magma flowing in a river of death
- 18: Among the silent, ghostly doorways of a long dead town
- 19: In the tangled, baffling hustle of a port city...buffeted by merchants, drunks, and wenches
- 20: At the black-walled immensity of some evil fortress, far above the clouds and peaks

D20 WARP SHELL LOCATIONS

- 1: Among the many-armed colossi of a vine-wrapped Zurin temple
- 2: A cloud of vapor and breathable gas in space, punctuated by floating trees and globs of water
- 3: The massive hallways and bulkheads of a derelict space hulk
- 4: The crater-scarred vacuum of a planet-fragment, skewered with huge metal girders and twisted wreckage
- 5: The gold-domed utopia of a megacity, hovering above the clouds on silent grav engines
- 6: In a sea of glowing gas and proto-stars, far beyond the gleam of the nearest visible sun
- 7: An expanse of mind-crushing nothingness between the galaxies
- 8: The bridge of a barely functional freighter ship
- 9: A dizzying chamber housing the rune-scribed hyperdrive of some long-lost race
- 10: An endless vertical tube lined with weird fluid-filled gelatinous pods
- 11: The innards of a planet-sized computer
- 12: Splintering canyons and crumbling peaks on a seismic ice moon
- 13: The immense, brass-winged balustrades of an Imperium Doom Hall
- 14: A bizarre, inverted, twisted alien husk tumbling through deep space in a cloud of red dust
- 15: A hive-carved mountain range of nests and tunnels
- 16: The endless thunderstorms in the upper atmosphere of an ocean giant
- 17: A molten hellscape of liquid stone at the center of a dense gas megaplanet
- 18: On the seething spiral-etched surface of the Devourer itself
- 19: In the featureless stone tunnel-ways of a Xevosian undershrine
- 20: Among the massive heads and effigies of a basalt necropolis in the eerie light of a shatterstar

LOCATIONS, OBSTACLES, GOALS

KROME

D20 ALFHEIM OBSTACLES

- 1: A rickety, rotted old bridge over a swampy mire...weird, carnivorous vines stir in the muck
- 2: A huge, fortified wall of stone and spikes from some long lost war
- 3: Three ravenous Ogres, out hunting for meat, treasure, or something to torture
- 4: A ragtag bunch of Gerblin road-tollers and their poorly made barricade
- 5: Krod the Butcher! You killed his cousin, and he wants payback. You didn't kill his cousin? No matter.
- 6: A sequence of devious floor traps, dart launchers, poison gas, and bladed pendula
- 7: A crazed Brain Horror and its legion of mutated Bog folk
- 8: A rune-locked door of the ancients, ever watched by the ghosts of their faithful
- 9: An impossible climb down, and over, and through
- 10: The endless bombardments of siege engines and fire-hurlers
- 11: The endless fury of Durax, the spawn of Hydranax, a Black Drake
- 12: An army of skeletal warriors marching forever in search of futile revenge
- 13: The trampling madness of the Agnar riders and their Shamanic Chief
- 14: An endless, tangled dark of dead trees and scorched thorn bushes
- 15: A roving pack of Shadow Lashers, driven wild by some unseen plague or sickness
- 16: A smoke-choked mass of spinning spikes and toothed cogs, all churning and roaring with power
- 17: A pitch black chamber orbited by Slime Cubes and the animated remains of their prisoners
- 18: A vast, open chasm of swirling mist and howling voices
- 19: The crushing path of destruction wrought by a Behemoth from outer space
- 20: An entire tribe of Flaming Skulls, gathered by some black spell or horrid rite

D20 WARP SHELL OBSTACLES

- 1: The countless legion of three-eyed Imperium automatons
- 2: A squad of augmented, undead Imperium Raiders in full power armor
- 3: A spinning oak: a gravity-defying radial tree the size of a small moon, hovering impossibly in your path
- 4: The misguided rage of a malfunctioning War Bot, built to incredible size with salvaged weapons and tech
- 5: A space-faring Gargoyle, hybridized with a star drive and weapon systems
- 6: A high-power energy field, preserved by a four-piece, rune-encrypted crystal lock
- 7: The explosive waves of hellfire emitted from a dying star
- 8: A hive of Bore Worms, driven to murderous aggression by a devilish, disembodied Brain
- 9: Space Cannibals! The monsters have a Ravager galleon and mean to make dinner of you all!
- 10: A highly trained unit of Reptoid Assassins employing outlawed stealth tech
- 11: A mote of the dead...one vast, twisting river of corpses coiling through low gravity
- 12: Sabotage! Xill drill bombs tear the place to shreds, blocking your way
- 13: A shapeless, faceless automated sentinel from a lost epoch
- 14: The seemingly invincible, ever-changing mind powers of a spoiled boy prince
- 15: The indomitable advance of a planet-eater
- 16: A series of unexplained malfunctions and systems failures wreaking havoc
- 17: The suicidal members of a cult whose aim is to summon the Devourer
- 18: A drug crazed lunatic called KROME, rampaging in a supermodified Imperium Fighter
- 19: The swarming hellions of a sun scorched world, who navigate only by sound
- 20: A baffling series of dimension doorways, becoming more unstable by the moment

LOCATIONS, OBSTACLES, GOALS

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D20 ALFHEIM GOALS

- 1: Escape the relentless pursuit of the Red Mage, who made you this way in the Grey Hill fire
- 2: Destroy the eldritch green gem that drives the Ape men mad with frenzy
- 3: Send the Serpent-Lich, Vexx, back to his dusty tomb before he reaches full power
- 4: Deliver the Royal Decree of King Henryk to the ship builders of Gilhelm
- 5: Rescue Princess Arana
- 6: Cripple the Khetish siege force before they reach their fortifications
- 7: Purify the tomb of Lion Sword with a bolt of elusive red lightning
- 8: Recover the most legendary weapon in Alfheim: Angrid, the Lawgiver
- 9: Solve the gloomy curse on Gwadan's folk, putting their ghosts to rest at last
- 10: Kill the abomination called Agolath, a hybrid monstrosity of the under realm
- 11: Follow the shaman's map to the treasure of Count Undin, and earn a king's fortune!
- 12: Garfest! Make it to the Khyber peaks before Garfest ends in a ruckus of foam and laughter
- 13: Earn a place in the ranks of the Iron Knights by passing their infamous trials
- 14: Seal the magic gate that holds the Black Castle imprisoned, before Azael's hordes can escape
- 15: Heal the temporal rift slowly destroying the Primordius
- 16: Reset the cosmic clock on Aphos before the entire island sinks into the abyss
- 17: Dare the depths of Daggun's grave, and seal that watery tomb forever
- 18: Assassins! Eliminate Kirash the Knife and his mock-court of thugs and murderers
- 19: Realign the glow-stones of Duros, and end the tremors that threaten the under mountain at Dur Olo
- 20: Set sky sails for the Maelstrom Watch, and aid the monks in their ritual before the storm tears reality apart

D20 WARP SHELL GOALS

- 1: Stop, strip, and salvage an Imperium Broadsword-class cruiser
- 2: Survive a crash landing on a Xill planet fragment
- 3: Repair a damaged power station on the Psyker frontier
- 4: Set massive terraformers in motion on a remote Primal world before it tears itself apart
- 5: Lizards! Find a way to halt a Reptoid invasion fleet before it gains any more momentum
- 6: Retrieve the plans to a Psyker doomsday weapon that utilizes mind control
- 7: Explore an uncharted sector of space for clues to stop the Devourer
- 8: Locate and return a missing Zurin freighter carrying an experimental hyperdrive
- 9: Eliminate Hal Dagger and his gang of space junkies before they kill the Yrin Emperor's daughter
- 10: Find a way off a primitive backwater planet
- 11: Attune to the largest Yog crystal fragment ever found
- 12: Slay a gargantuan Bugbeast and claim mining rights on the corpse
- 13: Track a mysterious transmission claiming the Imperium is gathering to full strength
- 14: Fulfill a lucrative contract to bring in the Xill pirate Skall Grick...dead or alive
- 15: Transport a cluster of occupied hypersleep pods to a classified destination, but do NOT wake them up
- 16: Gather scientific data on an imploding star in a remote corner of space, beyond any comms
- 17: Travel back in time to find clues on the Devourer's origin
- 18: Wage a risky mining op to retrieve a droplet of dark matter from a dead star
- 19: Find Waylan Diggs before the Imperium does
- 20: Stage the most daring heist in centuries: stealing the Imperial signet from the Emperor himself

HERO ORIGINS

100%

D20 ALFHEIM HERO ORIGINS

- 1: A ragtag band of merry adventurers suddenly mistaken for mighty heroes
- 2: Anointed dragonslayers bound by a sacred oath
- 3: Hapless captives of some unseen mastermind, plunged into a fight for survival
- 4: An elite squad of Iron Knights tasked with sealing the under realm forever
- 5: Immortal heroes fallen from the Iron Heart to aid Alfheim against the rising serpent empire
- 6: Anonymous do-gooders set to make right the grim life of the poor
- 7: Farmers and goat-herds who alone survive to avenge their village
- 8: The crew of a black-sailed pirate ship, set to plunder and wench their way around the globe
- 9: A team of combat-ready mushroom-men sent to make allies on the surface before their realm is destroyed
- 10: Strangers brought together by a mysterious runic birthmark that glows with weird power
- 11: Wizard's apprentices yanked from their studies by a cosmic cataclysm
- 12: A band of bloodthirsty raiders and reavers who demand their piece of the world
- 13: Youngsters who have come of age and are sent into the wilderness to prove their strength
- 14: All that remain of a doomed army in a hostile land, just trying to get home
- 15: Haggard, washed up warriors posted on a remote frontier
- 16: The greatest trophy hunters in Alfheim, assembled for the greatest hunt of their lives
- 17: A Goblin journey-band, wandering the wide world for thrills and glory
- 18: The last of the Priesthood of Rel, searching for the site of their monastery fortress
- 19: Dimension-travelers from the outer rings, searching the multiverse for Milo Underbottom
- 20: A family of dragon-touched mutants fleeing the hatred of all folk

D20 WARP SHELL HERO ORIGINS

- 1: A cash-strapped band of hard boiled mercs looking for work
- 2: Xevosian chosen ones ceremonially bound to a Warp Shell and blipped into the unknown
- 3: A Zurin master and his entourage of aspirants and good friends
- 4: An elite scientific research team and their somewhat psycho security detail
- 5: Fugitive junkers scavenging the spaceways for high end salvage
- 6: A cadre of Xill defectors and the freedom fighters hiding them
- 7: A crack military commando unit that has been to hell and back
- 8: A family of lost spacers cast way off course by a hyperdrive malfunction
- 9: Cloned super soldiers searching for their mysterious origin
- 10: Slaves held by the Reptoids, planning a daring escape
- 11: Ragtag rebels set to infiltrate and destroy whatever remains of the Imperium
- 12: A weird group of souls drawn inexorably to the crystal hum of YOG fragments
- 13: Clueless hypersleep passengers awoken by a massive ship malfunction
- 14: Ages-old primitive warriors preserved for some devious scheme, now awakened
- 15: A group of survivors from a doomed future, returned to undo their fate
- 16: Mechanical beings bound together on a search for their maker
- 17: Psyker gene splicers probing the cosmos for new species to tinker with
- 18: Imperium terror troops with orders to decimate the free systems
- 19: An enclave of Zurin monks, sent on a mission of peace to a war-torn galaxy
- 20: The crew of the last known Warp Shell still in space, desperately seeking answers to stop the Devourer

HERO ROLLER

100% ME

D20 ALFHEIM HERO

- 1: **Elf Archer:** The very essence of the Elven tradition: fast, deadly, and precise. Build for DEX and MAGIC EFFECT
- 2: **Dwarf Guardian:** Toughest metal-clad fighters in Alfheim. Build for CON and ARMOR
- 3: **Small Folk Shadow:** Fast, invisible footpads and cat burglars at their best. Build for DEX and BASIC WORK
- 4: **Human Blade:** A versatile weaponmaster with the heart of a lion. Build for WEAPON DAMAGE and STR
- 5: **Hill Folk Guardian:** Immovable walls of muscle, with a love of nature. Build for HP and BASIC WORK
- 6: **Elf Blade:** The merciless dagger of our time. Build for DEX and WEAPON DAMAGE
- 7: **Dwarf Blade:** Stout hammer-wielders who stand firm at the fore. Build for WEAPON DAMAGE and CON
- 8: **Small Folk Archer:** Where did that arrow come from? There! In the trees! Build for DEX and WIS
- 9: **Human Mage:** Scholars, sages, and madmen drawn to arcane knowledge. Build for INT and MAGIC EFFECT
- 10: **Hill Folk Scout:** A bear-like, wolfish, or even elken creature. Build for WIS and BASIC WORK
- 11: **Elf Mage:** Fiercely powerful, elder beings with dark secrets and darker hearts. Build for INT and ULTIMATE
- 12: **Dwarf Commander:** No warrior holds so firm to valor. Build for CHA and ARMOR
- 13: **Small Folk Priest:** A wee faithful one but large of soul. Build for WIS and MAGIC EFFECT
- 14: **Human Commander:** Strategic shrews and badgers proven in war. Build for CHA and WEAPON DAMAGE
- 15: **Hill Folk Priest:** Gentle giants who use the power of trees and stones to mend. Build for WIS and STR
- 16: **Elf Scout:** Swift-footed acrobats. Build for DEX and WIS
- 17: **Dwarf Wildling:** The grey Dwarves are brutish and hard as iron. Build for ARMOR and BASIC WORK
- 18: **Small Folk Scout:** Here is a formidable runner, all but unnoticed. Build for DEX and WEAPON DAMAGE
- 19: **Human Archer:** A rapid firing death machine. Build for DEX and ULTIMATE
- 20: **Hill Folk Wildling:** Beasts! Cave men! Good friends. Build for CON and BASIC WORK

D20 ALFHEIM HERO STORY

- 1: Born in war, bound by blood, sworn to revenge
- 2: Last of the Aphosian discus masters and chosen envoy of those folk
- 3: A refugee of Ynsmuth's atrocities but still touched by the deep One
- 4: Once a Khettish slave, now an under spoken avenger
- 5: Born in Dur Olo and as cold-blooded as a killer whale
- 6: The last son of a decimated house North of Gwadan, where Bore Worms have taken the land
- 7: Haunted by a kind of introspective madness but driven by a cruel oath
- 8: On a desperate, never-ending search for family and kin, uncovering dark secrets
- 9: An outlander of the high steppes, wandered down to see what all the fuss is about
- 10: A troubled trapper, waylaid from the trade routes by intrigue and death
- 11: Trained at sea but marooned on Xenos for years, where the madness came
- 12: A child of Iridess, haunted by the skinless ghosts of that hell
- 13: Proud stone worker on the wall of Duros Tem
- 14: Soot-covered delver of the Unalaya mines and loyal to The Hawk
- 15: One of the Ire ape-killers, now fed up with Norburg politics
- 16: A Kathic savage, driven from ancestral jungle by the temples of Ogdru
- 17: Last of a race of child soldiers of Ardenmoor and eager to cleanse that tarnished name
- 18: Pupil of the Gilhelm ship makers, with wide eyes on a wider world
- 19: A greedy pauper looking to sucker the far-lookers for coin
- 20: A retired General seeking some few moments of peace before the end

HERO ROLLER

100%

D20 ALFHEIM HERO GEAR

- 1: **Soldier:** Short Sword, Common Shield, Armor Kit, Supplies, Common armor
- 2: **Dabbler:** Book of Secrets, Staff, Dagger, Fire Stone, Spyglass
- 3: **Nomad:** Longbow, Common Armor, Supplies, Trapper's Gear, Dagger, Staff, Weapon Kit
- 4: **Siege:** Long Spear, Crossbow, Weapon Kit, Common Shield, Rope & Hook
- 5: **Caster:** Dagger, Spell Book, Tools (scribe), Spyglass, Book of Secrets
- 6: **Hunter:** Long bow, Spear, Knife, Trapper's Gear, Common Armor, Supplies, Trusty Mug
- 7: **War Arrow:** Long bow, Magic Ammo, Long sword, Supplies, Common Armor, Tools (fletcher)
- 8: **Crusher:** Battle axe, Spear, Common Shield, Common Armor, Ring of Might, Pouch of Coin
- 9: **Outcast:** Meditation Beads, Walking stick
- 10: **Thief:** Greedy Gloves, Rope and Hook, Dagger, Short Bow, Tools (locksmith), Common Armor
- 11: **Miner:** War Pick, Throwing Axe, Common Shield, Common Armor, Miner's Gear, Berserker Ring
- 12: **Mender:** Staff, Dagger, Meditation Beads, Tools (medic), Instrument (lute)
- 13: **Wizard:** Long sword, Fire Stone, Spell Book, Supplies, Tools (navigator)
- 14: **Warrior:** Long sword, Short sword, Battle axe, Common Shield, Common Armor, Ring of Might
- 15: **Marksman:** Crossbow, Long bow, Sling, Masterful Boots, Rope and Hook, Magic Ammo
- 16: **Lunatic:** Club, Masterful Coats, Spell Book, Instrument (flute), Miner's Gear
- 17: **Wanderer:** No weapons, Berserk Ring, Supplies
- 18: **Duelist:** Rapier, Weapon Kit, 50 Coin, Tools (weaponsmith), Common Armor
- 19: **Prisoner:** No gear
- 20: **Highborn:** Ring of Might, Firestone, Enchanted Long sword, Spell Book, Masterful Coats

D20 ALFHEIM HERO QUOTE

- 1: "By my life, if it be possible, you WILL survive."
- 2: "This is my fight. I'll not be denied my red day."
- 3: "So this is all the villain can conjure? Ha! Then let's be done with it!"
- 4: "They call these monsters? Play things!"
- 5: "Off to the castle! Eh? We're going underground? Off to the dungeon!"
- 6: "A sword is more than a weapon. It is an extension of your will."
- 7: "A true dwarf always drains his mug and never drops his shield!"
- 8: "You'd do well to step back, stranger, if you value your life."
- 9: "We're doomed!"
- 10: "50 coins and a dead man's chest, yo ho ho and a bottle of rum!"
- 11: "If we fail, Alfheim will fail. I cannot let that happen."
- 12: "Sure, I'll go on your damned crusade, but I want payment UP FRONT."
- 13: "Goblins? No! Water? Like a bridge? Vines?! No! We'll never make it!"
- 14: "I've had a vision. The Gods themselves summon us."
- 15: "Beyond time, there is a space of pure magical power. From there I have come."
- 16: "The Iron Heart glows hotter than ever, to the doom of all. To battle."
- 17: "Ahh, the warm glow of a sunset, cool golden gar, and the company of friends. Huzzah!"
- 18: "My kind and yours have ever been enemies. No more."
- 19: "I am the last of my folk."
- 20: "Which way to the dragon?"

HERO ROLLER

100%

D20 WARP SHELL HERO

- 1: **Mecha Tank:** Reinforced, practically bullet-proof, and afraid of nothing. Build for HP and ARMOR
- 2: **Reptoid Ronin:** Gadget-clad assassins and mercs with few qualms. Build for WEAPON DAMAGE and DEX
- 3: **Psyker Ghost:** An emotionless killer hidden in digital cloak. Build for MAGIC EFFECT and WEAPON DAMAGE
- 4: **Geno Gunner:** Classic blaster rifle badass, just trying to survive. Build for DEX and ULTIMATE
- 5: **Xill Fragment:** A shifting confusion of magic power. Build for INT and MAGIC EFFECT
- 6: **Mecha Blip:** Some Mecha are built for speed. Build for DEX and WIS
- 7: **Reptoid Gunner:** Lizards with railguns. Not good. Build for ULTIMATE and WEAPON DAMAGE
- 8: **Psyker Fragment:** Crystal-touched ancient ones. Build for INT and BASIC WORK
- 9: **Geno Titan:** The old blood still makes some men strong. Build for STR and ARMOR
- 10: **Xill Outsider:** What...is...that...THING? Build for ULTIMATE and INT
- 11: **Mecha Zurin:** Some of the most advanced machines access vistas of truth. Build for WIS and CHA
- 12: **Reptoid Tank:** More scales than flesh and cold as space. Build for ARMOR and WEAPON DAMAGE
- 13: **Psyker Blip:** A gadgeteer and time traveler in one. Build for DEX and INT
- 14: **Geno Ghost:** Men can have the blackest hearts.... Build for WEAPON DAMAGE and STR
- 15: **Xill Tank:** A sort of chitin mass. Hard to hit and harder to kill. Build for ARMOR and INT
- 16: **Mecha Titan:** The noblest of the mechanical guardians. Build for WIS and ARMOR
- 17: **Reptoid Zurin:** Quieting the Reptoid mind is no small thing. Build for WIS and MAGIC EFFECT
- 18: **Psyker Ronin:** Outcast from their own kind for wrath and fury. Build for DEX and WEAPON DAMAGE
- 19: **Geno Outsider:** Somehow, they survived the singularity...changed. Build for WIS and ULTIMATE
- 20: **Xill Zurin:** What beauty in ugliness have these scholars. Build for CHA and ULTIMATE

D20 WARP SHELL HERO STORY

- 1: Raised in the halls of Xevos, bred to attune with a Warp Shell, trained by the Psyker elite.
- 2: Found shivering and near death in an Imperium ruin, among a pile of bodies.
- 3: A mysterious sleep pod made landfall on Yrin Prime. When you woke up, the Zurin were already there.
- 4: Jettisoned by the Xill when their exo planet was devoured.
- 5: Sworn to cleanse the universe of the Imperium once and for all.
- 6: Just a duranium miner looking for honest work and a mug of red gar.
- 7: A member of The Hidden, sent to Bastion to warn them of the Xill incursion.
- 8: A malfunction in your AI has left you barely operational and alone. You'll need friends to survive.
- 9: An accomplished smuggler, salvager, and fugitive looking for the one big score to retire.
- 10: One of 10 clones separated at birth, ever drawn to those lost siblings....
- 11: You were supposed to be a Zurin sage, but your itchy curiosity led you into deep space and high adventure!
- 12: Most people don't even believe in the Time Benders, but you're that fast. You can do it.
- 13: Those bastards will pay for their crimes, and you'll lay down the sentence.
- 14: Curious, the many life forms of this dimension. Be among them, and know.
- 15: A refugee from a future decimated by The Devourer, sent back with a portent of doom.
- 16: Just another day in the droid assembly line! No adventures here, just good steady employment!
- 17: Your Warp Shell was torn to pieces in Phase Sector 471. Next thing you know, you're here...
- 18: The Archons of Aster have chosen you as their champion. Go, and take the bone talisman to the stars.
- 19: Rain. You hate rain. Another damned murder case? Bad pay and worse clients on these jobs.
- 20: Space! Let's go there and find things! Let's get some flicks and show our buddies back home!

HERO ROLLER

100%

D20 WARP SHELL HERO GEAR

- 1: **Soldier:** Duranium Sword, Common Shield, Armor Kit, Supplies, Common armor
- 2: **Dabbler:** Book of Secrets, Machete, Blast Pistol, Fire Stone, Spyglass
- 3: **Nomad:** Chem Rail, Common Armor, Supplies, Trapper's Gear, Dagger, Duranium Sword, Weapon Kit
- 4: **Siege:** Arc Spear, Particle Gun, Weapon Kit, Common Shield, Rope & Hook
- 5: **Caster:** Blast Pistol, Spell Book, Tools (mechanic), Spyglass, Book of Secrets
- 6: **Hunter:** Energy bow, Blast Rifle, Machete, Trapper's Gear, Common Armor, Supplies, Trusty Mug
- 7: **War Arrow:** Energy bow, Magic Ammo, Rip Saw, Supplies, Common Armor, Tools (hacker)
- 8: **Crusher:** Energy Blade, Blast Sword, Common Shield, Common Armor, Ring of Might, Pouch of Coin
- 9: **Outcast:** Meditation Beads, Walking stick
- 10: **Thief:** Greedy Gloves, Rope and Hook, Energy Blade, Gauss Launcher, Tools (locksmith), Common Armor
- 11: **Miner:** War Pick, Throwing Axe, Common Shield, Common Armor, Miner's Gear, Berserker Ring
- 12: **Mender:** Blast Pistol, Dagger, Meditation Beads, Tools (medic), Instrument (spinbow)
- 13: **Wizard:** Energy Blade, Fire Stone, Spell Book, Supplies, Tools (navigator)
- 14: **Warrior:** Duranium Great Sword, Blast Rifle, Common Shield, Common Armor, Ring of Might
- 15: **Marksman:** Chem Rail, Blast Pistol, Gun Blade, Masterful Boots, Rope and Hook, Magic Ammo
- 16: **Lunatic:** Pipe, Masterful Coats, Spell Book, Instrument (keys), Talking Doll
- 17: **Wanderer:** No weapons, Berserk Ring, Supplies
- 18: **Duelist:** Energy Blade, Weapon Kit, 50 Coin, Tools (weaponsmith), Common Armor
- 19: **Prisoner:** No gear
- 20: **Highborn:** Ring of Might, Firestone, Enchanted Duranium Sword, Spell Book, Masterful Coats

D20 WARP SHELL HERO QUOTE

- 1: "We have been chosen by this Warp Shell. We are one."
- 2: "Another one bites the dust. Let's move."
- 3: "There is room for all in the spaceways, even YOU."
- 4: "I knew I'd find something out here among the stars, but I never imagined this...."
- 5: "The Imperium WILL fall, and I will be there when it does."
- 6: "Ever have we worked to mend the wounded universe. Now we face one final task."
- 7: "Are those guns? Those are awesome!"
- 8: "Now you see me, now you don't. Now, you're dead."
- 9: "Man the helm and buckle your butts, Mates. We're going in."
- 10: "The only true language in all dimensions is science, and we are the ambassadors of that truth."
- 11: "Let's just get the pay and get out. No heroics this time!"
- 12: "The sleeper will awaken!"
- 13: "I've seen things you men wouldn't believe...."
- 14: "Nothing beats a piece of steel and a firm grip. All this 'tech is just a distraction."
- 15: "Filly skot and borple mead, stars on fire and lizards in tweede! Grab ya rope, biggles!"
- 16: "Those who say much know little."
- 17: "So, you're the big thing everyone is so afraid of. I'm not impressed."
- 18: "Stand by me!"
- 19: "Someday, we'll find it, the supernova connection."
- 20: "It's all one, man. I've seen it. It's all unified, and it's good."

MONSTER ROLLER

MONSTER

D20 MONSTER STATE

- 1: **Tormented:** Being experimented on or tortured for some awful purpose
- 2: **Imprisoned:** Chained or caged by its masters to control its fury
- 3: **Raging:** The thing is already going wild with anger. You make it worse
- 4: **Augmented:** They've implanted THINGS in this beast...deadly things
- 5: **Dying:** It's barely alive but still refuses to relent
- 6: **Swarming:** They are many, and something has them convulsing in a frenzy
- 7: **Feeding:** This is a very bad time to interrupt it
- 8: **Dormant:** It slumbers. We should be able to creep by undetected
- 9: **Cybernetic:** Are those HYDRAULICS?
- 10: **Rune-Etched:** Some magic has hewn glowing symbols into the beast's flesh
- 11: **Mutated:** I thought the last one was ugly!
- 12: **Confused:** This monster is baffled, frantically searching for answers or relief from its vertigo
- 13: **Hungry:** Default state of all living things
- 14: **Hiding:** It springs from its hidey hole, pouncing on prey, usually targeting the small or weak
- 15: **Camouflaged:** They're coming out of the damn walls!
- 16: **On Fire:** Either by its own power or some freak malfunction, this creature is on fire, igniting all it touches
- 17: **Dividing:** Some kind of cellular metagenesis...but HOW?
- 18: **Crashing In:** Boom! The thing breaks through a gate, wall, or door
- 19: **Changing:** One creature is turning into another and for a time has both sets of abilities
- 20: **Undead:** Someone already killed it, and some damned fool brought it back

D20 MONSTER MOTIVATION

- 1: **Feed:** It will seek any edible material at any location
- 2: **Search for Intruders:** It patrols a fixed area
- 3: **Lie in Wait:** It will not move until triggered by passers-by
- 4: **Escape:** It just wants out! It will bash, gnaw, or claw its way to freedom
- 5: **Find an Object:** No matter where the object goes, it is drawn there
- 6: **Torture:** Sadistic instincts are not confined to the 'higher life forms' of our world
- 7: **Baffle:** It toys with its prey, confusing and frightening
- 8: **Imitate:** This creature can take the form of others and uses its form to separate the foolish
- 9: **Cripple:** It craves not death but only disables its prey and moves on
- 10: **Recon:** Far-roaming beasts sent to watch or listen for their masters
- 11: **Guard:** It will stand its ground in one spot and never waiver
- 12: **Kill:** One target is on its mind, and it will hunt until slain
- 13: **Hoard:** It steals things, finds things, and piles them in a dark lair somewhere
- 14: **Reproduce:** It ignores all concerns besides making more of itself, as fast as possible
- 15: **Survive:** This creature can be very hard to kill, as it only wants to live another day
- 16: **Grow:** Driven to spend moments straining and swelling to immense size, even when in peril
- 17: **Attach:** A parasitic beast whose only concern is latching on to a victim and doing whatever it does next
- 18: **Play Dead:** A primordial tactic, yet still effective
- 19: **Hibernate:** This tired creature seeks a private, quiet, safe place. Things in its way be warned
- 20: **Nest:** The beast is creating a home and has the upper hand there in all regards

MONSTER ROLLER

MONSTER

D20 MONSTER ABILITIES

- 1: **Grappler:** Tentacles, hooks, and grubby fingers. Victims use STR checks to avoid or break free
- 2: **Tactical:** How can it cut the power? It's an animal! Create and/or destroy terrain to move
- 3: **Metal Eater:** My blast rifle is toast! Any damage done beyond 7 destroys one piece of GEAR
- 4: **Tough:** Thud. Cannot be harmed with blunt weapons
- 5: **Toxic:** I don't feel so good guys. Injured heroes continue taking 1D4 each round until making a CON check
- 6: **Smart:** It's looking right at me! Creature makes EASY WIS checks to spot party weakness or ideal targets
- 7: **Terrifying:** What in blazes IS THAT? Any hero at CLOSE range must check with CHA or flee for their turn
- 8: **Wild:** Run! Monster darts about at random, using rolls to choose what to do, and where
- 9: **Fast:** Look out! Move FAR as if NEAR. If you roll this ability twice, add phasic speed
- 10: **One Weakness:** Roll 1D6: 1: Silver, 2: Magic, 3: Fire, 4: Ice, 5: Missiles, 6: Melee
- 11: **Volatile:** Don't stab it too hard! When killed, it explodes, doing ULTIMATE to everything within NEAR range
- 12: **Confusing:** Where'd it go? Attackers must roll WIS checks to spot its actual location
- 13: **Devour:** It ate Carl! If a hero takes 10+ damage, they are engulfed by the thing
- 14: **Spawner:** Oh God, they're hatching. Spawn 1D4 parasitic 'mooks' per round
- 15: **Firestarter:** Don't stand in the fire! Monster leaves areas of deadly flame behind wherever it attacks
- 16: **Hellion:** Back to the pit, demon! Monster always targets the holy or innocent but subject to holy rites
- 17: **Fort:** Shoot at that wall of junk! It will gather local materials to hide itself/deflect missiles
- 18: **Pursuit:** Flee! If heroes flee, it will pursue to the death
- 19: **Stalker:** They're in the damn ceiling! It will wait patiently for an opportune moment to strike
- 20: **Two Abilities:** Roll Another Ability

D20 MONSTER UPGRADE

- 1: **Hearts:** This thing is beefy! Add 1D4 HEARTS, or add 1 HEART per PC party member
- 2: **Stat Rolls:** It's adapting! Add 1D8 to ALL ROLLS, or add 1D12 to one STAT and 1D6 to all other rolls
- 3: **Weapon Damage:** Razor sharp, barbed, and toothy. Add 1D6, throwing out a 1
- 4: **Magic Effect:** Glowing with some arcane hex. Add 1D6, throwing out a 1
- 5: **Ultimate:** When it locks on, it crushes bones and steel alike. Add 1D6, throwing out a 1
- 6: **Add Ability:** What will it do next? Roll twice on the ABILITIES table
- 7: **Devious Intelligence:** We're being watched. It will retreat, use line of sight, or utilize ROOM TREATS to win
- 8: **Legion:** Gods! There are more! There are 1D6 of them, throw out a 1
- 9: **Alpha:** The leader of the pack. Its WEAPON attacks are MAGICAL
- 10: **Gigantic:** It's destroying the city! Cannot be damaged by human-sized creatures or conventional WEAPONS
- 11: **Charging:** When it moves, anything in its path makes a DEX check or takes ULTIMATE damage
- 12: **Rider:** Something is controlling it! Can only be defeated by killing the rider
- 13: **Armored:** It's tough as iron! Ignore any damage below 5
- 14: **Illusory:** Where the blazes is the real one! All attacks against it are HARD
- 15: **Part-Human:** Faces! Faces in the skin! +5 CHA when persuading or beseeching enemies
- 16: **Metagen:** It just keeps healing. Recover 5 HP per round
- 17: **Nova:** Take cover! Every 1D4 ROUNDS, it damages everything within FAR range, DEX or CON check to avoid
- 18: **Infinite:** There's too many! When one is killed, another appears
- 19: **Ancient:** What have we done? Roll twice on this table, ignoring a 19 or 20
- 20: **Nightmare:** A demigod of death. Roll Three times on this table, ignoring a 19 or 20

LOOT

ITEM

TERMS IN LOOT TABLES

NAME: This is what players will write down and should give you the creative seeds to create a good description of the object's appearance and origin.

TYPE: This tag can be ITEM, FOOD, ARMOR, INT SPELL, WIS POWER, or WEAPON.

- **ITEM:** An object that can be freely traded with others. Items rarely need to be learned. Items have a very wide range of possible forms.
- **FOOD:** Any time FOOD is activated/used, it is immediately destroyed and removed from your inventory, and the effect happens instantly. Free to trade.
- **ARMOR:** A worn object such as a chest plate or helmet. A single character can only equip 10 points worth of Armor total. Can be traded freely.
- **INT SPELL:** A Spell cast with an INT Attempt. Does Magic Effort.
- **WIS POWER:** A Spell cast with a WIS Attempt. Does Magic Effort. Cannot be traded once looted.
- **WEAPON:** Implements of destruction that can be traded. A single character can only equip 3 Weapons at once.

HOW IT WORKS: These are quick descriptions of the object's function. These tables are all written in tight shorthand, so be sure to add some flavor description when awarding LOOT to players!



ANCIENT LOOT TABLE

1M2M1

- 1: Moldy Buns: Food, Heal 5 HP but tastes simply awful
- 2: Levitation: INT Spell, Enchant a target to float up to 6 feet high for 1D4 ROUNDS
- 3: Identify: INT Spell, Give a target +3 on an INT/Investigate roll, No Attempt needed to cast
- 4: 10 Magic Arrows: Item, Inflict Magical Damage with a bow shot, can be retrieved, broken on crit fail
- 5: Speedy Snack: Food, Gain a bonus MOVE after your next MOVE
- 6: Spider Bites: Food, Heal 2D6 HP but you're pretty much eating a bug
- 7: Feast o' Fingers: Food, Heal all allies 1D8 if they are at CLOSE range
- 8: Armor of Faith: WIS Power, Give a target +3 Armor for 1 Turn
- 9: Silver Sword: Weapon, +1 Effort, Silver properties
- 10: Spiked Net: Weapon, STR check to escape, Entangled, Move NEAR only and all checks HARD
- 11: Disguise Kit: Item, Whenever deceiving a stranger Do ULTIMATE effort and EASY checks
- 12: Mithril Vest: Armor, Subtract 2 from all Weapon Damage done against you
- 13: Aegis Amulet: Item, Roll 1D8 when dying
- 14: Iradrum Heart: Food, For 24 hours after eating if you drop to 0 HP instantly recover to 1 HP
- 15: Ire Bacons: Food, Heal 3D12
- 16: Fin Boots: Armor, +1 Armor, double effort and range when swimming
- 17: Red Gar: Food, Heal to full HP, absorb the next attack unharmed
- 18: Cloak of Shadows: Armor, +1 Armor, roll EASY checks when sneaking
- 19: Lion Shield: Armor, +2 Armor, Allies that are NEAR also get +2 Armor
- 20: Demon Helmet: Armor, +1 Armor, +3 CHA when intimidating
- 21: Healing Touch: WIS Power, Touch to heal an ally with Magical Effort
- 22: Healing Nova: WIS Power, Heal all NEAR allies with double Magical Effort
- 23: Grapple Vine: WIS Power, When you move, pull a NEAR monster or ally with you, Opposing STR to resist
- 24: Lightning Bolt: INT Spell, Burn 1-12 HP, add to a blast of magical effect, double against metal-clad
- 25: Ice Blast: INT Spell, Inflict magical damage and immobilize target for 1 turn
- 26: Arcane Bomb: INT Spell, Plant this glowing orb, in 1D4 ROUNDS explodes for 2D12, NEAR range
- 27: Ragged Battleaxe: Weapon, -2 to Attempts but roll ULTIMATE effort every time
- 28: Fireball: INT Spell, Blast any targets within NEAR range of a location
- 29: Claw Boots: Armor, Walk on any surface in any direction without a Check
- 30: Heart Stone: Item, add 1 Heart to your max
- 31: Enchanting: WIS Power, Enchant an item to do magical effort and a +1 per Heart of Effort spent
- 32: Enchanted Grimoire: Item, Consider a natural 19+ a critical hit when casting spells
- 33: Warrior's Amulet: Item, Use magical effort with any weapon
- 34: Divine Shield: WIS Power, Enchant a target you can see to absorb the next 10 Effort done to it
- 35: Staff of Elements: Item, Triple any elemental Magical Effort you do with INT SPELLS
- 36: Cloak of Aras: Armor, Deflect 1 Weapon attack against you per turn
- 37: Silver Gauntlets: Armor, +3 STR when gripping or grappling, silver properties
- 38: The Iron Hook: Weapon, Use a turn to pull a target to your location, FAR range
- 39: Turn Undead: WIS Power, For 1 ROUND, repel 1D8 undead creatures, They cannot get within NEAR range
- 40: Terror Shard: Item, Hold aloft, living things must resist with WIS or flee for a turn
- 41: Resurrection: WIS Power, HARD roll, In 4 ROUNDS a deceased target you touch will live again with 1 HP
- 42: Dragon Orb: Item, Blast 4D12 Magical Fire damage, FAR range, The item is destroyed
- 43: Dragon Helmet: Armor, +2 Armor, Wearer immune to damage inflicted by fire
- 44: Ring of Ghosts: Item, On a 15+ Attempt create a clone NEAR that performs the same attack or action
- 45: Crown of Madness: Item, Make a target take a random action (GM's roll)
- 46: Smoked Roc Wings: Food, Fly for 4 ROUNDS
- 47: Black Gar: Food, +10 Armor for 4 ROUNDS
- 48: Queen's Kiss: Food, Your next action is an automatic critical success
- 49: Sharpening: INT Spell, Add +2 Effort to a weapon, Once per weapon
- 50: Spiked Shield: Armor, Failed enemy attacks are answered with Weapon Damage (no bonuses)

ANCIENT LOOT TABLE

100%

- 51: Bow of Eagles: Weapon, Use an extra turn aiming to do double Damage
- 52: Swarm: WIS Power, Cast on a location you can see, CLOSE targets take Magical Damage for 1D4 ROUNDS
- 53: Mender: INT Spell, Repair a ruined item or weapon instantly
- 54: Skull Shield: Armor, +2 Armor, Can also be used as a Magical Weapon
- 55: Silver Spear: Weapon, Magical, +3 to DEX Attempt when thrown, silver properties
- 56: Dwarven Anvil: Item, Once per 1D12 days, create a weapon with +3 Attempt OR Effort bonuses
- 57: Book of Skills: Item, With any 3 successes, earn a permanent +1 to a specific type of Attempt
- 58: Ring of Fire: Item, Double all fire Damage inflicted
- 59: Flaming Sword: Weapon, Magical, Add 1D4 Burn damage for 1D4 ROUNDS to damaged targets
- 60: Ringlet of Genius: Item, Use ULTIMATE effort with any successful INT roll
- 61: Goblet of Udin: Item, Double effects from any Food consumed
- 62: Ring of Aras: Item, When recovering, recover a full HEART in addition to your normal RECOVERY
- 63: Heart Stone: Item, add 1 Heart to your max
- 64: Translocate: INT Spell, Swap places with an ally you can see
- 65: Mask of Mofune: Armor, +1 Armor, Roll ultimate effort when intimidating
- 66: Ring of Power: Item, Double all Magic Effort
- 67: King's Signet: Item, Have final say on group decisions, and be loved for it
- 68: Dwarvish Hammer: Weapon, Magic Weapon, roll Double ULTIMATE on natural 20s
- 69: Thieves' Picks: Item, +3 Attempt AND Double Effort when opening chests
- 70: Ring of Giants: Item, +1 STR, +1 Armor
- 71: Masterful Boots: Item, +1 DEX
- 72: King's Mug: Item, +1 CON
- 73: Amulet of Secrets: Item, +1 INT
- 74: Meditation Beads: Item, +1 WIS
- 75: Masterful Coats: Item, +1 CHA
- 76: Armor Kit: Item, +2 Armor
- 77: Fire Stone: Item, +1 Magic Effort
- 78: Weapon Kit: Item, +2 Weapon Effort
- 79: Diamond Spyglass: Item, +6 WIS on Scouting attempts
- 80: Berserk Ring: Item, +3 on ULTIMATE effort
- 81: Holy Bulwark: WIS Power, Bless an ally with touch, for 4 ROUNDS they are immune to non-Magical Effort
- 82: Storm: WIS Power, Everything with FAR range blasted with hail for Magical Damage
- 83: Shire Jerky: Food, Regenerate 1D12 HP for the next 4 ROUNDS
- 84: Adamantine Hauberk: Armor, +4 Armor
- 85: Lifedrinker: Weapon, Magic weapon, Heal half of any Damage done to living targets
- 86: Wristlets of Might: Armor, Armor +1, Roll 1D8 for any Basic Effort
- 87: Iron Gut Belt: Armor, +1 Armor, If you fail a CON roll, try one more time
- 88: Ale of Death: Food, After death, return with 10 HP. If consumed and you don't die that day, it is wasted
- 89: Ale of Life: Food, Drink in battle. Any ally who touches you heals 1D12 HP once
- 90: Gadgeteer's Goggles: Armor, +1 Armor, Rolls with CREATE DEVICE or repairing machines are always EASY
- 91: Feather of Falling: Item, You cannot be hurt by damage from a fall at any height
- 92: Timebender: Item, If the GM rolls a timer, you can have her roll it again. The second roll will be final
- 93: Mace of Thunder: Weapon, Magical, Any target struck is stunned on its next TURN and cannot act
- 94: Lightning Steed: Item, Summon a flying steed to travel. What would take a day, takes 1 TURN
- 95: Ring of Weird Luck: Item, If you roll a 1 twice, your blunder causes something oddly beneficial
- 96: Spellslinger Ring: Item, If you roll a critical attempt when casting, Attempt another spell instantly
- 97: Boots of Haste: Armor, Armor +1, After an action, you may then also Move again
- 98: Ring of Slayers: Item, If you make a successful Weapon attack, attempt again. If a hit, roll ULTIMATE effort
- 99: Astral Crown: Armor, +2 Armor, On a critical spell cast, cast same through any ally's body at that moment
- 100: Feast of Kings: Food, All allies restore full HP and receive one Chest

SHABBY LOOT TABLE

100%

- 1: Soldier's Rations: Food, Heal 1D4 HP
- 2: Captain's Rations: Food, Heal 1D6 HP
- 3: Coin Pouch: 1D10 Coin
- 4: Coin Satchel: 2D10 Coin
- 5: Common Sword: Weapon, Standard Steel blade with heavy use
- 6: Used Shield: Armor, +2 Armor, Heavily worn, will break on 3rd hit
- 7: Mechanic's tools: Item, Hammer, spanner, bits and pieces, roll EASY checks on mechanical tasks
- 8: Common Helmet: Armor, +1 Armor
- 9: Worker's Clothes: Armor, +1 Armor, Durable coveralls, gloves and hat
- 10: Coin Box: 3D12 Coin
- 11: Lantern: Item, Easy-light box lantern, lights all within NEAR range
- 12: Climber's Spikes: Item, Climb a route as normal. Any who follow roll EASY
- 13: 50' Rope: Item, 50 feet of sturdy fiber rope coiled up
- 14: Pry Bar: Item, A 3 foot iron bar with one hooked end, roll EASY when forcing doors
- 15: First Aid Kit: Item, Bandages and tinctures for field dressing, consume to give a dying ally 1 HP
- 16: Ladder: Item, A wooden ladder with 12 rungs, 12 feet high
- 17: Wool Cloak: Armor, +1 Armor, A typical hooded cape for winter wear
- 18: Skin of Stale Gar: Food, Consume to make your next roll EASY
- 19: Hunting Snare: Item, Re-usable spring-loaded trap, If triggered will immobilize and do 1 damage
- 20: Dusty Gem: Worth 1D100 Coin
- 21: Torch: Item, An-oil soaked stick wrapped in cloth, illuminates NEAR for 1D8 ROUNDS
- 22: Rivet Kit: Item, A small hammer and press tool used to press rivets through leather or wood
- 23: Smoke Canister: Item, Destroy to create a cloud of opaque smoke with NEAR radius for 1D4 ROUNDS
- 24: Turkey Leg: Food, Heal 1D10 HP
- 25: Stimulant Elixir: Food, On your next turn move FAR as if it was NEAR
- 26: Blank Book: Item, A blank journal-style book with sheathed pen
- 27: Metal Cutters: Item, A large snip tool for cutting bars or chains, roll Ultimate Effort when doing so
- 28: Small Tent: Item, Houses 3 individuals, packs into small bundle
- 29: Canvas Tarp: Item, A durable cloth square NEAR long on each side
- 30: Worn Parachute: Item, Deploy when falling to nullify fall damage, has 1% chance of failure
- 31: Coin Stash: 2D100 Coin
- 32: Worn Long Bow: Weapon, Has 10% chance of breaking when used
- 33: Common Ammo: Standard ammunition, 10 count, roll for type
- 34: Common Dagger: Weapon, Thrown, Piercing, Fast
- 35: Pikeman's Spear: Weapon, Has NEAR reach, cannot be thrown
- 36: Ferry Pole: Item, A sturdy pole that can reach FAR, very difficult to carry
- 37: Fishing Gear: Item, Standard low-cost fishing tackle and rod
- 38: Cooking Set: Item, Pot, plates, utensils, spices. Heal 5 HP OVER HEART max when camping
- 39: Large Magnet: Item, Powerful magnet that can hold 100 pounds
- 40: Hacksaw: Item, used to very slowly cut metal or wood with precision
- 41: Traveler's Meal: Food, Heal up to 5 people for 1 HEART
- 42: Fur-lined Coat: Armor, +1 Armor, Disregard negative effects of extreme cold
- 43: Corrosion-Proof Gloves: Armor, +1 Armor, Chemically treated leather that is immune to Acid or corrosion
- 44: War Banner: Item, A canvas banner mounted on a 10 foot pole, unmarked
- 45: Anchor: Item, An iron anchor and 50 foot chain used on medium sized boats
- 46: Highborn Clothes: Armor, +1 Armor, One set of high-end, tailored formal wear
- 47: Jug of Junk Oil: Item, Leftovers from mechanical work, highly flammable, slick
- 48: Bullhorn: Item, A conical horn with pistol grip, transmit a yell to DOUBLE FAR range
- 49: Ratchet Winch: Item, A length of chain bisected by a ratchet lever, pull VERY HEAVY objects
- 50: Armor Spike Kit: Item, Add spikes to any piece of armor, attackers take 1 HP when hitting

SHABBY LOOT TABLE

100%
100%
100%

- 51: Mastercraft Arrows: Item, Double Weapon Effort on a hit, 3 count
- 52: Jug of Flies: Item, A large glass jug filled with flies, remnant of some kind of science work
- 53: Side of Beef, Roasted: Food, Heal 3 people 1D12
- 54: Deformed Skull: Item, A weird artifact kept by some oddball
- 55: Wheeled Dolly: Item, A metal square platform with four small caster wheels, used to truck cargo
- 56: Carved Tankard: Item, a uniquely crafted drinking mug, huge
- 57: Luminous Gem: Worth 3D100 Coin
- 58: Forgemaster's Boots: Armor, +1 Armor, Immune to fire or hot surfaces when walked on
- 59: Signal Flare: Item, A magnesium flare that burns bright yellow, even under water
- 60: Signal Horn: Item, When sounded can be heard for 1 mile
- 61: Hard Gar Cider: Food, Ignore the next 10 Damage done to you
- 62: Glass Scope: Item, Attach to one ranged weapon, grants +1 DEX when using that weapon
- 63: Huge Cargo Pulley: Item, Used with rope to easily hoist huge objects
- 64: Lode Stone: Item, An incredibly heavy cube of solid iron with a hoop on top
- 65: Steel Rod: Item, Leftover from some large machine, 3 feet long, almost unbreakable
- 66: Frogman Gear: Item, Mask, fins, and a small air bladder for 4 ROUNDS spent underwater, reusable
- 67: Mining Tools: Item, Make EASY rolls when excavating
- 68: Gold Chain: Item, Once worn by the wealthy, worth 1D100 x 5 Coin
- 69: Cask of Golden Gar: Food, Recover 2 HP for up to 50 people, once tapped will sour in 1 day
- 70: Bird Suit: Armor, +1 Armor, A theatrical feather-suit and beaked mask for festive occasions
- 71: Shovel: Item, A sturdy steel and wood shovel
- 72: Padlock and Key: Item, Reinforced steel lock
- 73: Gilly Cloak: Armor, +1 Armor, A leaf-covered cape, Roll EASY on stealth in natural surroundings
- 74: Rapid Crossbow: Weapon, Has 10% chance of firing a second BOLT when fired
- 75: Phial of Acid: Item, A few ounces of concentrated hydrochloric acid
- 76: Scout's Pouch Harness: Armor, +1 Armor, Extend maximum carry capacity to 12 LOOT
- 77: Hunter's Bait: Item, A non-perishable, odoriferous gunk that draws wildlife for up to 1 mile
- 78: Forgemaster's Bellows: Item, Huge, durable bellows to stoke a fire to incredible temperatures
- 79: Pouch of Ball Bearings: Item, A small sack of stainless steel spheres ranging in size
- 80: Goat Bell: Item, A leather collar with iron bell, adjustable size
- 81: Medic Stretcher: Item, Carry a fallen ally with no STR checks
- 82: Arming Jacket: Armor, +1 Armor, Increase maximum wearable Armor to 11
- 83: A Fine Steak: Food, Heal to full HP
- 84: Float Vest: Item, Used to avoid swimming fatigue or drowning in rough water
- 85: Deck of Cards: Item, Play numerous games or perform parlor tricks
- 86: Butchery Kit: Item, A rolled cloth with numerous knives, hooks, and cleavers
- 87: Farmer's Bug Sprayer: Item, A hand operated pump-mister filled with vinegar-lemon mixture
- 88: Riding Tack: Item, Leather harnesses, universal saddle for any number of beast-mounts
- 89: Armor Repair Kit: Item, Re-usable supplies and tools to fix any ARMOR
- 90: Navigation Gear: Item, Scopes and charts for navigating, make EASY navigation rolls, save supplies
- 91: Holy Silver Amulet: Item, Silver properties, an inspiring symbol of the good in this world
- 92: Cosmic Gem: Worth 1000 Coin
- 93: Elemental Elixir: Food, When enchanting, consume to add an elemental property: Ice, Fire, Air, Earth
- 94: Martial Arts Manual: Item, When fighting with bare hands and feet, do Weapon Damage
- 95: Locale Map: Item, Glean all pertinent locations in a 25 mile radius
- 96: Phial of Resolve: Food, Drink this Elixir to add Ultimate Effort to your next successful Attempt
- 97: Alchemist's Kit: Item, Do 1 HEART of effort to produce a random 1-use Potion
- 98: Imperium Signet: Armor, +1 Armor, The sign of a ranking member of the cosmic order
- 99: Runestone: Item, If you are killed in battle, this stone can bring you back from Asgard...but how?
- 100: Light of the Gods: Item, Destroy this gem to raise a DYING ally and give them full HP

CURSED LOOT TABLE

100%

- 1: Seaweed Sandwich: Food, Heal 3 HP, Smell like seawater and bilge for 1 week
- 2: Arn's Hex: INT Spell, Rot a target with 1 Damage per round for 1 day, and also suffer the condition
- 3: Mind Trap: INT Spell, Once learned, lose 1 INT, Touch a target to cast same effect
- 4: 10 Terrible Arrows: Item, Magical Arrows, but they NEVER hit their target, boomeranging on a 1
- 5: Toe Rot Waybread: Food, Heal 3 HP, Move only NEAR for 1D4 of your ROUNDS
- 6: Raw Hatchlings: Food, Take 3 HP Damage, Make a CON Check or violently vomit, hate eggs for 1 month
- 7: Wrigglers: Food, Heal 2D6 HP, All CON Checks are now HARD for 24 hours
- 8: Cloven Sword: Weapon, +2 Attempts AND Effort, Magical, cannot be put down, slowly become a goat
- 9: Turtle Shield: Armor, +3 Armor, HARD CON roll to put down, Occupies 3 equipped or carried slots
- 10: Crown of Memories: Item, HARD INT Check to take off, Slowly devours wearer's best memories
- 11: Skullcrusher Helm: Trap, Once donned, slams shut for Weapon Damage, Damage again to remove
- 12: Handshake from Hell: Trap, An odd hand sculpture, when touched latches on with a STR +5 grip
- 13: Ring of Tears: Item, -1 WIS, To remove the ring a willing recipient must be found
- 14: Ravager Axe: Weapon, +1 STR, Once engaged with an enemy, you are compelled to finish the kill
- 15: Agnar Liver Paste: Heal 2D12, NEAR Allies must make a CON Check or take 1 stink damage
- 16: Hag's Eye: Item, Look through to locate evil nearby, for 1 week, see evil hiding everywhere
- 17: Locust Urn: Trap, If opened, release a 2 HEART Swarm of Locusts that cannot be harmed with Weapons
- 18: Cloak of Crushing Weight: Armor, +1 Armor, Hard STR to remove, all rolls HARD when worn
- 19: Shield of Teeth: Armor, +3 Armor, If you make a kill, the shield will eat the remains in a gruesome mess
- 20: Needle Glove: Trap, A metal gauntlet with poison finger needles, 1 HP damage per round until you eat
- 21: Magic Bomb: Trap, If looted, explodes in a cloud of gas FAR range, This gas nullifies all magic 1D4 ROUNDS
- 22: Fish Boots: Armor, +1 Armor, When swimming move up to DOUBLE FAR, slowly grow gills
- 23: Helm of Toads: Armor, +2 Armor, -3 CHA, HARD STR to remove, Croak after speaking, Speak to Toads
- 24: Bow of Hatred: Weapon, Magical, HARD WIS to put down, Failed attacks hit a random target
- 25: Freezing Blade: Weapon, Magical, HARD WIS and 2D6 cold damage to put down
- 26: Kthuul Parasite: Trap, Attach to face, Roll 1D6 every turn, if 1 it controls you, HARD CON to remove
- 27: Kthuul Egg Layer: Trap, Small nodule blasts a cloud of tiny spores, in 1D8 ROUNDS, it hatches inside you...
- 28: Kthuul Spine: Trap, A black spine of chitin sticks through your hand for 1D6 Damage
- 29: Kthuul Breather: Armor, +2 Armor, -2 CHA, Breathe anywhere, if worn 1D8 ROUNDS, cannot be removed
- 30: Tentacle Glove: Item, Roll Magical for Basic Effort, +2 STR, -3 CHA, A hideous barbed whip replaces one arm
- 31: Sticky Ice: Trap, Looter is stuck to a magically frozen chest, immobilized until chest destroyed
- 32: Drunk's Tankard: Item, HARD CON and -1 CON to put down, Constantly thirst for Gar
- 33: Amulet of Certainty: Item, HARD CHA to remove, +1 CHA, Stride boldly into all dangers as if invincible
- 34: Crow's Foot: Item, Natural 20 to put down, Covet the Crow's Foot over all other things, even allies
- 35: Staff of Serpents: Item, Once learned gains its own +3 CHA, wills user to sadistic use of magic
- 36: Cloak of Vapor: Armor, +2 Armor, Stealth Checks are EASY, If worn 1D8 days slowly become vaporous
- 37: War Axe of Skulls: Weapon, Magical, HARD CHA to put down, Axe has +3 CHA, forces you to collect skulls
- 38: Mask of Horrors: Trap, A hideously deformed human face, -5 CHA, 2D12 damage to remove
- 39: Fungus Burger: Food, Heal 1 HP, Lose -2 HP per round, and all CON Checks HARD until healed to full
- 40: Vision of Fear: Trap, An illusory presence of raw fear, Looter must flee FAR in a random direction
- 41: A Lovely Box: Trap, HARD CHA roll to put down, You must never open it, NO ONE can ever open it! Mine!
- 42: Ugly Stick: Weapon, Magical Staff, Do -1 CHA damage the first time you hit a target
- 43: Hungry Bread: Food, Heal 1D6 HP, Become ravenously, insatiably hungry for 1D6 days
- 44: Liar's Dice: Item, For the next 3 rolls you make, lie to your group about what you rolled, then destroy
- 45: Ring of Betrayal: Item, HARD CON to remove, Choose a random ally, become convinced they want you dead
- 46: Necklace of Decay: Item, HARD CON to remove, Age 10 years every round
- 47: Ring of Flame: Item, Add 1D6 Fire Damage to attacks, Flammable items on your person slowly burn away
- 48: Woodbane Crown: Item, Do double EFFORT against anything wooden, your wooden items slowly fall apart
- 49: Mira's Broach: Trap, HARD CON to remove, Red Gem sucks 2 HP per successful attack, Thirsty for blood
- 50: Belt of Burdens: Trap, HARD STR to remove, A crushing weight, Occupies 5 EQUIPPED gear slots

CURSED LOOT TABLE

DMG

- 51: Glowcap Mushroom: Food, Heal 1 HEART of HP, Experience bonzo hallucinations for 1D4 days
- 52: Fel Armor: Armor, +6 Armor, No other Armor can be Equipped, slowly take on evil habits and appearance
- 53: Fel Cleaver: Weapon, Magical, HARD STR to put down, When you make a kill, attack a random NEAR target
- 54: Helm of the Dead: Armor, +2 Armor, Take on the properties of the undead, Removable only when DYING
- 55: Flower Demon: Trap, Looter unleashes a tiny demon, everywhere it goes is choked with vines and flowers
- 56: Gnomish Gar: Food, Drop to 0 HP, If you regain HP, become a Grey Gnome, -3 CHA, -2 STR for 1D4 days
- 57: Book of Lies: Item, HARD INT to break its spell, Become convinced of false facts, all INT checks are HARD
- 58: Magnetic Crossbow: Weapon, +2 Attempts and Effort, HARD STR to separate from metal armor
- 59: Liar's Compass: Trap, HARD INT to put down, Become convinced the worst way is the best way
- 60: Giggles: Trap, A cute cuddly monkey doll, CHA 18 2 to put down, Giggle almost constantly, at awful things
- 61: Swamp Gar: Food, Lose 3 HP, Mucky mud beer makes you UNABLE TO EAT for 1D6 days
- 62: Spider Pack: Item, An insectoid satchel that won't let go, STR 15 1 to remove, -5 CHA, Reduce Carry to 5
- 63: Black Heart Stone: Trap, You only have 1 HEART for 1D4 days, no matter your actual max
- 64: Aazul's Conjuraton: INT Spell, Summon 1D4 imp demons who crave living flesh
- 65: Ring of Death Wish: Item, HARD INT to remove, Have a sudden and potent will to die with glory
- 66: Effigy of Azatoth: Trap, A fiendish little statue, Once touched, for 1D4 days any blood loss spawns a tentacle
- 67: Hunter Orb: Trap, A relentless adamantium orb flies out and hunts you and allies, 3 HEARTS, Magic
- 68: Impaler's Spear: Weapon, Magical, HARD CHA to put down, Be compelled to pike your victims
- 69: Whispering Amulet: Item, HARD CHA to remove, It just won't shut up, All Stealth checks are HARD
- 70: Pouch of 100 Counterfeit Coin: Merchants and others hate you for duping them
- 71: Agnar Helmet: Armor, +2 Armor, HARD STR to remove, Gain only half of any benefit from FOOD
- 72: Dead Man's Mug: Item, HARD CHA to put down, Invert any benefits from drink into harm
- 73: Book of Forgetting: Trap, Falls apart when read, Lose track of ONE EQUIPPED LOOT for 1D4 days
- 74: Gar Swill: Food, 6 sips, Take 2 damage with each sip, but be hopelessly addicted for 1D4 days
- 75: Reaver's Scythe: Weapon, Magical, HARD CHA to put down, You are now forbidden to heal allies
- 76: Fool's Armor Kit: Trap, When used, deduct 1 from your Armor total
- 77: Fool's Weapon Kit: Trap, The weapon you modify will BREAK on its next failed attack
- 78: Exploding Thorn Whips: Trap, Once LOOTED, you and all NEAR ALLIES are immobilized for 1D4 ROUNDS
- 79: Rotted Pipeweed: Item, HARD INT to put down, Addictive, When smoked nullify INT bonus for 1D4 hours
- 80: Dizzy Gas: Trap, Looter breathes a poof of purple mist, All DEX rolls are HARD for 1D4 days
- 81: Eye Mites: Trap, A colony of tiny mites explodes into your eyes, go BLIND for 1D4 hours
- 82: Dagger of Spite: Weapon, HARD CHA to put down, Anytime you are persuaded, stab that person!
- 83: Skull Bracelet: Item, HARD INT to put down, When worn, re-roll DYING if above 3
- 84: Blade of Greed: Weapon, Magical, A golden Gladius, HARD CHA to put down, Go after EVERY CHEST
- 85: Cloak of Despair: Armor, +1 Armor, HARD CHA to remove, Constantly doom-say your allies' plans
- 86: Pure Beauty: Trap, HARD CHA to look away once opened, If others look, same escape required
- 87: Ray of Death: Trap, Make a CON check or be instantly reduced to 0 HP by a black ray of magic
- 88: Cap of Madness: Item, HARD INT to remove, All INT checks are HARD, Go completely stark raving bonkers
- 89: Bloodwine: Food, Lose 4 HP, You are unable to heal any HP until you drink human blood once
- 90: Feral Fur Coat: Armor, +3 Armor, HARD CHA to remove, Become totally animalistic in action and thought
- 91: Beltstone: Item, HARD INT to remove, When worn, take double damage from any fall
- 92: Timeslip: Trap, Whatever the DM's timer reads when LOOTED, accelerate it by 1
- 93: Booby-trapped Arrow: 1 Ammo, When fired, do Magical Damage to anything within FAR range
- 94: Blade of Azatoth: Weapon, Magical, A tentacle-like sword, Become convinced The Devourer must arise
- 95: Cuirass of Rising: Armor, +3 Armor, to remove, Any dead things NEAR you arise as undead
- 96: Berserk Helm: Armor, +2 Armor, Double your WEAPONS EFFORT bonus, but choose targets randomly
- 97: Olive Branch: Item, HARD CHA to put down, Refuse to hurt any living thing
- 98: Stink Bomb: Trap, You and your allies smell awful, -5 CHA and smell for 1 mile for 1D4 days
- 99: Cold Iron Cross: Item, HARD WIS to remove, You cannot use WIS powers
- 100: Key of the Ogdrun: Item, If used, a magical keyhole appears, it widens to summon 1D8 Giant Tentacles

SCI FI LOOT TABLE

100%

- 1: Heart Stone: Add 1 HEART to your max
- 2: Shield Projector: Item, Drop to emit a NEAR length energy wall with 14 ARMOR and 2 HEARTS
- 3: Sentry Turret: Item, Build with Effort, Fires twice per round at any FAR or closer, has 12 ARMOR, 1 HEART
- 4: Fusion Cell: Food, MECHA only, Heal 1D12, DEX and STR checks are EASY for 1D4 ROUNDS
- 5: Plasma Rifle: Weapon, Magical, Never needs to reload, Always does ULTIMATE when used in vacuum
- 6: Incinerator: Weapon, High-pressure flame unit, Cannot use in vacuum, Ignites targets, NEAR range
- 7: Grav Anchor: Item, A gravity-powered spike that sticks with immense power, +10 STR sticks to any surface
- 8: Nano-Winch: Item, 100 feet cable, Free slack or wind-in modes, +10 STR when pulling, Cable has 1 HEART
- 9: Imperium Power Armor: Armor, +2 Armor, +2 STR, Use 1 of 3 fuel cells to double bonuses for 1D4 ROUNDS
- 10: Xill Armor: Armor, +3 Armor, Dynamic surface adds 1 Armor per failed attack against you, nullified when hit
- 11: Zurin Robes: Item, +2 WIS, Intervention command moves robe to any NEAR ally and absorbs next attack
- 12: Cyber Lenses: Item, Permanent eye replacements, +1 WIS, Only fail scouting or spotting on a 1
- 13: Zurin Flute: Item, Play for a turn to heal all who can hear for 1D8 OR make recovery rolls EASY
- 14: Plasteel Helmet: Armor, +2 Armor, Ignore any effect that would blind or deafen you
- 15: Rip Saw: Weapon, Magical, Fusion-powered chainsaw, Always does ULTIMATE against structures or objects
- 16: Ion Sword: Weapon, Magical, Does not occupy an EQUIPPED slot, Highly concealable, ULTIMATE on 18+
- 17: Duranium Hammer: Weapon, Indestructible, Magnetic field does MAGICAL damage when thrown, returns
- 18: Micro-Jet: Item, a tiny, super powered thruster that can move up to 50 tons
- 19: Rask Omnitool: Item, Useful and versatile, Make any Attempt or Check that could use tools EASY
- 20: Remote Unit: Item, Attach to any Weapon or Item to trigger or use from up to 1 mile away
- 21: Hack Bug: Item, Tiny stick-on module that decodes passwords or locked doors in 1 round
- 22: Particle Grenade: Weapon, 3 count, Instant or 1 round fuse, Explodes for ULTIMATE damage, NEAR range
- 23: Mono Filament: Item, Micro-thin cable for setting snares, Invisible, Does ULTIMATE when used as garrote
- 24: Wood Beast Gel: Food, A small blob of secreted goo, Heal 1D12 for 3 ROUNDS, Causes searing pain
- 25: Power Pill: Food, 3 count, Move FAR twice in one turn AND take an action
- 26: Smoke Armor: Item, +2 Armor, Be detected by others ONLY with a HARD scouting check
- 27: Laser Cutter: Item, Do ULTIMATE effort against structures and objects within FAR range
- 28: Arc Cannon: Weapon, Arcing energy leaps to a target, Magical, DOUBLE if target is metal clad
- 29: Nano-Swarm: Item, 10,000 tiny machines penetrate small spaces to do BASIC EFFORT where needed
- 30: Nitro Putty: Item, Sticky, Explodes when ignited or fired upon, Inflicts DOUBLE ULTIMATE at NEAR range
- 31: Medi Foam: Food, 2 uses, Heal to full HP, Regenerate 3 HP per round for 1D4 ROUNDS
- 32: Grav Chute: Item, Cradle of dense blue energy, Slow the fall of all NEAR objects or ALLIES
- 33: AI Module: Item, A portable personality that can perform INT, WIS, and CHA checks at a location
- 34: Imperium Uniform: Armor, +1 Armor, Captain rank with sidearm and full outfit
- 35: Mark of the Devourer: Item, Amulet, A sign of the evil one, +1 INT, Intuit imminent danger with an INT roll
- 36: Gauss Piercer: Weapon, Magnetic needle thrower, If you hit a target, do ULTIMATE on shots done afterward
- 37: Energy Bow: Weapon, Magical, No ammo needed, When firing choose Ice or Fire bolt properties
- 38: Rapid Fire Module: Item, Attach to any ranged weapon, If you score a hit, fire again
- 39: Plasma Mortar: Weapon, Lobs a round high up, Impact in 1D4 ROUNDS, Always does ULTIMATE to target
- 40: Soul Harness: Item, If you roll a 6 when DYING, instantly pop up with 1 HP
- 41: Nano Gar: Food, Nanite-infused beer, Heal to full HP, only fail your next check with a 1
- 42: Titan Blade: Weapon, only CARRY other weapons when equipped, Huge, ULTIMATE on 15+
- 43: Stun Gun: Weapon, Target can roll CON to resist, otherwise STUNNED for 2 ROUNDS
- 44: Mutate: INT SPELL, Grant 1 minor biological modification such as gills, fins, claws, or fur
- 45: Drain: INT SPELL, Drain MAGICAL EFFORT from a target, and convert into HP
- 46: Mind Link: INT SPELL, Gain a target's thought contents OR roll ULTIMATE when convincing them
- 47: Spike: INT SPELL, Hurl a bolt of impaling energy, Hits all targets in a straight line up to FAR range
- 48: Hack: INT SPELL, Enter any computer system for 2 ROUNDS, +5 INT and ULTIMATE when inside
- 49: Smoke: INT SPELL, Take the form of grey smoke for a number of ROUNDS equal to your INT BONUS
- 50: Blessing of the Void: WIS POWER, Grant one ally you can see a guaranteed success on their next roll

SCI FI LOOT TABLE

100% WIS

- 51: Lifegiver: WIS POWER, Exchange your life for another, Drop to 0 HP, Raise a DYING ally to full HP
- 52: Freeze: WIS POWER, Emit a cloud of freezing cold to NEAR range, Immobilize enemies for 1D4 ROUNDS
- 53: Elemental Air: WIS POWER, Emit a blast of breathable air, Push objects and targets with +5 STR
- 54: Iron Palm: WIS POWER, Your next 1D4 unarmed attacks are +3 ATTEMPT and ULTIMATE
- 55: Crystal Talisman: Item, Mark an enemy with red energy, all attacks against that target add MAGIC EFFORT
- 56: Mag Boots: Armor, +1 Armor, Walk on any surface if metallic with no DEX checks
- 57: Duranium Hauberk: Armor, +3 Armor, Ignore all ranged attacks that use projectiles
- 58: Telekinetic Module: Item, Move objects up to 5 pounds FAR range
- 59: Astro Chip: Item, All piloting, starship navigation, or maneuver checks are EASY
- 60: Sharpshooter's Goggles: Armor, +1 Armor, +5 to attacks when at FAR range
- 61: Teleport Pads (pair of 2): Item, Place the pads, blip between them, Active for 1D4 ROUNDS
- 62: Book of Stars: Item, +1 INT, Locate yourself anywhere in the cosmos with an EASY INT check
- 63: Book of Moons: Item, Make an EASY INT check to know the history and details of any Moon in the cosmos
- 64: Book of Beasts: Item, Make an EASY WIS check to know key details about any creature you can see
- 65: Hagro Biscuit: Food, Heal all allies NEAR you for 1D12
- 66: Tentacle Pod: Item, Activate to summon a GIANT TENTACLE for 1D4 ROUNDS
- 67: Vogon Poetry, Volume 3: Item, If read aloud, all creatures who hear make a CON save or take 1D4 damage
- 68: Utility Arm: Armor, +2 Armor, A compact hydraulic arm, STR checks are EASY, EQUIP up to 12 slots
- 69: Motion Tracker: Item, Huge, Takes 3 Equip slots, Detect ALL movement within DOUBLE FAR range
- 70: Grav Bike: Item/Vehicle, A hyperspeed micro bike, Seats 2, Subsonic speeds, Foldable to 3 Carry slots
- 71: Superspark: Item, Jump-start and instantly spool any engine, hyperdrive, stardrive, or other motor
- 72: EM Spool: Item, Activate then wait 4 ROUNDS, All electronics or electrics within FAR disabled for 4 ROUNDS
- 73: Mag Snare: Item, Place to set a magnetic trap, NEAR Metallics when tripped are pinned for 4 ROUNDS
- 74: Immunity Pill: Food, +5 CON until your next meal
- 75: Flash Virus: Item, Implant one infectious, indomitable WORD COMMAND into a computer system
- 76: Runaway: Item, A fast-moving robot drone that can retrieve or recon within a half mile
- 77: Repair Spider: Item, Regenerate 1 HP per round, Repair any damaged LOOT in 1D4 ROUNDS
- 78: Collapse-Pole: Weapon, Magical, A metal staff that can shrink as small as 1 inch or extend up to FAR length
- 79: Illumidrone: Item, a small hovering orb that casts a beam of white light to FAR range
- 80: Suppressor Foam: Item, 3 uses, Instantly suppress any fire within FAR range
- 81: Ammo Brick: Ammo, Micronized ammunition, 50 count, for any weapon, takes NO CARRY SLOT
- 82: Sonic Nullifier: Item, Nullify ALL SOUNDS within FAR range upon activation, lasts 1D4 ROUNDS
- 83: Reptoid Phermone: Food, Repel or attract any biological life form with a +10 CHA, lasts 4 ROUNDS
- 84: Duranium Chain Gun: Weapon, Magical, Use 1D4 ROUNDS to spin up, then unleash 6 Attacks in 1 turn
- 85: G Card: Item, 1,000 Coin of credit
- 86: Stubing's Ace: Item, A worn out Ace of Spades that can be redeemed for a junk starship...somewhere...
- 87: Reptoid Symbiote: Item, Cannot be removed, gain the BONUSES and quirks of a Reptoid
- 88: Xevosian Crown: Item, +2 CHA, includes rank and title of a Xevos elder
- 89: Crystal Pill: Food, All MAGICAL EFFECTS are ULTIMATE for 4 ROUNDS
- 90: Heart Stone: Add 1 HEART to your max
- 91: Hydraulic Barricade: Item, Install on any physical door or portal, Becomes a 3 HEART challenge to open
- 92: Energy Grapple: Item, Attach to any object within 2 miles, Tethered and attached for 1D4 ROUNDS
- 93: EVA Suit: Armor, +3 Armor, Breathe anywhere, Immune to fire, radiation, cold, and bio-agents
- 94: Ring of Sol: Item, When worn, any fire damage done to you HEALS you for that amount instead
- 95: Whiskey Gar: Food, Heal to full HP, become invulnerable to all harm for 1D4 ROUNDS
- 96: Heart Stone: Add 1 HEART to your max
- 97: Prophecy: INT SPELL, If a TIMER is rolled, glean its meaning
- 98: Dominate Machine: WIS POWER, Utterly control any 1 machine for 1D4 ROUNDS
- 99: Pocket Dimension Unit: Item, Open a doorway to a tiny realm that holds 50 LOOT and up to 10 people
- 100: Polarity Inverter: Item, Feasibly reverse ANY energy-based effect with an INT roll

EPIC LOOT TABLE

100%

- 1: Heart Stone: Add 1 HEART to your max
- 2: Fighter's Girdle: Armor, +1 Armor, When DYING, add 2 to your roll
- 3: King's Coins: Gain 3 HERO COINS that can be given to OTHER PLAYERS for heroic deeds
- 4: Chain Energy Gem: Item, Attach to a weapon, Make that weapon Magical, Effort done hits all CLOSE enemies
- 5: Gemini Jewel: Item, Attune to any INT SPELL, That spell now casts twice when used, on Targets of choice
- 6: Salamander Wristlet: Item, Regenerate 1 HP each round, unless DYING
- 7: Frost Bracers: Armor, +3 Armor, Become immune to any damage done or ill effects of cold
- 8: Acid Whetstone: Item, Sharpen a bladed weapon, Successful attacks with that weapon destroy 1 enemy gear
- 9: Helmet of Udin: Armor, +4 Armor, +3 CHA, Allies NEAR you gain +1 Armor
- 10: Ring of Invisibility: Item, Make a WIS check to activate, remain invisible for 1D4 ROUNDS
- 11: Crown of Goblins: Item, Command all Goblins with absolute authority, even if they hate you
- 12: Illusory Self: INT SPELL, Conjure a very realistic mirror-clone of yourself
- 13: Dimension Jump: INT SPELL, Warp to any location you can see or can accurately remember
- 14: Antlers of the Storm: Armor, +3 Armor, With a WIS check you can command the weather when outdoors
- 15: Hand of Resurrection: Item, Raise 1 dead creature back to full HP, roll 1D4, if a 1 or 2 the item is destroyed
- 16: Dire Bear: WIS POWER, Become a colossal bear for 1D4 ROUNDS, Add 1 HEART, Double bonuses
- 17: Iron Skin: WIS POWER, Your ARMOR is 20 for 1D4 ROUNDS
- 18: Hoppy Gar: Food, Heal to Full HP, All checks are EASY for 1D4 ROUNDS
- 19: Dwarven Bomb: Weapon, Fuse burns for 1D4 ROUNDS, Explodes doing 4D12 to anything NEAR
- 20: Hood of Fear: Armor, +3 Armor, Any enemies who can see you make a WIS check or flee on their turn
- 21: Diamond Tiara: Item, A crown worth more than a small city
- 22: Ivory Rose: Item, Bestow this on one person, that person will guard you with their life
- 23: Tooth of the Agnar: Item, Attach to 1 Weapon, That weapon does ULTIMATE Effort on any roll of 15+
- 24: Magma Coil: Item, Give off a belch of smoke and fire to make any STR check EASY or STR EFFORT Ultimate
- 25: Frog Boots: Armor, +2 Armor, When moving FAR, leap with ease
- 26: Heroic Tabard: Item, Whenever you cry "Huzzah!" those who answer "Huzzah!" roll EASY on their next turn
- 27: Song of the Mountain: INT SPELL, Sing! All enemies within FAR range are -5 CHA to resist persuasion
- 28: Harpoon Gun: Weapon, Magical, Attack to grapple a foe with a +5 STR if they try to escape
- 29: Bow of Seeking: Weapon, Magical, If you know a target's name, you never miss it, even around corners
- 30: Pet Slime Cube: Item, This tiny Slime Cube has imprinted on you as parent, 3" on a side
- 31: Pet Goblin: Item, This hapless, gearless runt has sworn never to leave your side
- 32: Fire Blade: Weapon, Magical, +3 Attempts/Effort, Ignites flammables, 1D4 Burning for 1D4 ROUNDS
- 33: Wave of Fury: WIS POWER, If NEAR the ocean, call forth a massive wave, impacts in 1D4 ROUNDS
- 34: Gravity Inversion: INT SPELL, Invert gravity within FAR range for 1D4 ROUNDS
- 35: Brain Horror Helm: Armor, +3 Armor, Gain the 'It shows you things' property of a Brain Horror
- 36: Gunner's Tripod: Item, Gain +5 Attempts/Effort when firing at targets beyond FAR range with a Weapon
- 37: Watcher: Item, A small glass eye, place anywhere and see through it within 1 mile
- 38: Dobbs' Cheddar: Food, 3 Count, Add to any FOOD to double that FOOD's effects
- 39: Yalfonso's Disc: Item, A frictionless, levitating disc of energy that holds up to 200 pounds
- 40: Ramthas Battle Harness: Armor, +1 Armor, Gain 3 more slots in EQUIPPED gear
- 41: Ronaldo's Backwagon: Item, Gain 10 more slots in CARRIED gear
- 42: Call of Aram: Item, A mighty war horn, Sound a call that can be heard for 5 miles, with a +3 CHA
- 43: Genetic Soup: Food, changes the eater into a random new BIO-FORM instantly
- 44: Runic Rope: Item, ANY roll using this rope is EASY, 50'
- 45: Thoor's Stone: Item, Only the looter of this object is able to lift or move it, a baseball-sized cube
- 46: Gnomish Beam Goggles: Armor, +2 Armor, Fires a ray of ULTIMATE Weapon damage, but attacks are HARD
- 47: Feral Claws: Weapon, Magical, +3 Attempts, Retractable steel blades, Roll EFFORT TWICE on a hit
- 48: Belt of Guzzling: Armor, +4 Armor, Never fail another CON check
- 49: Book of Infinity: Item, You have perfect recall of every fact or detail you have ever encountered
- 50: Amulet of Thunder: Item, When rolling ULTIMATE, re-roll anything less than a 6, the second roll is final

EPIC LOOT TABLE

100%!

- 51: Lemninkainen's Wondrous Sack: Item, Increase your CARRIED gear slots to 20
- 52: Akintu: Item, An odd tiki statue that brings good luck, When you roll a 19, treat it as a 20
- 53: Enchanted Sandwich: Food, Never ages or spoils, 5 bites, 1 Bite heals 1D8 HP, When finished gain +1 CON
- 54: Cloud Buffalo: A steed that descends from the sky on command, carries 8 people and 10 LOOT
- 55: Red Fang: Weapon, Magical Great Sword, Any damage you do with Red Fang, heal half that amount
- 56: Crystal Darts: Weapon/Ammo, 3 Count, Magical, Immobilize a target, in 1D4 ROUNDS explode for 2D12
- 57: Earth's Heart: Item, A massive ruby, the biggest, most rare jewel in all the world
- 58: Gnomish Metal Melter: Item, 1D4 ROUNDS to reach full power, then vaporizes ANY NEAR metal objects
- 59: Ghost Trap: Item, Holds up to 5 non-corporeal beings, simply place, wait, and trigger, Target gets DEX check
- 60: Adamantium Armor: Armor, +8 Armor, Ignore any Damage below 3, Reduce Equipped GEAR to 5 slots
- 61: Clockwork Arm: Item, Prosthetic, +3 STR, all STR checks are EASY, -1 CHA
- 62: Juice of Sapho: Food, +8 INT, Triple the EFFORT of your next SPELL
- 63: Styll Suit: Armor, +4 Armor, Wear no other ARMOR, Breathe anywhere, never hungry, heal 2 HP per round
- 64: Bracelet of Thoor: Item, +2 STR
- 65: Ring of Quickness: Item, +2 DEX
- 66: Drunken Hauberk: Armor, +2 Armor, +2 CON, Never fail a test involving Gar
- 67: Sage's Crystal: Item, +2 INT
- 68: Effigy of Osric: Item, +2 WIS
- 69: Gleaming Gorget: Armor, +1 armor, +2 CHA
- 70: Dagger of the Unseen: Weapon, Magical, If attack undetected, any human-sized victim is reduced to 0 HP
- 71: Headsman's Shovel: Weapon, Magical, On a 20, automatically behead any human-sized target
- 72: The Hidden: INT SPELL, Allies NEAR are invisible for 1D4 ROUNDS, They become visible if they move away
- 73: Slayer's Helm: Armor, +2 Armor, +6 Weapon Effort
- 74: Eye of Azatoth: Item, Amulet, +6 Magical Effort
- 75: Boon of the Gods: Item, Grant one OTHER PLAYER a class Milestone Reward of their choice, one use
- 76: Timecap Mushroom: FOOD, SKIP the next DM's turn
- 77: Roll Twice on the ANCIENT LOOT table
- 78: Shrink Ray: INT SPELL, Reduce one target to 1/100th its size for 1D4 ROUNDS
- 79: Giant Growth: WIS POWER, Grow one target to 5x its size for 1D4 ROUNDS
- 80: Osric's Bulwark Wall: WIS POWER, Form a massive castle wall from boulders or cobbles
- 81: Destroy the Dead: INT SPELL, Annihilate 1 Undead per 1 HP burned, FAR range
- 82: Ghost Ship: Item, Conjure a black galleon, no crew, that will last 1D4 weeks before dissipating
- 83: Dragon's Blood: Food, Grow wings and breathe fire for 1D4 ROUNDS
- 84: Gungnir: Weapon, Magical, Spear, Smite the ground to pass final judgment, +10 CHA for 1 mile
- 85: Cosmic Gateway: Item, Open a door, access ANY world in the cosmos, burn 8 HP to walk through
- 86: Invulnerability: WIS POWER, Anoint one target with touch, they cannot be harmed for 1D8 ROUNDS
- 87: Sherherezazahd: Item, A ghostly sword that fights at your side, add Magical Weapon effort to all attacks
- 88: Time Doorway: Item, Access ANY time at current location, age 10 years to go through
- 89: Stench Gar: Food, Release a poisonous belch, Reduce one NEAR creature to 1 HEART
- 90: Lifewalker: Item, Leave a trail of flowers and growth wherever you go, those within heal 2 HP per round
- 91: Hammer of Hell: Weapon, Magical, All EFFORT done with this weapon affects all NEAR enemies
- 92: Wings of Gabriel: Armor, +5 Armor, Foldable, Fly at will, Double your maximum move range
- 93: Wishing Well: Item, Immovable once used, Make 1 WISH per YEAR, it will come true within 1D4 days
- 94: Book of Mastery: Item, 3 pages, each decoded with an INT roll, Learn 1 Milestone Reward of any class
- 95: Star of Unadai: Food, Gain +1 to all STATS
- 96: Vision of Perfection: Trap, Reveal to one EVIL being, unless it makes a HARD CHA check, it becomes GOOD
- 97: Water of Life: Food, Die, Return to life 1D4 ROUNDS later with 2 additional HEARTS
- 98: Mead of Udin: Food, All who drink awake the next day with an additional HEART
- 99: Shield of Angels: Armor, +6 Armor, You and all NEAR allies ignore any damage of 5 or less
- 100: Necronomicon: Item, Create 1 INT SPELL or WIS POWER with a HARD INT check, learn or teach it instantly

BIZARRE LOOT TABLE

100%

- 1: Translator Tapeworm: Item, Increases appetite, Speak and understand all spoken languages
- 2: You Doll: Item, Perfectly resembles its owner, Make an INT roll to ask it any question and get a true answer
- 3: Monkey Root: Food, 1 Use, +5 DEX for 4 ROUNDS, Make monkey noises when you try to speak
- 4: Sedated Runner Bird: Item, This sleepy bird has been drugged and goes berserk when it awakes
- 5: Boomerang Whip: Weapon, A 12' bull whip, leather, that can be thrown and caught again
- 6: Finful Ring: Item, +1 Armor, A ring wreathed in wiggling fins. Swim at triple normal speed
- 7: Bag o' Fingers: Item, A leather sack filled with 2D20 fingers from various bio-forms
- 8: Lizard Head Hat: Armor, +1, A large leather hat crafted to resemble a Reptoid or Lizard Folk, Convincing
- 9: Dud Beer Cask: Food, 5 uses, Gar that has been brewed wrong and has no alcohol
- 10: Mushroom Gar: Food, 5 uses, Gar brewed with rare fungus. Glow slightly and be delirious for 1D4 Hours
- 11: Glooby Trap: Item, A glob of ultra-sticky putty or goo. Once touched, only a HARD STR roll can set you free
- 12: Eyeball Ball: Item, A wacky, energetic bouncing eyeball toy. See through it with an INT roll
- 13: Gag Plank: Item, A plank of wood for building, but made hollow to effortlessly break under little force
- 14: Blade of Skepticism: Weapon, Trap, HARD STR to put down, A talking sword that doubts your every move
- 15: Giant Egg: Item, Use warmth and time to hatch. Spawn 1 randomly chosen monster, which bonds to you
- 16: Eargantua's Ears: Item, A pair of giant ears that can be worn, only fail a hearing ATTEMPT with a 1
- 17: Soggy Bottoms Banjo: Item, A weird stringed instrument with a whimsical sound, entertain any small crowd
- 18: Azael's Blood Dice: Item, Roll these red dice. Enemies become fascinated with them for 1D4 ROUNDS
- 19: Bowby Trap: Weapon, Gag long bow, when shot the roll acts against the user, and the arrow backfires
- 20: Chatty Skull: Item, A human skull that just won't shut up. If disposed, will pop up elsewhere soon
- 21: Robes of Kazghat: Armor, +2, Wearer is immune to any effects caused by time travel or time distortion
- 22: Time Tube: Item, A small tube. Pass an item through. It will arrive in the past at a moment you choose
- 23: Beauty Bacon: Food, 3 uses, enjoy +10 CHA for 1D4 ROUNDS. You look, and smell, delicious
- 24: Bomb Roach: Item, A realistic mechanical insect. Set it in motion, it will explode as it runs in 1 TURN
- 25: Sandwich of Love: Food, 1 use, Whoever eats this sandwich falls in love with a person of your choice
- 26: Faber Mortiferum: Book, Ask the GM any question with a HARD INT roll, receive an honest answer
- 27: Tunic of Generosity: Armor, +5 Armor, Natural 20 to remove, Be compelled to give your gear to friends
- 28: Grim's Boot: Item, Use on a rope or line to fish, You are guaranteed a major catch
- 29: Knot Rope: Item, A 300 foot length of rope tangled in inextricable knots
- 30: Towel, Green: Item, A green towel
- 31: Ship in a Bottle: Item, 1 use, Shatter this bottle to reveal a full sized galleon with weapons and supplies
- 32: Death's Eye: Item, A crystal sphere, Look within to see the moment of your death
- 33: Blood Spider: Item, This large black spider crawls on you, heals 1 HP per ROUND unless you are DYING
- 34: Spectrum Silk: Item, A bolt of slick fabric that seethes with a myriad of vibrant colors
- 35: Glider Parasite: Item, A multi-legged arthropod, HARD STR to remove, Allows you to glide when falling
- 36: See Me Torch: Item, A torch that will burn as long as at least 1 person is looking directly at it
- 37: Expanding Slime Cube: Item, A tiny slime cube which continuously grows once released
- 38: Wind of Saras: Item, A bottle of air, which bellows out like wind whenever uncorked
- 39: Tectura Infinitesema: Item, A tiny, malevolent, sentient dungeon
- 40: Note to Self: Item, A letter written from you in some alternate dimension or time, addressed to you
- 41: Martin's Left Hand: Item, This is Martin's left hand. Martin wants it back
- 42: Lil Stool: Item, A fully functional toilet, 2 inches tall
- 43: Magician's Hoop: Item, A steel ring that can 'hook into' any other ring or circle with a whack
- 44: Phial of Demon's Tears: Food, 1 use, Take the form of a demon for 1D4 days. You're never quite the same
- 45: Crab Arm: Armor, Armor +2, A parasitic crab claw arm that attaches to your shoulder permanently
- 46: Jarred Silk Worm: Item, A glass jar containing an odd worm. Produces 1 foot of unbreakable thread per day
- 47: Cockroach Pinata: Item, A paper globe containing 10,000 cockroaches who have not eaten for weeks
- 48: Lantern of Sett: Item, A candle-lit lantern box. When lit, it emits pitch black darkness NEAR range
- 49: Really Ugly Stick: Weapon, Inflict 5 or more damage on a target to give it a permanent -5 CHA
- 50: Handsy Hands: Armor, +1, Each of your hands has 10 fingers, each functioning as two hands

BIZARRE LOOT TABLE

100%
BONUS

- 51: Spores of Chang: Item, A jar of fungal spores. If inhaled, your sense of smell is 1,000 times normal acuity
- 52: Bag o' Keys: Item, Each time you reach in, extract a key. There is a 5% chance it's the key you want
- 53: Portable Footprints: Item, Place these paper-thin footprints anywhere, they look perfectly realistic
- 54: Xylobone: Item, A musical instrument made from bones. The music can make some men crave death
- 55: Rope Incense: Item, 5 uses, The smoke from this oral incense can be climbed like rope, lasts 1D4 ROUNDS
- 56: Pipes of Dawn: Item, A magical flute. When played with a CHA roll, the sun will rise
- 57: Mini Mimic: Item, A tiny, tameable mimic that can imitate any object the size of a canteloupe or smaller
- 58: Chokemeat: Food, 1 use, When eaten, this tough jerky will choke and gag the eater until they pass out
- 59: Comical Toot: Item, Attach this small tassle to any headgear. Causes hysterical laughter for those who see it
- 60: Sifter of All Things: Item, A culinary sifter. Things inside become other things...but what?
- 61: Teeth of Krynn: Item, A necklace of 8 teeth from various beasts, each still hungry for its favored prey
- 62: Hungry Emerald: Item, An impressive emerald with a hard-to-notice mouth. It eats COINS when possible
- 63: Here, Fishy, Fishy: Item, A simple horn. When used, summon a fish from ANY mass of water
- 64: Cozy Hat: Armor, +2, This fluffy fur hat is so warm and cozy, be immune to cold even with no other clothes
- 65: Dry Ring: Item, You can never be wet or touched by liquid
- 66: Portable Fissure: Item, A strange optical illusion. Place this small crack on any object, and it will be cracked
- 67: Sponge Stone: Item, A fist-sized rock that can absorb up to 100 gallons of liquid
- 68: Ring of Mirrors: Item, When worn, you can interact with objects, creatures, and structures as if reversed
- 69: Frog Pellets: Item, A handful of tiny green blobs. When touching moisture, each blob becomes 1D20 frogs
- 70: Bug Bait: Food, 3 uses, Tiny bits of savory spice. All insects within 1 mile are drawn to it
- 71: Erratic Power: A weird bolt of energy leaps forth! A random character receives 2 STAT points
- 72: Dimensional Map: Item, Unroll this leather map. Becomes a 3D, living, moving version of your surroundings
- 73: Volatile Goggles: Armor, +1, When rolling ULTIMATE, roll twice. If the second roll is a 1, negate both
- 74: Hand-on-a-Stick: Item, Can be used to open chests or doors, or test trapped items
- 75: Dragon Wine: Food, 3 uses, After drinking, you sound, smell, and intimidate just like a Drake
- 76: Monkey Drummer: Item, When set down, begins drumming a tiny drum. Will only stop when stored
- 77: Tattoo Collection: Items, A small pirate's chest filled with tattooed skin pieces
- 78: Rubber Treasure: Items, A collection of fake COINS, jewels, and baubles made of rubbery resin
- 79: Deathbraid: Weapon, A huge braid of black hair that whips and moves like a WEAPON, MAGICAL
- 80: Vortex in a Bottle: Item, A powerful, swirling vortex contained in glass. If released, sucks everything FAR
- 81: Larry: Item, A small creature who owes you his life. When examined, it cannot be determined what he is
- 82: Creepy Coconut: Item, A hideous, terrifying coconut that resembles a human face
- 83: If playing in ALFHEIM, roll once on the SCI FI LOOT TABLE
- 84: If playing in WARP SHELL, roll once on the ANCIENT LOOT TABLE
- 85: God's Blood: Food, 1 use, Increase any STAT by 2
- 86: Wheel-mobile: Vehicle, 1 CHUNK, A tiny, one-wheeled gadget that can hold up to 5 passengers
- 87: Beard Birds: Item, A small family of birds that live in the nearest beard, but move to follow you
- 88: Bees: Bees. So many bees. Thousands of bees. These bees are mad.
- 89: Magnetic Plank: Item, A plank of wood for building but with a +5 STR magnetic pull
- 90: The Best Tobacco Ever Known: Food, 10 uses, Simply the best tobacco in the universe
- 91: Limb Seed: Food, 1 use, Apply to a severed limb or stump to grow a new limb in 1D4 days
- 92: A Single Truth: 1 use, Tell or describe a single Truth, any Truth. It is now true
- 93: Soul of a King: Item, A tiny glowing spark kept in glass. This is the everlasting soul of a long lost King
- 94: Infinity Banner: Item, A huge billowing flag which can display anything you choose
- 95: Kelligan's Cube: Item, A weird cubic puzzle. The cubes align in colors and symbols, bending reality
- 96: Skin Suit: Armor, A fitted suit of hide that fits under your armor, granting you 10 disposable HP
- 97: Wand of Genders: Item, With a touch, change any creature's gender
- 98: Cold Box: Item, A small chest. Inside is always freezing cold
- 99: Folding Road: Item, Unfold 1 mile of wagon-width road at any location
- 100: Roll twice on this TABLE

GLOSSARY

100%

LIST OF ICRPG GAME TERMS

Using precise language when you're at the table can help new players learn the rules and reinforce guidelines for creating your own content. Here is a basic list to bring everything into one cheat sheet.

ACTION: A thing done by a player on one TURN

ARMOR: Base 10, the score a MONSTER must roll above to hit a character

ATTEMPT: A D20 roll against the current TARGET, trying to do something

BIO-FORM: A species identifier for different creatures that can be PCs

CHECK: A D20 roll against the current TARGET, trying to do something instantaneous or avoid an effect

CHEST: A container for LOOT, with variable TARGET and EFFORT needed to open

CHUNK: A destructible piece of a VEHICLE, with 5 or 10 VEHICLE HP and one ability or weapon

CLASS: A type of character with unique MILESTONE REWARDS

CLOSE: When things are within arm's reach of each other

EASY: A roll made on a D20, adding appropriate bonuses and trying to roll higher than the current TARGET-3

EFFORT: Dice rolled after a successful ATTEMPT to overcome a challenge

EQUIPMENT: Common tools, weapons, and armor

FAR: When things are 50 feet apart

GEAR: A generic term for EQUIPMENT and LOOT

HARD: A roll made on a D20, adding appropriate bonuses and trying to roll higher than the current TARGET+3

HEART: A symbol for 10 HP, EFFORT is levied against a task or monster to overcome it

LOOT: Found GEAR of higher grade, determined by a 1D100 roll on a LOOT table specified by the DM

MILESTONE REWARD: A piece of LOOT granted at a turning point, determined by the DM OR chosen by player

NEAR: When things are about 10 feet apart

PC: Short for 'player character'

ROLL: Generic term for ATTEMPTS and CHECKS

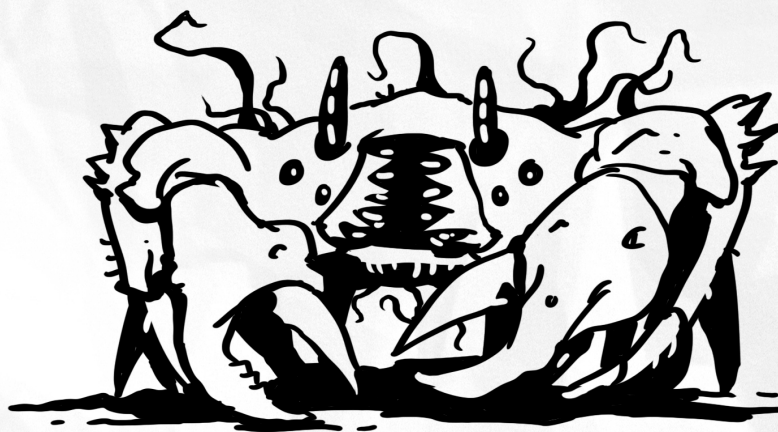
ROUND: One complete set of all players (and the DM) taking a TURN

STARTER REWARD: A piece of LOOT granted when a character is created

STATS: The 6 statistics, Armor, and the 4 types of Effort that make up characters and monsters

TARGET: The challenge number assigned by the DM to an encounter or segment of play, from 5-20

TURN: The time for ONE PLAYER to take ONE ACTION and/or MOVE



NAME:

CLASS:

BIO-FORM:

STORY:

STR

BASE

LOOT BONUSES

DEX

BASE

LOOT BONUSES

CON

BASE

LOOT BONUSES

INT

BASE

LOOT BONUSES

WIS

BASE

LOOT BONUSES

CHA

BASE

LOOT BONUSES

ARMOR



BASE

LOOT BONUSES

EFFORT

BASIC
WORK



BASE

LOOT BONUSES

WEAPON
DAMAGE



BASE

LOOT BONUSES

MAGIC
EFFECT



BASE

LOOT BONUSES

ULTIMATE



BASE

LOOT BONUSES

♥ = 10 Hit Points



6

TIL DEAD

OR 20

REVIVE

EQUIPPED GEAR (MAX 10)

CARRIED GEAR (MAX 10)

COIN



NAME: _____ CLASS: _____ BIO-FORM: _____

CLASS: _____ **BIO-FORM:** _____

BIO-FORM:

STORY: _____

STR	BASE	LOOT
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
13	13	13
14	14	14
15	15	15
16	16	16
17	17	17
18	18	18
19	19	19
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42	42	42
43	43	43
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98	98	98
99	99	99
100	100	100

DEX	BASE	LOOT
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
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100	100	100

CON	BASE	LOOT
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364	365	366
367		

INT	BASE	LOOT
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9	9	9
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WIS BASE LOOT

CHA BASE LOOT

ARMOR:   

BASIC EFFORT           

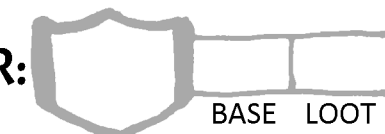
WEAPON EFFORT       BASE LOOT

MAGIC EFFORT  BASE LOOT

ULTIMATE EFFORT

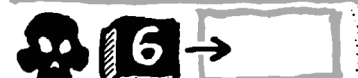
12

BASE LOOT



♥ = 10 Hit Points

Current Hit Points:



Dying! 'til dead :

Or roll: **20** to revive.

EQUIP GEAR / LOOT CARRY

GEAR / LOOT

CARRY

EQUIP GEAR / LOOT CARRY

GEAR/LOOT



MILESTONES:



COIN:

NAME: _____

STORY: _____

	BASE	+ ALL LOOT	10+ALL ARMOR LOOT
STR	—	○	 —
DEX	—	○	 4 BASIC —
CON	—	○	 6 WEAPONS —
INT	—	○	 8 MAGIC —
WIS	—	○	 12 ULTIMATE —
CHA	—	○	—

♥ = 10 Hit Points



NAME: _____

STORY: _____

	BASE	+ ALL LOOT	10+ALL ARMOR LOOT
STR	—	○	 —
DEX	—	○	 4 BASIC —
CON	—	○	 6 WEAPONS —
INT	—	○	 8 MAGIC —
WIS	—	○	 12 ULTIMATE —
CHA	—	○	—

♥ = 10 Hit Points



NAME: _____

STORY: _____

	BASE	+ ALL LOOT	10+ALL ARMOR LOOT
STR	—	○	 —
DEX	—	○	 4 BASIC —
CON	—	○	 6 WEAPONS —
INT	—	○	 8 MAGIC —
WIS	—	○	 12 ULTIMATE —
CHA	—	○	—

♥ = 10 Hit Points



NAME: _____

STORY: _____

	BASE	+ ALL LOOT	10+ALL ARMOR LOOT
STR	—	○	 —
DEX	—	○	 4 BASIC —
CON	—	○	 6 WEAPONS —
INT	—	○	 8 MAGIC —
WIS	—	○	 12 ULTIMATE —
CHA	—	○	—

♥ = 10 Hit Points



NAME

TYPE

CLASS

STORY



SUPPLIES



AMMO...

STR

BASE
+
LOOT

TOTAL

DEX

BASE
+
LOOT

CON

BASE
+
LOOT

INT

BASE
+
LOOT

WIS

BASE
+
LOOT

CHA

BASE
+
LOOT

ARMOR

BASE + LOOT

BASIC



BASE
+
LOOT

WEAPONS



BASE
+
LOOT

MAGIC



BASE
+
LOOT

ULTIMATE



BASE
+
LOOT



DYING



EQUIP

CARRY EQUIP

CARRY

Horizontal lines for equipment slots, each with a small circle at the end.

Character Sketch, Symbol, or Story

Player's Name

Character's Name

Class

Bioform



10 + loot + ARMOR =

ABILITIES:

loot + STRENGTH =

loot + INTELLIGENCE =

loot + WISDOM =

loot + DEXTERITY =

loot + CONSTITUTION =

loot + CHARISMA =



loot + loot = 20 or until dead

EFFORT:

loot + BASIC WORK =

loot + WEAPON DAMAGE =

loot + MAGIC EFFECT =

loot + ULTIMATE =



Character Sketch, Symbol, or Story

Player's Name

Character's Name

Class

Bioform



10 + loot + ARMOR =

ABILITIES:

loot + STRENGTH =

loot + INTELLIGENCE =

loot + WISDOM =

loot + DEXTERITY =

loot + CONSTITUTION =

loot + CHARISMA =



loot + loot = 20 or until dead

EFFORT:

loot + BASIC WORK =

loot + WEAPON DAMAGE =

loot + MAGIC EFFECT =

loot + ULTIMATE =



Notes, spells, equipped gear, etc.

Notes, spells, equipped gear, etc.