

ICRPG Dark sun



7 points to stats

4 points to effort

Races

- **Thri-kreen:** +1 dex +1 con
- **Half elves:** +1 dex, +1 int
- **Elves:** +2 Dex
- **Halfling:** +1 dex, +1 wis
- **Dwarves:** +2 con
- **Humans:** +2 to any stat
- **Mul:** +1 con, +1 str
- **Half Giant:** +1 heart
- **Aarackokra:** Flight

Types

Merchant/Elven Merchant

Starter Loot

Bone Dagger, Hidden Knife (does basic effort worth of damage), Bone Curass (+1 def)

Starter Abilities

- **SLY:** +1 CHA
- **INSIDE MAN:** You have a connection to one of the noble houses in a city state
- **SLICK:** Checks to hide something are easy, this does not include people

Milestone Abilities

- **STREET MONGER:** You now always know where you are in cities and can get to places in cities in half the time as normal.
- **HAGGLER:** Checks to persuade someone are now easy.
- **CROWD CONTROL:** Make a CHA check, if it succeeds you choose an enemy's next move, this move cannot cause harm to the enemy.
- **I KNOW A GUY:** You always know a guy that can help in situations, this ranges from retrieving an item to correct training.
- **FORAGER:** Checks to find supplies are easy.
- **DRIVER:** Checks to drive vehicles are easy.

Defiler

Starter Loot

Spell Book (gain 5 defiling spells), Disguise, 3 supplies

Starter Abilities

- **INK:** You can leave messages with magical ink that only people you choose can see.
- **DAMAGE ADEPT:** Any damaging spell you cast deals an extra basic effort die worth of damage.
- **MAGIC ADEPT:** You can perform small magical feats for no cost.

Milestone Abilities

- **HATREDS SONG:** When using magic checks to intimidate are easy
- **HIDDEN:** Checks to stealth are easy.
- **SILVER TONGUE:** Checks to lie are easy.
- **TWIN MAGIC:** As many times per day as your INT you can cast a spell twice without using the necessary spell components for the second casting.
- **UNNOTICED:** While your spells can be seen the source of them are untrackable.
- **BREATH OF THE GRAVE:** You no longer have the need to breathe.

Preserver

Starter Loot

12 spell components, Sphere(gain 5 preserving spells), Bone Cuirass (+1 def)

Starter Abilities

- **TRANSFER:** You can transfer the life of plants into other plants
- **LIFE SENSE:** You can sense any and all life within far range of you
- **VEILED ALLIANCE:** You have connections in the Veiled Alliance

Milestone Abilities

- **NATURE SAVANT:** Checks for anything relating to nature (gm's discretion) is easy
- **FAVOR:** You know someone in the Veiled Alliance, and they favor you as a person.
- **SNEAK:** Stealth checks are easy
- **RUNE:** When you wake up, you can store a spell, this can be used once and when cast it does not fail.
- **CALM:** can calm any plant or creature if their WIS is 2 or less
- **PRESERVER:** you can now persist on half rations without negative effects

Psionisist

Starter Loot

Wood staff, Bone Curiass (+1 defense), circlet: +2 to any checks using psionics

Starter Abilities

- **FARSEER:** With a WIS roll, locate any critical destination

- **TELEKINETIC:** With an INT roll, extend your STR up to FAR range
- **INFILTRATOR:** Become invisible by winning a WIS roll against those who would detect you. Those who fail cannot detect you for the entire encounter

Milestone Abilities

- **EVER STRONGER:** create 1 new psionic item
- **SENSE EVIL:** Roll WIS to detect enemies, even through walls
- **PSI-HEAL:** Heal ENERGY EFFORT within FAR range, WIS roll
- **INVISIBLE:** If one enemy fails to detect you, they all do
- **SOULSENSE:** Roll WIS to pinpoint someone, anywhere
- **WAVE FORCE:** Roll WIS to psi-blast all NEAR enemies
- **SIPHON:** Any psionic attack you do also heals you the same amount

Cleric

Starter Loot

- **EARTHEN CLAW:** A small Claw made of stone, all earth based spells and abilities are EASY
- **SANGUINE LAMP:** A lamp which never extinguishes, makes all fire based spells and abilities EASY
- **CLOUD IN A BOTTLE:** A bottle with a swirling breeze trapped inside, all air based spells and abilities are EASY

Starter Abilities

- **WIND THRUST:** Make a WIS check, if successful push and target back far range.
- **HOLD OF THE DESERT:** Make a WIS check, if successful, hold one target in place for 1d4 rounds.
- **CHOKING FLAME:** Make a WIS check, if successful, create a cloud of smoke and embers that is a near radius, all within must flee or take BASIC damage every round

Milestone Abilities

- **SILT FORM:** For 1d4 rounds, you are impervious to damage, but you cannot make contact with any items or people.
- **FLAME BURST:** All within NEAR range of you must make a DEX check or take WEAPON damage.
- **EARTHEN WALL:** Create a wall from the earth that extends near range.
- **CHOKER:** Rip all the air from a targets lungs, for 1d4 rounds they take BASIC damage
- **STONE SKIN:** Stone erupts around your form, gain 4 defense for 1d4 rounds
- **MELD:** Meld yourself into an element to be unseen, as soon as you attack the ability ends

Druid

Starter Loot

- **GREENSTAFF:** Store your elemental magic in a wooden staff. Gain any 3 WIS SPELLS instantly. If your staff is lost, it comically turns up in 1D4 ROUNDS
- **BOOK OF TRUTHS:** A tome of religious texts. Gain any 5 WIS SPELLS instantly, but if the book is lost or destroyed, the SPELLS are gone
- **AMBER BEADS:** A necklace of large orange spheres gives you focus. Gain any 1 WIS SPELL. That SPELL dwells within the beads, and only fails on a natural 1

Starter Abilities

- **SPEAK WITH PLANTS:** You can now speak with plants to glean information
- **HEALER:** Any healing magic you cast does ULTIMATE EFFORT
- **SPEAK WITH ANIMALS:** You can now speak with animals to glean information

Milestone Abilities

- **NATURE ADEPT:** Once a day you may multiply your spell components by 2
- **ANIMAL FORM:** You may now turn into an animal that has 2 hearts or less
- **PRESERVER:** Casting preserving spells are EASY
- **ELEMENTAL FORM, FLAME:** Roll a WIS check, if successful then for 1d4 rounds anyone who steps NEAR you takes BASIC damage
- **ELEMENTAL FORM, SILT:** Roll a WIS check, if successful you cannot be attacked and you cannot attack for 1d4 rounds
- **ELEMENTAL FORM, EARTH:** Roll a WIS check, if successful increase your defense by 5 for 1d4 rounds

Gladiator

Starter Loot

Bone cuirass +1 defense, jaw bone club, shield +1 defense

Starter Abilities

- **SLAYER:** If attacking an enemy you have already harmed, do ULTIMATE damage
- **DEFENDER:** Allies within CLOSE range of you may use your DEFENSE STAT
- **PIT FIGHTER:** When you take damage, add the amount of the last hit against you to the next hit you make

Milestone Abilities

- **EVER STRONGER:** attack twice on a turn
- **POWER STRIKE:** On an attack roll of modified 15+, do your maximum EFFORT
- **INTERVENTION:** Once per ROUND, intercept an attack against a CLOSE ally
- **ENDURANCE:** When RECOVERING, add 1D6 to the normal amount

- **HURLER:** Use your STR to attack with any WEAPON as a thrown WEAPON
- **REVENGE:** Enemies you injure will only fight you until dead or defeated
- **BERSERK:** Spend 1D4 HP to add an additional attack on your turn

Assassin

Starter Loot: (choose one)

- **Black Cloak:** +1 defense
- **Bone Knife**
- **Lock pick set**

Starter Abilities: (choose one)

- **PICKPOCKET:** Checks to pickpocket someone are EASY.
- **SNEAK:** Checks to sneak are EASY.
- **ASSASSIN:** Knives deal GUN damage.

Milestone Abilities:

- **LURKER:** Stealth checks can only fail on a five or lower
- **LOCKPICKER:** Checks to pick a lock only fail on a natural 1
- **QUICK:** Can move FAR and perform an action
- **BOW MASTER:** When using a bow, the check is EASY
- **POISONER:** You can now create poisons with one SUPPLY, this poison can be used on weapons to deal an extra BASIC effort die of damage.
- **ACROBATIC:** Checks for jumping or doing athletic activities are EASY.

Outlander

Starter Loot: (choose one)

- **Bone blade**
- **3 supplies**
- **Chitin armor:** +1 defense

Starter Abilities: (choose one)

- **FORAGER:** When foraging for SUPPLIES, always find 1d4 SUPPLIES
- **TRAPPER:** Make traps from one SUPPLY.
- **WEAPON SMITH:** Add 1 SUPPLY to a weapon and make it deal one more level of effort.

Milestone Abilities:

- **RICOCHET:** When you miss a shot with a ranged weapon, there is a 20% chance it hits instead. If you roll a 90 or above on the d100 roll, it hits a party member, this ricochet deals Weapon effort.
- **SWEEP:** Make an STR check on a target. If it succeeds, the target is knocked on their feet and has to spend their turn getting up.
- **DODGE:** Once per round, you can make a DEX check to avoid all the damage when you take damage.
- **ANIMAL COMPANION:** You gain a beast as a friend. This can be anything from a dog to a bear named Trinket.
- **HUNTER:** Before you go to sleep, you can set up traps, and in the morning, 1d4 animals will be ripe for the picking.
- **NIGHT WATCH:** Can go four days without sleeping.
- **BLOOD LUST:** For every enemy you kill, you get an extra turn during your turn.

Bard

Starting Loot: (choose one)

- Bone knife
- 1 preserving spell of your choice
- Messenger Bird

Starter Abilities: (choose one)

- **EAR FOR DECEIT:** When seeing if someone is lying, the check is EASY
- **SILVER TONGUE:** Lying checks are EASY
- **INSPIRING TUNE:** All your allies gain a BASIC effort die to add to any roll, these do not stack.

Milestone Abilities:

- **COURTER:** Make a CHA check and successfully distract 1d8 enemies for 1d4 rounds unless attacked.
- **LIAR:** Can only fail to lie checks on a natural 1
- **POISONER:** You can now create poisons with one SUPPLY, this poison can be used on weapons to deal an extra BASIC effort die of damage.
- **HIGHER UPS:** People in high places have heard of you, and respect your word, to an extent.
- **DISGUISE:** Using one supply, you can make yourself look like any person without changing your height.
- **BEST IN TOWN:** You can woo a whole crowd getting them to be on your side unless they have a reason to dislike you.
- **BRIBERY:** Checks to bribe someone are easy.

Starting Loot (choose 3)

- **MAPS:** A humble wooden tube filled with regional maps and specific location plan views. You now cannot get lost.
- **11 FOOT FOLDABLE QUARTER STAFF:** A sturdy quarter staff which can be unfolded into an 11 foot pole.
- **KNIFE BELT:** A sling of sorts which holds up to 8 daggers and throwing knives in concealed scabbards. One scabbard includes a poison-protective sheath.
- **COPPER GREAT SWORD:** A tremendous two-handed blade 5 feet long. This weapon occupies 3 inventory spaces, but always inflicts **ULTIMATE** damage.
- **BONE WARHAMMER:** A heavy, blocky weapon for smashing. Hits of 5-10 damage destroy 1 point enemy **DEFENSE**, 10+ also stuns the target for 1 **ROUND**.
- **CROSSBOW AND BOLT KIT:** A powerful mechanical weapon. Critical hits on natural 19 or 20. The bolt kit allows for incendiary, smoke, or flare tips.
- **BOW AND QUIVER:** A recurve bow, either short for small spaces or long for outdoor use. Quiver empty on attack rolls of natural 1. Carry A spare quiver if possible!
- **SPEARMAN'S KIT:** A ten foot oak shaft with swappable blade tip that can be switched to hook, spearhead, or glaive. Can attack targets up to **NEAR** range.
- **TOOTHED CLUB:** A club with many obsidian protrusions of whatever size or make suits your training, leather sheath, belts, and sharpening kit if the blades is damaged.
- **JAW BONE BATTLE AXE AND HARNESS:** A huge chopping weapon of one or two jaw bone blades. Damage timbers or structures, but impossible to conceal.
- **TRAVELER'S GARB:** A lighter, more comfortable set of clothes for travelers. Only +1 **DEFENSE**, but includes 2 extra spaces for inventory.
- **COMMON SHIELD:** A round wooden shield and strap suited for travel on foot. +2 **DEFENSE**. If hit, sacrifice the shield to absorb all of any 1 attack.
- **MIXED ARMOR GARB:** Common garb for adventurers, a mix of padded gambeson, leather belts, and armor odds & ends. +2 **DEFENSE**
- **HEALER'S CASE:** Using this kit of bandages, tinctures and serums, heal 1 HP on an ally with an **INT** or **WIS** roll. Includes bottles, obsidian scalpel, and anti-venom.
- **CRUDLU LEATHER ARMOR:** +3 defense
- **ADVENTURER'S PACK:** A torch, bedroll, scrap of jerky, apple, pipe, and rope. This rucksack has been through so much, you're not sure what's inside.
- **MINER'S PACK:** Pick hammer, lantern, fire-starting oil and flint, compass. A heavy duty canvas pack scuffed with coal and chalk.
- **BAG OF CERAMICS:** Cloth bag of 20 ceramic pieces
- **TOOTHED NET:** A net lined with sharp teeth, when thrown, the attacked character must make a **DEX** check or be grappled. Every failed check results in 4 damage.

- **TORTOISE BLADE:** A turtle shell with a blade sticking out the end. Add your STR to damage.

Psionics

You can learn a psionic ability every milestone as apposed going through your class

- **BEND SPACE:** Roll INT to treat FAR as NEAR
- **WARP CELL:** Create Pocket Doors to places you have not moved with an INT roll
- **CIRCUIT:** If hit by an enemy attack, roll DEX to evade it completely
- **ARMOR FORM:** form a shield. Allies gain +5 DEFENSE while CLOSE
- **BOND:** choose one, any time you utilize magic weapons or gear, do ULTIMATE EFFORT
- **CHANGER:** With a CON roll, change your form into any solid shape, liquid or gas
- **BLIP:** When you move, you don't pass through the space between locations
- **ENERGY STAR:** Roll CON to harvest 1D10 ENERGY from any NEAR source and deliver it as healing EFFORT or as a bonus to any roll in the following ROUND
- **TELEKINESIS:** Telekinesis to a far range
- **MIND PROBE:** Read someones surface thoughts
- **QUICKENED:** for one round you can perform an extra attack
- **BEACON:** Emit a bright light from an object
- **INVISIBILITY:** go invisible for 1d4 rounds
- **BEGUILE:** CHA rolls are easy for 1 round
- **TELEPATHY:** 2 way communication in peoples minds
- **PULSE:** no one can sneak up on you for 1 minute
- **PSI BLADE:** While using a weapon, and you successfully hit an enemy, you may deal half the damage dealt to an adjacent creature

Race Milestone

Each race has 2 abilities they can obtain as they level, the list is such

Halfling

- **Cannibal:** You can now gain 1d4 rations from any dead creature
- **Nimble:** you can reroll DEX checks once

Aarakokra

- **Quick Flight:** You can now move double far while flying
- **Equipped:** You can now have 12 items equipped

Human

- **Psionic Savant:** any rolls to use psionics are easy
- **City State:** You cannot be surprised or snuck up on while in a town or city state

Dwarf

- **Dwarven Will:** roll a d6 for dying rolls
- **Dwarven Resilience:** Only require 1 ration every 2 days

Elf/half elf

- **Sand Scourer:** You cannot get lost, do not roll to see if you get lost
- **Elven feet:** You can now move far and preform an action

Mul

- **Mul resilience:** Only require 1 ration every 2 days
- **Mul Gladiator:** If you succeed on an attack you may try and make another attack

Half Giant

- **Half Giant Might:** Increase weapon effort by 2
- **LONG ARMS:** You can now attack in melee with someone near your character

Thri kreen

- **Sleepless:** You do not require sleep, just 4 hours of resting to recover
- **Made for Wastes:** Cannot be affected by Ailments

Becoming a Templar

If one has gone through the process of becoming a templar, they may gain the following abilities as milestone rewards from their sorcerer king

- **King's Rule:** Force a creature to make an CHA check, for 3 questions they answer completely truthfully if failed.
- **King's Will:** Target creature must make a WIS check, if failed, you instruct their next turn.
- **Sorcerous Blade:** Your weapon ignites in white fire, it now deals double damage for 1d4 ROUNDS, this can be done as many times as your CON stat every rest.
- **Kings Manacles:** Magically chain an opponent, they must make a DEX check or be held in place for 1d4 rounds.
- **Templar's Might:** Make a STR check, if succeeded push an opponent back a near distance.

- **Templary Tracking:** Roll an INT check, if successful you can now track a creature for a day.

Gladiatorial Spirit

Instead of increasing into the gladiator class, a gladiator can choose instead to level up their Gladiatorial spirit

● **SPIRITUAL DEFENSE.** Your warrior spirit increases your battle prowess and resilience. You gain 1 defense, and increase melee attack damage by one.

● **STANDS CONFUSION.** When you make an attack roll against a creature in your range your warrior spirit can interfere with their ability to defend, or to defend yourself from an incoming blow. A number of times equal to your CON per rest you may invoke your spirit to subtract a 1d6 to a melee attack roll targeting you.

● **SPECTRAL TOSS UP.** When you make a melee attack, You may flip a coin. If you lose your damage does not alter, otherwise you add a BASIC effort to the damage.

● **STRONG HITS.** when you roll max damage, add 1d6 damage

● **LIFE EYES:** You can now detect life through walls

● **SPIRIT SHADE:** Once a day all near you must make a WIS check or flee from you for 1d4 rounds

● **SHADE SHROUD:** Enemies must make a WIS check while your sneaking or they cannot see you.

● **BARRIER:** Once a day, for 1d4 rounds, no one can get NEAR you

● **WALL OF BLOWS.** Once per rest you may exert your spirit to allow you another attack. Creatures that are damaged to you this round cannot use their movement.

EPIC ABILITIES,

can gain every 5 levels

● **PARALYZING STRIKE** You are able to use your spirit to paralyze opponents on strikes. You may use this ability a number of times equal to your CON. On a hit after an attack

make a contested WIS ROLL. On a failure of the check the affected creature is paralyzed for 3 rounds, or until a successful CON check

● ARENAS FLAME Your spirit is able to channel its power to overwhelm your opponents in a cone of flame. Once per rest for 1d4 rounds Surrounding you in a NEAR radius all must make a hard DEX check or take ULTIMATE damage.

● RANGED FIST On a target far from you, your spirit launches out a volley of energy. The target takes ULTIMATE damage. You may do this a number of times equal to your CON per rest

● DEFLECTION. Your spirit absorbs some damage you would take, to unleash later. Once per day when you would take damage, you may choose to reduce that damage by 1d12. You may add that number to your next attacks damage roll.

● SHATTERED SPIRIT. Once per day If you would do damage to a target using a melee attack, you may instead attempt to use this ability instead. All effort is halved for that creature for 1d4 rounds, they then take Ultimate damage.

● UNLEASHED POTENTIAL. Once per day You double your effort for 1d4 rounds.

Ailments

- SICK AS A DOG

Cause: Plague, starvation, tainted food or water

Effects: -3 CON, people shun and avoid you unless they are medically trained, move only NEAR

Remedies: Warm soup and a cozy night's sleep, heal to full HP by FOOD

Final Outcome: Permanent -3 CON, never go above 1 HEART total HP

- HEAT STROKE

Cause: Extreme heat, wearing metal armor

Effects: -3 CON, people shun and avoid you unless they are medically trained, move only NEAR, will die in a week if not remedied, STR, DEX checks are HARD

Remedies: Cold weather, water, shade

Final Outcome: Death

- GONE YELLA

Cause: Extreme horror / fear. Can also be caused by critically failing a FEAR roll

Effects: Flee the source of your fear for 1D4 ROUNDS, actively avoid it

Remedies: Make a CHA roll, be inspired by a sweet song

Final Outcome: You will never face the source of your fear again, even if it means death first

- CRAZY

Cause: Desert starvation, exposure to extreme cosmic truth, botched asylum brain-tincturing, spirit tea

Effects: Erratic behavior, INT rolls are HARD, gibbering, cannibalism, self-harm, comical absurdity

Remedies: None

Final Outcome: A player with LOCO can role play the full effects to taste

- GREY DEATH

Cause: Being stuck in a silt storm without a mask

Effects: You can only move a near distance or use an action

Remedies: Water, and getting out of the silt storm

Final outcome: Death

- POISONED

Cause: Snake bite, weapon poison, food-borne poison, breathing poison gas

Effects: Take 1-4 HP damage / ROUND, depending on the toxicity of the poison

Remedies: Antidote specific to that poison, earning a HEART

Final Outcome: Death. If at 0 HP when poisoned, a natural 20 will not revive you.

- SAND STORM CUTS

Cause: Getting stuck in a sand storm with no cover

Effects: DEX checks and attacks are hard, 1 damage every round

Remedies: getting into cover

Final Outcome: death

Survival

- BASICS: 1 SUPPLY feeds 2 people for one day

- SKIN & BONES: Third day take 3

damage if no SUPPLIES found

- STARVED: Five days without SUPPLIES will kill a man. Roll HARD CON check to keep breathin' one more day.

- MERCANTILE: As the GM, consider a few basic prices at the local store including horses, wagons, lumber, bullets and the like. Cheap: 10 ceramic

Spendy: 25 ceramic, rare or expensive: 50 ceramic, and so on.

- HOOFT: On foot, cover 10 miles per day. With wagon, cart, erdlu 20 miles

- HALF RATIONS: A character can go as many days as their CON with eating half rations before they experience adverse effects

- TRAVELING: Every week of travel, one of the party rolls an INT roll, if failed, add 1d4 days to the journey.

- **PACKING SUPPLIES:** 5 supplies takes up an inventory space
- **SCAVENGING:** When scavenging for supplies or rations, you gain as many as your wisdom

Area CR

When not in a dungeon, what should the cr be? This section explains that by using different common areas of the Tyr Region.

- City state (Tyr, Urik): 11
- Small town (slave town, client village): 12
- Desert (great alluvial sands wastes, table lands): 13
- Mountains (the ringing mountains, Mekillot mountains): 14
- Forest (Crescent forest, forest ridge): 15
- Dead lands: 16

Travel

Length of travel is determined through distance from point a to point b measured in days. Each day you can travel 26 miles on foot, with a mount you travel 52 miles per day. If your using hexes each hex is 26 miles. Everyday a character must eat a ration. Animals fend for themselves, hunting and scavenging.

Encounters

Distance is measured in close, far, and very far. Close is about half a week of travel. Far is about a week of travel. And very far is 2 weeks and upward. There are 3 different kinds of encounters, red, yellow, and blue.

Red is a combat encounter, get into a fight, avoid one, et cetera, yellow is exploration, finding a cool place or an environmental hazard. And green is roleplay, meeting someone or something. Close distance means 1 or 2 encounters happen. Far means 2 or 3 encounters happen. And very far means 3 or 4 encounters happen.

Optional rule, racial Weaknesses

This optional rule more closely resembles the pros and cons of each race as displayed in past editions, each race gets one.

Elf/half elf

Runner: Checks for fear are hard

Aarackokra

Light form: cannot wear any armor while flying

Halfling

CANNIBAL!: CHA checks with people of city states are hard

Human

Thin Constitution: Poison deals double damage

Dwarf

Thick Headed: Cannot use magic

Half Giant

Giant Appetite: Require 2 rations everyday

Mul

Hunted: You are mistaken for a slave very often

Thri kreen

Strange shape: Thri kreens cannot use armor which covers their entire body

Weapons

Unless a weapon is iron or steel, it can indeed break, the first time you roll a natural one with a weapon, from then on subtract 2 from the damage. If a natural one is rolled past that, it breaks.

Spells

Spell Components

One SUPPLY can be changed into 4 spell components, preserving spells require 1 spell components and defiling spells require 2. Intelligence spells are defiling, whereas wisdom spells are preserving, unless otherwise mentioned in the spell description. 10 spell components takes up one inventory slot.

Epic

These spells can only be found or learned through intense training. To cast one of these spells, a living sacrifice and 20 spell components

INT ●ATOM PALM: Lift yourself from the ground with will. When you descend, your hand creates a seismic burst. Do 2d20 to all targets in a mile

WIS ●ASTRAL SELF: Separate from your physical body. As long as the physical body is safe, you can function in astral form, except acquiring LOOT or being healed, you may also travel between planes

WIS ●DOMINATE MONSTER: Take total control of any monstrous creature in sight for 1D12 ROUNDS. If failed to cast, the monster is enraged at you until defeated

INT ●AAZUL'S CONJURATION: Open a brimstone portal to summon 1D20 imps. The demons have 1 HP, bite for WEAPON damage, and mostly obey

INT ●BLOOD OATH: Draw blood, make an oath. If it is fulfilled, heal full HP, gain a MILESTONE REWARD

WIS ●LEVITATION: Enchant a target with touch to float for 2d20 ROUNDS. If casting on yourself, the effect lasts 1D6 ROUNDS

WIS ●CURSE OF ORD: With an INT roll, and extreme care of exact wording, place a curse on a target you touch. It is permanent until somehow dispelled

WIS ●ELEMENTAL ICE: Freeze water into solid ice. Freeze up to 1 gallon for each point rolled over the current TARGET. The ice melts naturally after frozen

WIS ●ELEMENTAL WATER: Conjure a giant mass of water at a location you can see. Materialize 1 gallon for each point rolled over the current TARGET

INT ●BIND SOUL: Bind another beings soul to an item, this item can now store up to 20 spell components.

INT ●FLESH AND MAGIC: Become one with a magic item, this item can only be removed from you if cut out.

INT ●DRACONIC ASCENSION: Sacrifice 40 souls, you grow 10 feet tall, grow scales, a long neck, and a tail. Your hands now deal weapon damage and you can draw from other creatures hp, dealing basic damage, to cast spells. Spells deal ultimate damage unless the normal damage is higher. This lasts until you rests unless you are becoming a dragon as described in the becoming a dragon section

WIS ●CURE CURSE: Any curses inflicted on a character is cured

WIS ●CELESTIAL ASCENSION: For 1d4 hours, you become an ethereal like being, sprouting wings and glowing. All preserving spells require no roll and no spell components

Preserving (WIS)

●ANOINT: Touch an ally. They are immune to all harm for 1 ROUND

- Calm: make all fear-oriented rolls as EASY
- LIGHT: Create a bright light that reaches FAR for 1D4 ROUNDS
- RENEW HOPE: Touch an ally to give them a HERO COIN
- GOOD LUCK: For 1D4 ROUNDS, you can only be harmed by natural 20s
- CONTROL MACHINES: Overcome a machine's HP with your EFFORT to take control of it utterly. Machines, if aware, can roll CHA each ROUND to break free
- CREATE DEVICE: Provide a detailed description of a mechanical device of your mass or less. Create instantly on modified 12+, otherwise complete in 1 ROUND
- CRYSTAL SANCTUARY: Form a grid of hexagonal energy shields. All allies within NEAR range now have +3 DEFENSE. Lasts until you're harmed or your next cast
- DETECT EVIL: Detect evidence of despicable deeds or malevolence within your current location. A green glow will reveal creatures, objects, or enchantments
- DOORWAY: Create a magical doorway from your present location to any location you have been before. The door remains open 1D4 ROUNDS
- MAGE EYE: Conjure a hovering orb that resembles a gigantic eye of energy. Move it anywhere within one mile, see what it sees
- MENDER: Repair an item, architectural feature, vehicle or weapon instantly Can be used even when target is mostly destroyed
- SHRINK RAY: Reduce one target to 1/10th its size for 1 ROUND. Its STATS are reduced to -3 on all rolls, but retains its HP
- SONG OF THE MOUNTAIN: Sing! All enemies within FAR range are enamored with you for 1D4 ROUNDS, willing to hear you out, cancel attacks or befriend your group. Enemies with more than 3 HEARTS can never be so swayed
- TRANSLOCATE: Roll INT. A target you can see also rolls INT. If you beat their roll, instantly swap places with them in a puff of smoke
- IDENTIFY: Cast on a creature, object or feature of land or architecture. Gain all available information on that specific place or thing
- ELEMENTAL AIR: Move a mass of air in powerful blasts of wind. Foes or objects hit must roll STR above your WIS roll total to resist being pushed FAR
- ELEMENTAL EARTH: Draw forth a mass of stone and soil. The mass shoots from the ground, forming a wall 5 feet thick, curved around you at NEAR range
- ELEMENTAL FIRE: Empower any open flame you see into a huge fire quickly burning out of control. It behaves naturally, but with terrible accelerant
- ELEMENTAL BEAST: On an element you have magically affected, change it into a semi-sentient creature at your command. 1 HEART, MAGIC
- HEALING NOVA: With a HARD WIS roll, emit a burst of healing energy. This wave heals your allies within FAR range
- HEALING TOUCH: Touch an ally, heal them with holy magic. Make this roll HARD to use both hands, healing two allies at once

- HOLY BULWARK:** Conjure a luminous shield of energy on an ally you can see The shield absorbs the next HEART of incoming damage
- INVULNERABILITY:** Touch an ally or object. It is immune to all forms of harm for the next ROUND. Make this roll HARD to earn 2 ROUNDS of the effect
- ELEMENTAL STORM:** When outdoors, call forth a raging storm of lightning and fog. It rages on for 1D8 ROUNDS, with many possible effects
- ELEMENTAL VORTEX:** Stir the fabric of matter, drawing raw power inward. For each ROUND casting, store a D12 for any subsequent elemental SPELL outcome
- RADIANT SHIELD:** Call on divine forces to imbue your shield with holylight. The light will blind all evil creatures that see it for 1D4 ROUNDS
- LION HEART:** With a bold voice, proclaim the righteous destiny of you and your allies. Those who hear you are immune to fear for 4 ROUNDS
- REGENERATION:** A tiny spark of pure sunlight forms in your hand. Give this tiny spark to an ally. They will automatically heal D8 HP on their next 4 TURN
- YOGI STASIS:** Assume a cross-legged posture, and enter meditation. In this state you are immune to harm and require no food or air. No duration limit
- FAR SEER:** Use awareness to access the senses of any person you have met before. Experience all they do for 1 ROUND
- ASTRAL CONNECTION:** Touch an ally to bind your souls. If that ally is harmed while so connected, the two of you split the damage in any amounts desired
- ANIMAL FRIEND:** Use realistic calls and a supernatural empathy to call an animal from local environs. It is fiercely loyal, and communicates with you
- WOODSHAPER:** Use magic to bend wood into weapons, armor, or objects of comparable mass. Create far larger things with a natural 20
- GATHERING STONE:** Place a medium sized stone, mark it with a primeval rune. Those who witness this SPELL cast firsthand can, at any time in the future, call the name of the rune carved there, and return instantly. You can only maintain 1 Gathering Stone at a time

Defiling (INT)

- ASH CLOUD:** Fill a NEAR radius with ash and smoke. All rolls within are HARD
- ARCANE BOMB:** An orb of light forms in one hand. Once placed, it explodes in 1D4 ROUNDS, inflicting 4D12 damage on everything within NEAR range
- ARCANE MISSILE:** Hurl a shard of pure arcane energy at a target you can see. If only doing 1 damage, the missile ricochets, hitting a second target
- ARN'S HEX:** Use eldritch words to rot a living target from within. The rot inflicts MAGIC each ROUND for 1D4 ROUNDS
- FIREBALL:** Conjure an incendiary sphere of destruction. Blast everything within NEAR range of a designated location you can see, ignite any flammables

- **BLADE AURA:** Armor an ally you touch with daggers of energy. Those harming that ally take WEAPON damage. Lasts until your next cast
- **COUNTER SPELL:** Any time you see an INT SPELL cast, roll immediately, cancel it with this SPELL. If you fail, you are overwhelmed and take 1D8 damage
- **FIRE MISSILE:** Fire a precise bolt of flame at a target within FAR range, ignites flammable objects
- **GROWTH RAY:** Increase one target to 3x its size for 1 ROUND. Add +3 to all its STATS, but it retains its normal HP
- **HAMMER STONE:** Conjure a giant cube of stone above a location. In 1D4 ROUNDS it drops, utterly crushing anything below with 3 HEARTS or less
- **ILLUSORY SELF:** Conjure a very realistic mirror-clone of yourself, lasts 1D4 ROUNDS. The clone has no solid mass, and vanishes if touched
- **LIGHTNING BOLT:** Unleash a crackling bolt with no roll. All targets within a straight line roll DEFENSE to avoid. Metal clad foes take double damage
- **VIND TRAP:** Cripple a target you can see with endless, looping thoughts. They are stunned for 1D4 ROUNDS, or until they make an INT roll
- **THE HIDDEN:** Allies NEAR you are invisible for 1D4 ROUNDS, they become visible again if leaving NEAR range of you. Ends if you're harmed or cast
- **VAMPIRIC RAY:** Extract life force from a living target within CLOSE range. Transfer EFFORT rolled from their HP to yours
- **QUICKNESS:** Focus your mind to hasten your feet. Once cast, move anywhere within the current location, as if NEAR, on your TURN for 1D4 ROUNDS
- **ENCHANT:** Place any SPELL you know into a weapon or usable item. Create only 1 at a time. Once used, it is dispelled
- **DIRE FORM:** Call upon your own feral nature to transform yourself into a dire animal, assuming its form and STATS for 1D4 ROUNDS
- **FORAGER:** Roll WIS outdoors to find specific fungus or plants for creating specific potions, poisons or other tinctures.

Becoming an Avangion

- Gain all preserver type milestone rewards (or druid) and psionic milestone rewards
- Create a grove, either by magic or growing it yourself
- Meditate at this grove undisturbed for 2 weeks, swelling with the humidity in your lungs and understanding the nature
- Cast the spell Celestial Ascension, which at this point your physical form begins wilt and you start to become pale
- Introduce different creatures into your grove and expand it
- Fly, experience the wind

- Revive a creature
- Attune to a psionic gem of immense power
- Cast flesh and magic on the gem
- Cast Celestial Ascendancy
- You are now the hope of Athas. You can create plant life at will, your preserving spells now cover huge distances and your spells require no spell components

Becoming A Dragon

- Find a gem capable of storing immense power
- Create a ziggurat following the icrpg rules on building a wizards tower, you need an atrium which will be used for every casting of Draconic Ascendancy
- Gain all abilities from the defiler type
- Gain all psionic abilities
- Use the spell bind soul 20 times on your gem
- Use the spell Flesh and Magic to bind the gem to you, it takes 10 days to recover
- Bind 20 more souls to the gem
- Cast Draconic Ascendancy, you are now the size of a large bipedal drake
- Isolate yourself from all sentient life for 3 months inside of your ziggurat, permeating in your psionic and magical power
- Store 100 souls and use them for the spell draconic ascendancy, twice
- You are now the scourge Of athas, you can make spells have a mile range, you now have a breath weapon, can fly, and can draw the life from living beings to cast spells. Your physical stats become 10 or your stat if it's higher and you become an evil creature, after their own machinations.

Basic Loot table

1. Rations (1d4)
2. Supplies (1d4)
3. Spell components (1d4)
4. Ceramics (1d10)
5. Bone Weapon
6. Armor (1d2 defense)
7. Ammo/Arrows (1d10)
8. Healing fruit (heals 1d4)
9. Map of the area
10. Poison

Loot

- Moldy Buns: Food, Heal 5 HP but tastes simply awful
- Levitation: INT Spell, Enchant a target to float up to 6 feet high for 1D4 ROUNDS

- Identify: INT Spell, Give a target +3 on an INT/Investigate roll, No Attempt needed to cast
- 10 Magic Arrows: Item, Magical Damage with a bow shot, can be retrieved, broken on crit fail
- Speedy Snack: Food, Gain a bonus MOVE after your next MOVE
- Spider Bites: Food, Heal 2D6 HP but you're pretty much eating a bug
- Feast o' Fingers: Food, Heal all allies 1D8 if they are at CLOSE range
- Spiked Net: Weapon, STR check to escape, Entangled, Move NEAR only and all checks HARD
- Disguise Kit: Item, Whenever deceiving a stranger Do ULTIMATE effort and EASY checks
- Aegis Amulet: Item, Roll 1D8 when dying
- Ire Bacons: Food, Heal 3D12
- Red Gar: Food, Heal to full HP, absorb the next attack unharmed
- Cloak of Shadows: Armor, +1 DEFENSE, roll EASY checks when sneaking
- Lion Shield: Armor, +2 DEFENSE, Allies that are NEAR also get +2 DEFENSE
- Demon Helmet: Armor, +1 DEFENSE, +3 CHA when intimidating
- Healing Touch: WIS Spell, Touch to heal an ally with Magical Effort
- Healing Nova: WIS Spell, Heal all NEAR allies with double Magical Effort
- Grapple Vine: WIS Spell, Pull a NEAR monster or ally with you, Opposing STR to resist
- Lightning Bolt: INT Spell, Burn 1-12 HP, add to a magic blast, double against metal-clad
- Arcane Bomb: INT Spell, A glowing orb, in 1D4 ROUNDS explodes for 2D12, NEAR range
- Ragged Battleaxe: Weapon, -2 to Attempts but roll ULTIMATE effort every time
- Fireball: INT Spell, Blast any targets within NEAR range of a location
- Claw Boots: Armor, Walk on any surface in any direction without a Check
- Heart Stone: Item, add 1 Heart to your max
- Enchanting: WIS Spell, Enchant item to do magical effort and a +1 per Heart of Effort spent
- Enchanted Grimoire: Item, Consider a natural 19+ a critical hit when casting spells
- Warrior's Amulet: Item, Use magical effort with any weapon
- Staff of Elements: Item, Triple any elemental Magical Effort you do with WIS SPELLS
- Cloak of Aras: Armor, Deflect 1 Weapon attack against you per turn, metal
- Silver Gauntlets: Armor, +3 STR when gripping or grappling, silver properties
- The Iron Hook: Weapon, Use a turn to pull a target to your location, FAR range

- Turn Undead: WIS Spell, For 1 ROUND, repel 1D8 undead, They cannot get within NEAR
- Terror Shard: Item, Hold aloft, living things must resist with WIS or flee for a turn
- Ring of Ghosts: Item, Roll INT to create a clone NEAR that performs the same attack or action
- Crown of Madness: Item, Make a target take a random action (GM's roll)
- Smoked Roc Wings: Food, Fly for 4 ROUNDS
- Black Gar: Food, +10 DEFENSE for 4 ROUNDS
- Queen's Kiss: Food, Your next action is an automatic critical success
- Sharpening: INT Spell, Add +2 Effort to a weapon, Once per weapon
- Spiked Shield: Armor, Failed enemy attacks are answered with Weapon Damage (no bonuses)
- Bow of Eagles: Weapon, Use an extra turn aiming to do double Damage
- Swarm: WIS Spell, Cast on a seen area, CLOSE targets Magically Damaged for 1D4 ROUNDS
- Mender: WIS Spell, Repair a ruined item or weapon instantly
- Skull Shield: Armor, +2 DEFENSE, Can also be used as a Magical Weapon
- Silver Spear: Weapon, Magical, +3 to DEX Attempt when thrown, silver properties
- Dwarven Anvil: Item, Once/ 1D12 days, create a weapon with +3 Attempt OR Effort bonuses
- Book of Skills: Item, With any 3 successes, earn a permanent +1 to a specific type of Attempt
- Ring of Fire: Item, Double all fire Damage inflicted
- Flaming Sword: Weapon, Magical, Add 1D4 Burn damage for 1D4 ROUNDS to hit targets
- Ringlet of Genius: Item, Use ULTIMATE effort with any successful INT roll
- Goblet of Udin: Item, Double effects from any Food consumed
- Ring of Aras: Item, When recovering, fill a HEART in addition to your normal RECOVERY
- Heart Stone: Item, add 1 Heart to your max
- Translocate: INT Spell, Swap places with an ally you can see
- Mask of Mofune: Armor, +1 DEFENSE, Roll ULTIMATE effort when intimidating
- Ring of Power: Item, Double all MAGIC EFFORT
- King's Signet: Item, Have final say on group decisions, and be loved for it
- Dwarvish Hammer: Weapon, MAGIC Weapon, roll Double ULTIMATE on natural 20s
- Thieves' Picks: Item, +3 Attempt AND Double Effort when opening chests
- Ring of Giants: Item, +1 STR, +1 DEFENSE

- Masterful Boots: Item, +1 DEX
- King's Mug: Item, +1 CON
- Amulet of Secrets: Item, +1 INT
- Meditation Beads: Item, +1 WIS
- Masterful Coats: Item, +1 CHA
- Armor Kit: Item, +2 DEFENSE
- Fire Stone: Item, +1 MAGIC Effort
- Weapon Kit: Item, +2 Weapon Effort
- Diamond Spyglass: Item, +6 WIS on Scouting attempts
- Berserk Ring: Item, +3 on ULTIMATE effort
- Holy Bulwark: WIS Spell, Touch an ally, they are immune to non-Magic Effort for 4 ROUNDS
- Storm: WIS Spell, Everything with FAR range blasted with hail for MAGIC
- Shire Jerky: Food, Regenerate 1D12 HP for the next 4 ROUNDS
- Adamantine Hauberk: Armor, +4 DEFENSE, metal
- Lifedrinker: Weapon, Magic weapon, Heal half of any Damage done to living targets
- Wristlets of Might: Armor, DEFENSE +1, Roll 1D8 for any Basic Effort
- Iron Gut Belt: Armor, +1 DEFENSE, If you fail a CON rol, try one more time
- Ale of Death: Food, Return from death with 10 HP. Wasted if unused within 1 day of drinking
- Ale of Life: Food, Drink in battle. Any ally who touches you heals 1D12 HP once
- Gadgeteer's Goggles: Armor, +1 DEFENSE, Creating or repairing machines is always EASY
- Feather of Falling: Item, You cannot be hurt by damage from a fall at any height
- Timebender: Item, If the GM rolls a timer, roll it again. The second roll will be final
- Mace of Thunder: Weapon, Magical, Any target struck is stunned on its next TURN
- Lightning Steed: Item, Summon a flying steed. What would take a day, takes 1 ROUND
- Ring of Weird Luck: Item, If you roll'a 1 twice, your blunder causes something beneficial
- Spellslinger Ring: Item, If you roll a critical when casting, Attempt another spelinstantly
- Boots of Haste: Armor, DEFENSE +1, After an action, you may then also Move again
- Ring of Slayers: Item, If you make a successful Weapon attack, attack again for ULTIMATE
- Astral Crown: Armor, +2 DEFENSE, On a critical spell cast, cast through an ally

- **Feast of Kings: Food, All allies restore full HP and receive one Chest**

Athasian Crafting

On Athas it is common to take a slain animal and form it into armor and gear. To collect the material from a creature roll a WIS check, if failed you do not gain any material. If you do an effort task, subtract the rounds used from the amount of material gained. You gain as much material from a creature as their hearts. To craft weapons it takes one heart worth of material. To craft armor you need 2 hearts worth of material and it's defense bonus is equal to the amount of hearts from the slain creature.

Alchemist

Starter Loot (choose one)

- 2 potion recipes
- Cloak of metal plates: +2 def
- 3 supplies

Starter Abilities (choose one)

- **HERBALIST:** everyday you find a new herb with a random ability attached to it, used for potion or blade oil making, counts as the ability and one magical herb
- **PRESERVER:** Your potions do 1d4 more effort or +1d4 to a roll
- **DEFILER:** Your blade oils do 1d4 more effort or -1d4 to a roll

Milestone Abilities

- **SPARRING:** you don't need a supply for a potion
- **EXTRACT:** Your potions can now be used twice
- **THICK:** Your blade oils now deal an additional weapon effort or make rolls HARD
- **EXPLOSIVES:** You can now use 2 supply to make an explosive which deals gun damage to all in a near radius
- **RESOURCEFUL:** You no longer require a WIS check to make a potion
- **SAVANT:** WIS checks to make a potion are EASY

Alchemy

To create a potion it requires one ability which is in a character's learned recipes, and 2 supplies, then roll a WIS check, if failed, the supply and components are destroyed, on a success, you make a blade oil or

potion, which stack up to 5 in your inventory.

Abilities of potions are learned as a milestone ability. There are 2 kinds of potions, a potion, and a blade oil.

Blade oils are used on a weapon to make it have an effect. Potions are used on a character to have an effect. The abilities are such

Potions

Healing: Heal 1d4 health

Strength: STR checks are EASY for 1d4 rounds

Dexterity: DEX checks are EASY for 1d4 rounds

Constitution: CON checks are EASY for 1d4 rounds

Intelligence: INT checks are EASY for 1d4 rounds

Wisdom: WIS checks are EASY for 1d4 rounds

Charisma: CHA checks are EASY for 1d4 rounds

Dying: Administer to a dying comrade, they gain an additional d4 to their dying dice.

Blade oils

Poison: Every round for 1d4 rounds the attacked creature takes 1d4 damage

Lethargy: The attacked creature can only move near

Tracking: You now know the exact location of the attacked creature for a day

Weakness: STR checks are HARD for the attacked creature for 1d4 rounds

Stupify: INT checks are HARD for the

attacked creature for 1d4 rounds

Lycanthropy of Athas

Every night, make a DC 11 wisdom check or become a werehyena. Your physical stats become 4 unless your stat is higher, your claws deal weapon damage, and you have an insatiable hunger. You change back at morning.

Every time you fail this check add 1 to your dc until it is impossible to succeed, which at that point, you permanently become a werehyena.

However, you cannot change inside of a city, due to the fact that nature has less communion in cities. To cure this curse it requires a high level preserver casting cure curse

Everytime you succeed on your curse check, add one point to a "curse total" when the curse total reaches 50, you have taken control of the curse and can change into a werehyena at will, once a day