D&D to ICRPG Unoffical Conversion Guide

Includes guides for converting Races, Classes, Monsters, Adventures and more.

Requires the use of the Dungeon's and Dragons 5E Player's Handbook, Dungeon Master's Guide and Monster Manual as well as the Index Card Role Playing Game Master Edition.

D&D PLAYER'S HANDBOOK

INDEX CARD RPG

MASTER EDITION

ICRPG REFRENCE SHEET

Movement and Distance ----------------------

❖ **Close** About 5 ft.
No move is needed to use or interact.

❖ **Near** About 30 ft. or so
Like your speed in D&D but keep it loose. The real focus is on time, not exact distance.

❖ **Far** About 60 ft. or so
If you want to move FAR on your TURN, it will take the entire TURN to do so

❖ **Very Far** About 120 ft. or so.
It is Hard to hit a target that is VERY FAR.
To move VERY FAR in a TURN requires a magic item that allows you to move Very Fast.

❖ **Out of Range** Beyond VERY FAR.
Beyond FAR for thrown items.
A distance you can't reach in one TURN of movement, and none of your effects can reach.

Turns (taken clockwise) ----------------------

Players:

❖ Move **Far** -or-
❖ Move **Near** + **Action** -or-
❖ Don't Move + **Action**

GMs:

❖ Act for **Monsters / Hazards** -and-
❖ **Countdown** the Timer Die

Actions ----------------------

1 action, no opportunity attacks, no readied actions

❖ **Simple:** No roll required
❖ **Check:** 1d20 roll >= Target : Pass
❖ **Attempt:** 1d20 roll >= Target : Roll Effort
Effort is progress. 1 Heart = 10 Effort

Target ----------------------

The Target is set for the **entire area**.
10-12 is normal. 16+ is extremely difficult.

Hard Task: Target **+3**
• Unfamiliar Task
• Magical resistance
• Distractions, Dark
• Time Pressure

Easy Task: Target **-3**
• Already attempted
• Training / Experience
• Working together
• Useful Loot

Timekeeping ----------------------

The game is always moves in turn order. Always.

➔ **Moment:** just a few seconds
Actions made in combat

➔ **Minutes:** 1-30 minutes
Traveling corridors, searching rooms

➔ **Hours:** 1-3 hours
Between battles, resting, exploring

➔ **Days:** 1-5 days
Between sessions, uneventful journeys

Stats ----------------------

• **Strength (STR):**
melee attack, lift, jump, smash, grip
• **Dexterity (DEX):**
range attack, nimbleness, dodge, move silently
• **Constitution (CON):**
recover, toughness, endurance
• **Intelligence (INT):**
magic, IQ, memory, languages, investigation
• **Wisdom (WIS):**
magic, perception, senses, intuition
• **Charisma (CHA):**
Strength of will, leadership, voice, fearlessness +

• **Defense:** *avoid damage*
Defense + 10 = *Armor Class*

Effort ----------------------

• **Basic Effort: 1d4**
Most stuff. Bare hands.
• **Weapons & Tools: 1d6**
Swords, daggers, bows
• **Guns: 1d8**
Siege weapons
• **Energy & Magic: 1d10**
Energy beams, magical damage
• **Ultimate: 1d12**
On a nat 20, roll effort die then add a 1d12

Healing ----------------------

Spend a TURN patching wounds

➔ **Moments:** 1d20 + CON against TARGET
Recover (1 + CON) HP

➔ **Hours:** If safe, regain 1 heart
If unsafe, gain (1 + CON) HP

➔ **Days:** recover all hearts
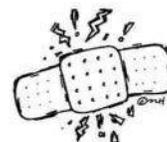
Death ----------------------

1) When you hit 0 HP or less you are dying
2) Roll 1d6 = number of turns until death
3) Each turn roll 1d20. If nat 20, revived with 1 HP
4) If Ally reaches you before death, and makes INT/WIS check: stabilized but still unconscious.
5) **Instant Death!** If reduced to -20 by a single event you are dead and can't be healed.

Loot ----------------------

*You can have a maximum of 20 loot items.
10 can be equipped, and another 10 can be carried.
It must be equipped to be used or provide bonuses.*

★ **Food:** Number of uses. Instant use.
Doesn't count towards carry limit.
★ **Defense:** Max of +10 to Defense.
★ **Weapons:** Max of 3 equipped
★ **WIS Spells:** Internal. Occupy no inventory space. No trading.
★ **INT Spells:** Occupy 1 inventory space each

DUNGEONS & DRAGONS 5E
Using
INDEX CARD RPG
MASTER EDITION

CHARACTER NAME

Race

Class

Level

Story:

Player:

STATS

STR — BASE / RACE / LOOT

DEX — BASE / RACE / LOOT

CON — BASE / RACE / LOOT

INT — BASE / RACE / LOOT

WIS — BASE / RACE / LOOT

CHA — BASE / RACE / LOOT

EFFORT

BASIC d4 — BASE / RACE / LOOT

WEAPONS & TOOLS d6 — BASE / RACE / LOOT

GUNS d8 — BASE / RACE / LOOT

ENERGY & MAGIC d10 — BASE / RACE / LOOT

ULTIMATE d12 — BASE / RACE / LOOT

CHARACTER SKETCH

♥♡♡♡♡ ♥ = 10 HP

DEFENCE
10 + DEF = ENEMY TO-HIT ROLL
CON + LOOT

HERO COIN

DYING
1d6 RNDS 'TIL DEAD

DESCRIPTION

LOOT

EQUIPPED MAX 10 | CARRIED MAX 10

ABILITIES

1

2

3

4

5

TREASURE

CP_____ SP_____ EP_____ GP_____ PP_____

SUPPLY
1 SUPPLY = 1 DAY OF FOOD AND CAMPING SUPPLIES

NOTES

MASTERY

○○○○○○○○○○○○○○○○○○○○

Using **ICRPG** with **D&D 5E**

Disclaimer

The following is a set of House Rules. In this document are alternatives to the normal ICRPG and D&D rules. You will need the fifth edition Player's Handbook, Dungeon Master's Guide and Monster Manuel as well as ICRPG Master Edition to make full sense of this document.

Copyrights

This document is intended to be used as alternative house rules to an already standing game system. No information herein is to be copied and sold for profit.

Introduction

This book is for Dungeon Masters. It assumes that you are familiar with the existing fifth edition D&D rules. It does not assume you know anything about ICRPG.

I discovered ICRPG (Index Card Role Playing Game) a couple of months ago. I have been playing D&D since the 1970's. Fifth edition is by far my favorite version, but sometimes I wish it was not quite so complicated and that it played faster. Also, once PCs reach higher levels they are almost kill-proof. ICRPG solves all of those problems and you can use any or all of the ICRPG rules in your D&D game by introducing them as house rules.

Think of all the rules I am presenting here as a big bag of house rules that you can add to your D&D game. You can use any you feel you and your players would enjoy. When you are comparing these to the official ICRPG rules you will notice a few additions and revisions. These are my own ideas based on the way I prefer to play, feel free to ignore or change anything you choose. It is your game.

Before you start implementing any of the suggestions I have presented here, you should read the ICRPG Master Edition rule book, or at least download and read the free Quick Start Guide. You can find them both on "DriveThru RPG".

Overview & Index

I sure you noticed the "**ICRPG Reference Sheet**" and the "**Player Character Record**" sheet at the front of this book. Copies of these are to be printed for you and each of your players. They present the basic ICRPG concepts in D&D terms your players should be familiar with. The character sheet is a version of the character sheet provided by ICRPG that I expanded to allow for more D&D specific information.

The "**Filling the Character Sheet Box by Box**" (**p. 5**) section explains in detail what each box represents and how the calculations are done. This too is written with the D&D player in mind explaining things in terms they will be familiar with and does not assume any familiarity with the ICRPG system.

The "**Life Forms (Races)**" (**p. 6**) section contains each of the races found in the Player's Handbook (PHB) converted into the ICRPG life form format.

The "**Types (Classes)**" (**p. 7**) section has a converted version of each of the classes in the PHB and takes up the majority of the pages in this book.

The "**Using D&D Class rules**" (**p. 14**) section gives you another option for converting the D&D classes if you don't want to use the more drastic conversions I presented in the "Types (Classes)" section. Converting a class using these recommendations should keep most of the class features other than those that directly conflict with the ICRPG rules.

The "**Using D&D Spell rules**" (**p. 14**) section presents options for using the spells from the PHB, converting them to ICRPG rules.

The "**Converting Monsters**" (**p. 15**) explains how to convert a D&D monster stat block to one you can use with the ICRPG rules.

The "**Converting Adventures**" (**p. 15**) Does the same for published adventures.

Filling the Character Sheet Box by Box

RACE: Called LIFE FORM in ICRPG.

CLASS: Called TYPE in ICRPG.

LEVEL: In ICRPG this would be the TIER. You start at Tier 1. The highest is Tier 4. Each Tier corresponds roughly to 5 levels in D&D.

STORY: This would be your character's Background in D&D, summarized in a single sentence.

STATS: These are the same 6 abilities you have in D&D, but these would be the ability "modifiers".

You start with 6 stat points. Enter these stat points in the "BASE" line next to each die box in this section. You could put 1 point in each, all 6 in one stat, or any other combination.

You may also receive stat points for some abilities based on your LIFE FORM and your LOOT.

No character, by any means, can exceed +10 on any STAT.

EFFORT: You can enter one or more points on each "BASE" line next to each die box in this section. You start with 4 Effort points to distribute as you see fit.

Like for ABILITIES, you may also receive Effort points later for different Effort dice based on your LIFE FORM and your LOOT.

In D&D, when you succeed in an attack roll and then roll for damage, you add your proficiency bonus to the damage. In ICRPG instead of proficiency, this is called effort. Effort is also used for many non-combat actions. Successfully attempting a different type of action may result in rolling a different type of die.

There are 5 different types of Effort.

BASIC (d4): When you make an unarmed attack, or attack with an improvised weapon, it does 1d4 damage. This is the die that you also use for any bare handed STR damage or the time it takes to do something after making an INT ATTEMPT.

WEAPONS & TOOLS (d6): All normal melee and ranged weapon attacks do 1d6 damage. This die is also used for the amount of damage or healing or how much time it takes whenever using tools.

GUNS (d8): We won't be using firearms, but this you will roll 1d8 for other high damage physical attacks such as from siege weapons, thrown boulders and natural weapons of size Large or larger monsters.

ENERGY & MAGIC (d10): When you cast a spel that does damage, you will roll 1d10 for damage. 1d10 is also used for high energy explosives and healing magic.

ULTIMATE (d12): In D&D, when you roll a natural 20 on an attack roll, you roll all the damage dice twice. In ICRPG, you'll roll the type of EFFORT above that fits, and then add 1d12 on top of that roll!

CHARACTER SKETCH: This empty box is for you to draw your character.

HEARTS AND HP: The box with the hearts is where you keep track of your hit points. These are the same as in D&D. You start with 10 hit points and as you advance you will get more hit points 10 at a time. Each 10 hit points is referred to as one heart. Your character will start with 1 HEART (10 Hit Points). When you acquire additional hearts each represents an aditional 10 hit points.

DEFENSE: In ICRPG, if you have to just brace yourself against what is happening, the DM will tell you to "Roll Defense". You roll 1d20 and add your DEFENCE modifier to the roll.

Your CON plus any armor and any other protection you may have all adds together to arrive at your DEFENSE score. Note that in D&D you would use DEX, here you use CON instead. That's your total DEFENSE. Your DEFENSE can never be over 10.

When a monster attacks you, he will roll against your DEFENSE +10. In D&D this would be your Armor Class.

HERO COIN: Put a mark here if you have a hero coin. (They're like Inspiration in D&D.) You either have a hero coin, or you don't. You can never have more than one. You can turn in your hero coin to re-roll any die roll or to add 1d12 to any die roll. Additionally, you can give your hero coin to another player.

DYING: When you drop to 0 HP you roll 1d6. This is how many turns you have left. At the start of each or your turns you roll 1d20. If you roll a natural 20, you pop back up with 1 HP. If an ally reaches you before death, and makes an INT or WIS check against the current target you are stabilized but unconscious.

DESCRIPTION: Describe what your character looks like.

LOOT: The world of Alfheim section of the ICRPG Master Edition has character starting loot tables and a basic loot table. Each character class description in this document indicates which starting loot table your character is to use. Take 1 starting loot from that table and take any 4 from the Alfheim Basic Loot table.

All magic items and mundane items that can provide bonuses to your character, such as armor or magic weapons, are called loot. Each spell is also a loot item, typically in the form of a scroll. You only cast the spell, or get the benefit of any other item of loot if it is equipped. This is the equivalent in D&D to being attuned to a magic item. Any item of loot you are carrying can be equipped, but you can't equip more than 10 items, and you are limited to 10 other's that you can carry that aren't equipped.

ABILITIES: Your character type description includes a list of starting abilities. Choose 1 from this list. As you progress, you'll unlock more, to a maximum of 5 ABILITIES.

TREASURE: Keep track of coins, valuables and consumables such as food. These are not considered Loot. They are items that can't be used to provide bonuses or increase power.

We will use the D&D coins. ICRPG simply uses "coins". An ICRPG coin is equal to a D&D gold piece (gp).

SUPPLY: You can purchase supplies from your starting wealth. You must spend one Supply each time you take a full rest.

NOTES: Use this area for notes. ☺

MASTERY: These Mastery Points are like experience points in D&D. You can mark off one each time you roll a natural 20. If you are using the "Using D&D Class Rules" (p. 14) you advance one level for every 5 mastery points. When you have 20 mastery points you advance to the next TIER and choose one MASTERY ability listed for your class. Then clear all the marks and start on the next 20. You can continue this process to a maximum of TIER 4.

Life Forms (Races)

Refer to the original D&D source book for the race descriptions, but use the following traits.

DRAGONBORN (Player's Handbook p. 32)

- **STAT Bonus:** CHA +1, STR +1
- **Breath Attack:** MAGIC DAMAGE to one NEAR enemy if they fail DEX check, once per session. Damage type based on heredity of dragon you choose below.
  Chromatic Dragons are generally considered "evil" by humanoids.
  - ☐**Black** (Boggy Swamps): Line of Acid
  - ☐**Blue** (Sandy Deserts, Coastal Areas): Line of Lightning
  - ☐**Red** (Mountains, Hilly Plains): Line of Flames
  - ☐**White** (Arctic Mountains): Line of Cold

  Metallic Dragons are generally considered "good" by humanoids.
  - ☐**Brass** (Desert, Plains): Ball of Flames
  - ☐**Bronze** (Aquatic, Tropics): Ball of Lightning
  - ☐**Copper** (Dry, Rocky Mountains, Desert): Ball of Acid
  - ☐**Gold** (Anywhere, Secluded): Line of Flames
  - ☐**Silver** (Cold High Mountains): Ball of Cold
- **Draconic Resistance:** Take half damage of one type (matches your Breath Attack damage type)

DWARF (Player's Handbook p. 18)

- **Darkvision:** You can see in natural darkness as if it were dim light and in dim light as if it were bright. You can't discern color in darkness, only shades of gray.
- **Resilience:** All rolls to resist poison are easy and you take half damage from poisons.
- **Languages:** Common and Draconic

Hill Dwarf

- **STAT Bonus:** CON +1, WIS +1

Mountain Dwarf

- **STAT Bonus:** CON +1, STR +1

ELF (Player's Handbook p. 21)

- **Darkvision:** You can see in natural darkness as if it were dim light and in dim light as if it were bright. You can't discern color in darkness, only shades of gray.
- **Fey Ancestry:** All rolls to resist being charmed or put to sleep are easy.
- **Languages:** Common and Elvish

High Elf:

- **STAT Bonus:** DEX +1, INT +1
- **Effort Bonus:** +1 MAGIC EFFORT

Wild Elf:

- **STAT Bonus:** DEX +1, WIS +1,
- **Stealthy:** All stealth rolls are easy

GNOME (Player's Handbook p. 35)

- **Darkvision:** You can see in natural darkness as if it were dim light and in dim light as if it were bright. You can't discern color in darkness, only shades of gray.
- **Languages:** Common and Gnomish

Forest Gnome:

- **STAT Bonus:** INT+1, DEX +1
- **Natural Illusionist:** You can create a sound or an image of a NEAR object no larger than a 5-foot cube that last for 1d10 rounds.
- **Speak with Small Beasts:** You can communicate simple ideas with Small or smaller beasts.

Rock Gnome:

- **STAT Bonus:** INT+1, CON +1
- **Artificer's Lore:** Understand small clockworks/machinery with an INT check,
- **Tinker:** You get a MINDER'S KIT from the basic loot table for free. All rolls made to use this kit are easy. Using this kit, you can spend 1 hour and 10 coins worth of materials to construct a Tiny clockwork device (Defense = 5, 1 hp). The device functions for one day. You can have up to three such devices active at a time.

HALF-ELF (Player's Handbook p. 38)

- **STAT Bonus:** CHA +1, +1 to any one other stat
- **Effort Bonus:** +1 to any effort category.
- **Darkvision:** You can see in natural darkness as if it were dim light and in dim light as if it were bright. You can't discern color in darkness, only shades of gray.
- **Fey Ancestry:** All rolls to resist being charmed or put to sleep are easy.
- **Languages:** Common, Elvish and One other language of your choice

HALFLING (Player's Handbook p. 26)

- **Lucky:** Start each session with a hero coin.
- **Brave:** All rolls to resist fear are easy.
- **Languages:** Common and Halfling

Lightfoot Halfling:

- **STAT Bonus:** DEX +1, CHA +1
- **Stealthy:** All stealth rolls are easy

Stout Halfling:

- **STAT Bonus:** DEX +1, CON +1
- **Resilience:** All rolls to resist poison are easy and you take half damage from poisons.

HALF-ORC (Player's Handbook p. 40)

- **STAT Bonus:** STR +1, CON +1

- **Darkvision:** You can see in natural darkness as if it were dim light and in dim light as if it were bright. You can't see colors.

- **Menacing:** All rolls to intimidate are easy.

- **Savage Attacks:** You get double weapon effort on critical hit with a melee weapon.

- **Languages:** Common and Orc

HUMAN (Player's Handbook p. 29)

- **STAT Bonus:** +1 to any three stats

- **Loot Bonus:** +1 starting loot

TABAXI (Volo's Guide to Monsters p. 113)

- **STAT Bonus:** DEX +1, CHA +1

- **Darkvision:** You can see in natural darkness as if it were dim light and in dim light as if it were bright. You can't discern color in darkness, only shades of gray.

- **Feline Agility:** The distance of NEAR and FAR are doubled regarding how far you can move during your turn in combat. You can't use this trait again until you don't move for 1 turn.

- **Claws:** Your claws are natural weapons, which you can use to make unarmed strikes. They also make your climb checks easy.

- **Languages:** Common and One other language of your choice

TIEFLING (Player's Handbook p. 42)

- **STAT Bonus:** INT+1, CHA +1

- **Darkvision:** You can see in natural darkness as if it were dim light and in dim light as if it were bright. You can't discern colors.

- **Hellspawn:** All rolls to resist fire damage are easy and you take half damage from fire

- **Infernal:** Start with this one spell - INFERNAL Spell: Ignite (Touch an object to ignite it)

- **Abyssal:** MAGICAL EFFORT +1, Reroll 1 or 2 when doing Fire Damage of any type.

- **Languages:** Common and Infernal

TORTLE (The Tortle Package p. 3)

- **STAT Bonus:** STR +1, WIS +1

- **Slow:** You can't run. For your movement in a turn of combat use, Near≈15', Far≈30'.

- **Claws:** Your claws are natural weapons, which you can use to make unarmed strikes.

- **Hold Breath:** You can hold your breath for up to 1 hour at a time.

- **Natural Armor:** You have a base DEFENCE of 7 (your CON doesn't affect this number). You gain no benefit from armor, other than shields.

- **Languages:** Common and Aquan

- **TURTLE MODE:**
  - o Can use an action to retract into shell for +4 DEFENCE.
  - o CON saves are easy.
  - o DEX saves are hard.
  - o Cannot Move.
  - o You can emerge from your shell and still perform another action.

Types (Classes)

BARBARIAN

STARTING REWARD

RAGE: As a free action make melee attacks deal double weapon effort and take half damage from non-magical attacks for 1d4 rounds, become exhausted (all attempts are hard) for 1d4 rounds afterwards.

STARTING WEALTH: 20 gp

STARTING ABILITY (Choose 1)

INTIMIDATING PRESENCE: as an attack, one near enemy must win a contest - their WIS vs. your CHA - or any attacks they make against you are hard for it until the start of your next turn.

DANGER SENSE: DEX checks for you are easy against affects that you can see.

EXTRA ATTACK: As an action, you can attack twice instead of once on your turn.

STARTING LOOT (Choose 1)

Select form the "**Warrior**" Starting Loot table in the world of Alfheim section of the ICRPG Master Edition.

MILESTONE ABILITIES (Choose 1 when awarded)

HARD TO KILL: Add one heart to your maximum.

RECKLESS ATTACK: As a free action grant yourself +3 STR and -3 DEFENCE for 1 ROUND.

WEAPONLESS ATTACK: +3 to STR checks using bare hands

EXTRA ATTACK: After slaying an enemy with a melee attack make one more melee attack against another opponent.

EXTRA DAMAGE: As a free action give yourself a -3 STR on attack rolls and +3 weapon effort for 1 round

QUICKNESS: Attack twice in one turn.

Barbarian Mastery

RELENTLESS RAGE: If you drop to 0 hit points while you're raging and don't die outright, you can make a CON check. If you succeed, you drop to 1 hit point instead.

SPRIT OF THE BEAR: All STR checks are easy and while you're raging, it is hard for enemies that can see you and that are CLOSE to you to hit targets other than you.

SPRIT OF THE EAGLE: You can see details of things very far away and while raging, you can fly as far as you could have walked. You fall if you end your turn in the air and nothing else is holding you aloft.

SPRIT OF THE WOLF: Tracking other creatures is easy and while you're raging, once a turn, when you hit a Large or smaller creature with a melee weapon attack you also knock it prone.

BARD

STARTING REWARD:

BOOK OF INSPIRATIONAL QUOTES: Give an ally +3 on their next Attempt.

STARTING WEALTH: 50 gp

STARTING ABILITY (Choose 1)

BATTLE HYMN: Provide music with a CHA roll, reduce allies' TARGET by 2.

PROVOKER: Hurl insults at any 1 enemy, they cannot resist dueling with you.

THESPIAN: With a CHA roll, you can convince subjects of even wildly ridiculous fibs. Their belief in your farce will last 1d4 ROUNDS per roll made.

STARTING LOOT (Choose 1)

Select form the "**Bard**" Starting Loot table in the world of Alfheim section of the ICRPG Master Edition.

MILESTONE ABILITIES (Choose 1 when awarded)

EVER STRONGER: Add 1 to any STAT or gain 100 coin.

BLOOD AND THUNDER: With a CHA roll, grant 1 ally a critical hit next roll.

TO THE PAIN: When dueling, roll opposed CHA to send your foe fleeing in fear.

THE TROUPE: Roll CHA to summon an old colleague to your aid.

DIRGE OF FEAR: Roll CHA to prevent all enemy critical hits for 1 round.

NEMESIS: Choose a nemesis in battle. When it is killed, heal to full HP.

THE PRESTIGE: Roll CHA to create realistic effects such as teleportation, self-cloning, disappearance or theatric illusions that baffle and convince utterly.

Bard Mastery

GREATER BATTLE HYMN: Your battle hymns heal all allies the same amount they reduce the target.

GREATER PROVOKER: You can now provoke groups of enemies, up to 5

GREATER THESPIAN: Your legend precedes you. NPC's always react favorably to you, even in bad circumstances, you are invited to royal premises and events without question.

CLERIC

STARTING REWARD:

WIS POWER: Healing Touch (Touch an ally with WIS, heal with magical effort)

STARTING WEALTH: 50 gp

STARTING ABILITY (Choose 1)

ELEMENTAL: Nature or weather magic is easy to cast.

HEALER: Healing magic does ultimate effort.

WAR PRIEST: You get one bonus weapon attack on your turn. You do this a number of times each day equal to your WIS (a minimum of once).

STARTING LOOT (Choose 1)

Select form the "**Priest**" Starting Loot table in the world of Alfheim section of the ICRPG Master Edition.

MILESTONE ABILITIES (Choose 1 when awarded)

EVER STRONGER: Add 1 to any stat or learn 1 new WIS spell

STORMCALLER: When outdoors, your WIS spells also heal all allies for 1 HP

RADIANT POWER: Your single target healing spells now heal up to 3 targets

IRON FIST: Your fists and feet are hardened with focus, doing weapon damage

ATTUNED: You are immune to nature and weather magic

CHOSEN ONE: Choose 1 ally. As long as you live, they cannot fall below 1 HP

MASTER: Your skill is legendary. Inflict magic effort with bare hands and feet. Also, if an unarmed attack inflicts 10+ damage, cast a WIS spell instantly with no roll

Cleric Mastery

SPELL STONE: Place any 1 WIS spell you know into a stone or stick by rolling to cast. Anyone can use this spell by destroying the object

REPEL EVIL: To be within close range of you, truly evil creatures must roll CON or take magic and be pushed away

DIVINE STRIKE: Once each turn when you hit with a weapon attack, it does one extra magic effort in damage.

DRUID

STARTING REWARD:
STARTING WEALTH: 20 gp
BEADS OF NATURE: You can talk to plants and animals, and persuasion checks against them are EASY.
NATURALIST: Knowledge INT checks about plants and animals are always easy.
DRUDIC: You know the secret language of Druids.

STARTING ABILITY (Choose 1)
WIS Spell: GUIDANCE: One creature that you touch can add 1d4 to one ability check. This last for 1 minute or until you take damage or cast another spell.
WIS Spell: POISON SPRAY: You project a puff of noxious gas toward a near creature you can see, inflicting MAGIC damage.
WIS Spell: SHILLELAGH: For 1 minute, you can use WIS instead of STR for melee attack rolls with a club or quarterstaff you are holding, it does GUN damage.
WIS Spell: PRODUCE FLAME: A flame appears in your hand that lasts 10 minutes, it sheds close bright light and near dim light. You can attack with the flame, which ends the spell. When you cast this spell, or as an action on a later turn, you can make a spell attack against a near creature for GUN fire damage.

STARTING LOOT (Choose 1)
Select form the "**Priest**" Starting Loot table in the world of Alfheim section of the ICRPG Master Edition.

MILESTONE ABILITIES (Choose 1 when awarded)
WILD SHAPE: transform into a walking or swimming animal with two HEARTS or a flying animal with one HEART
WILD GROWTH: Overgrow a target with vines. Immobilize it, all ATTEMPTS by, or CLOSE to, the target are HARD.
CALL LIGHTNING: For the next 1d4 rounds deal MAGICAL DAMAGE to a random enemy you can see within far range. Does ULTIMATE DAMAGE in stormy weather)
PRIMEVAL ALTERATION: Touch an ally to grant them either gills (breath underwater) scales (+1 ARMOR) claws (+1 BASIC DAMAGE), cat eyes (darkvision) OR a perfect disguise for one hour)

Druid Mastery
BEAST SPELLS: You can cast many of your WIS spells in any shape you assume using Wild Shape.
NATURE'S SANCTUARY: When a beast or plant creature attacks you, it must make a contested WIS check against you or it must choose a different target, or the attack misses.
ELEMENTAL WILD SHAPE: You can use Wild Shape to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

FIGHTER

STARTING REWARD:
AMULET OF ACTION SURGE: Any time you deal ultimate damage with a weapon attack, take an additional action.
STARTING WEALTH: 50 gp

STARTING ABILITY (Choose 1)
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.

STARTING LOOT (Choose 1)
Select form the "**Warrior**" Starting Loot table in the world of Alfheim section of the ICRPG Master Edition.

MILESTONE ABILITIES (Choose 1 when awarded)
EVER STRONGER: Add 1 to any STAT.
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 fight only you until dead or defeated.
BERSERK: Spend 1d4 HP to add an additional attack on your turn.

Fighter Mastery
SLAYING FRENZY: Any time you destroy an enemy, hit another enemy within CLOSE range, with no limit on the chain reaction
CONFIDENCE SHIELD: Any time an enemy fails to hit you because of DEFENSE, gain 1d4 HP
EXTRA DAMAGE: With any type of weapon, roll STR to hit and add STR to your EFFORT roll

MONK

STARTING REWARDS:

UNARMORED DEFENSE: While you are wearing no armor and not wielding a shield, your DEFENCE equals your CON + your WIS.

UNARMED ATTACK: While you are wearing no armor and not wielding a shield, your unarmed attack counts as a weapon attack.

EXTRA ATTACK: When you attack with an unarmed strike or a monk weapon on your turn, you can make one additional unarmed strike.

STARTING WEALTH: 5 gp

STARTING ABILITY (Choose 1)

WISDOM ATTACKS: Use WIS stat when making unarmed attacks.

DEXTERITY ATTACKS: Use DEX stat when making unarmed attacks.

UNARMORED MOVEMENT: When not wearing armor or wielding a shield you can move FAR and take an action.

STARTING LOOT (Choose 1)

Select form the "**Priest**" Starting Loot table in the world of Alfheim section of the ICRPG Master Edition.

MILESTONE ABILITIES (Choose 1 when awarded)

EVER STRONGER: Add 1 to any STAT or learn 1 new WIS SPELL

STORMCALLER: When outdoors, your WIS SPELLS also heal all allies for 1 HP

RADIANT POWER: Your single target healing SPELLS now heal up to 3 targets

IRON FIST: Your fists and feet are hardened with focus, doing WEAPON damage

ATTUNED: You are immune to nature and weather magic

MASTER: Inflict MAGIC EFFORT with bare hands and feet. Also, if an unarmed attack inflicts 10+ damage, cast a WIS SPELL instantly with no roll

Monk Mastery

ELEMENTAL: Place any 1 WIS SPELL you know into a stone or stick by rolling to cast. Anyone can use this SPELL by destroying the object

HEALER: To be within CLOSE range of you, truly evil creatures must roll CON or take MAGIC and be pushed away

MONK PRESENCE: Extend your touch, presence, and perceptive self up to FAR range, interacting with people and things as if you were in that location.

PALADIN

STARTING REWARD:

Natural Magic (inherent ability): For your Spells use CHA instead of WIS, spells cannot be traded or lost and occupy no gear slots, but you can only learn up to 10. You can choose to "forget" a spell when you gain a new one if you already know 10.

DEVINE SENSE: As an action, you know the location of any fiend or undead within far range that is not behind cover, and the presence of any place or object that has been desecrated.

CHA Spell: LAY ON HANDS: Touch an ally, heal with magical effort

STARTING WEALTH: 50 gp

STARTING ABILITY (Choose 1)

DEFENSE: While you are wearing armor, you gain a +1 bonus to DEFENCE.

DUELING: When wielding a melee weapon in one hand and no other weapons, you gain a +2 to WEPON EFFORT.

GREAT WEAPON FIGHTING: When wielding a melee weapon in both hands, if you roll a 1 or 2 for WEPON EFFORT, reroll and use the new roll.

PROTECTION: When wielding a shield, if a creature attacks a target that is near to you, you can make that a hard roll for the creature.

STARTING LOOT (Choose 1)

Select form the "**Warrior**" Starting Loot table in the world of Alfheim section of the ICRPG Master Edition.

MILESTONE ABILITIES (Choose 1 when awarded)

AURA OF COURAGE: You and friendly creatures near to you can't be frightened while you are conscious.

CLEANSING TOUCH: You can end one spell on yourself or on one willing creature that you touch. Resets after a full rest.

TURN UNHOLY: As an action, each near fiend or undead that can see or hear you must make a WIS check or be turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can.

AURA OF DEVOTION: You and friendly creatures near you can't be charmed while you are conscious.

Paladin Mastery

EXTRA ATTACK: As an action, you can attack twice, instead of once.

AURA OF PROTECTION: Whenever you or a friendly creature close to you must make a saving throw, the creature gains a bonus equal to your CHA (with a minimum bonus of +1). You must be conscious to grant this bonus.

AURA OF COURAGE: You and friendly creatures near you can't be frightened while you are conscious.

CLEANSING TOUCH: You can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your CHA (a minimum of once). You regain expended uses when you finish a full rest.

UNDYING SENTINEL: When you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a full rest.

RANGER

STARTER REWARD:

HUNTER'S WHISTLE: Mark a target as your prey. Gain +3 to all ATTEMPTS against that target. May only be active on one opponent at a time.

STARTING WEALTH: 50 gp

STARTING ABILITY (Choose 1)

QUICK DRAW: On a ranged attack roll of modified 15+, fire again

DEAD EYE: Use one TURN to aim. Your next successful hit deals max damage

TRAP EXPERT: Your traps damage all victims NEAR the trap when tripped

STARTING LOOT (Choose 1)

Select form the "**Hunter**" Starting Loot table in the world of Alfheim section of the ICRPG Master Edition.

MILESTONE ABILITIES (Choose 1 when awarded)

Note: If you se a TURN to take aim, your next shot is an "aimed shot".

PIERCING AIM: Your aimed shots penetrate up to 3 foes, continuing in a line

EVER STRONGER: Add 1 to any STAT

SPREAD SHOT: Hit up to 3 targets CLOSE to each other, spend 1 TURN reloading

FIREBUG: Your traps and ammo inflict an additional 1D6 fire damage

SCATTERSHOT: Every attack you make inflicts an extra 1D4 on all NEAR enemies

LETHAL AIM: Your aimed shots drop the target to 0 HP

WHIP SHOT: If an enemy is harmed at range, instantly roll an attack on it

Ranger Mastery

QUICK DRAW: Your Quick Draw ABILITY triggers on a modified attack roll of 12+

DEAD EYE: Any time you use a TURN to aim, you employ a silencer. Your next shot is undetected

TRAP EXPERT: Place or launch a trap instantly, use none of your TURN time to do so

ROGUE

STARTER REWARD:

DAGGER SPRING: deal ULTIMATE DAMAGE on a melee attack when attacking from behind

STARTING WEALTH: 40 gp

STARTING ABILITY (Choose 1)

ASSASSIN: If a target doesn't know you're there, your first attack cannot miss

THIEF: Your stealth rolls are always EASY

SCOUT: When using WIS to seek out details or hidden truths, roll EASY

STARTING LOOT (Choose 1)

Select form the "**Shadow**" Starting Loot table in the world of Alfheim section of the ICRPG Master Edition.

MILESTONE ABILITIES (Choose 1 when awarded)

EVER STRONGER: Add 1 to any STAT or craft a blade for your Dagger Kit

POISON BLADES: After a blade attack, do the damage again the next ROUND

STICY FINGERS: If undetected, roll DEX to steal 1 item from a target unnoticed

GRAPPLE ARROW: A light hook arrow to climb, pull, or catch yourself in a fall

BLADE STORM: If an attack kills its target, make another attack instantly

SMOKE FORM: Roll INT to use shadow magic. Become smoke for 1D4 ROUNDS

DISAPPEAR: Make a stealth roll even when in plain sight to simply vanish

Rogue Mastery

MAX DAMAGE: When you attack a target who doesn't detect you, do max damage

HIDDEN: Foes make a WIS roll to detect you, even after being attacked

DECEPTION: When using CHA to lie, deceive, or trick foes into revealing critical information, roll EASY

SORCERER

STARTER REWARDS:

Natural Magic (inherent ability): For your Spells use CHA instead of INT, spells cannot be traded or lost and occupy no gear slots.

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

WILD MAGIC: When you roll a natural 1 on your CHA check to cast a spell, that spell fails and you must roll on the Wild Magic Surge table (PHB p. 104) to create a magical effect.

STARTING WEALTH: 60 gp

STARTING ABILITY (Choose 2)

CHA Spell: MESSAGE: You point your finger toward a creature within very far range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

CHA Spell: MAGE HAND: A spectral, floating hand appears at a point you choose within near range. The hand lasts for 1 minute or until you dismiss it as an action. The hand vanishes if it is ever more than far away from you or if you cast this spell again. You can use your action to control the hand. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

CHA Spell: CHILL TOUCH: Magically attack an enemy within far range, does magic damage, and it can't regain hit points until the start of your next turn. If you hit an undead target, it also rolls hard on attack rolls against you until the end of your next turn.

CHA Spell: SHOCKING GRASP: Lightning springs from your hand to deliver a shock to a creature you try to touch with a spell attack. The attack roll is easy if the target is wearing armor made of metal. On a hit, the target takes MAGIC lightning damage.

CHA Spell: LIGHT: You touch one object that is no larger than 10 feet in any dimension. For 1 hour, the object sheds bright light near and dim light far. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature can make a DEX check to avoid the spell.

STARTING LOOT (Choose 1)

Select form the "**Mage**" Starting Loot table in the world of Alfheim section of the ICRPG Master Edition.

MILESTONE ABILITIES (Choose 1 when awarded)

TWINNING: When casting a spell that targets one person, you may instead target two people.

CAST SUBTLETY: You cast spells without needing to speak or gesture, and enemies cannot tell you are casting a spell.

CHA Spell: ARCANE BOMB: Plant this glowing orb, in 1d4 ROUNDS it explodes for 4d12, near range

CHA Spell: DOMINATE MONSTER: Take total control of any monstrous creature for 1d4 rounds

CHA Spell: PYROBLAST: Double magical fire damage on three near targets. on a failed roll, choose 3 random targets

Sorcer Mastery

TIDES OF CHAOS: Once a day, when you make an action roll it is easy for you.

BEND LUCK: Four times a day, when a creature you can see makes an action roll, you can add or subtract 4 points from that roll.

CONTROLLED CHAOS: Whenever you roll on the Wild Magic Surge table, you can roll twice and use ether number.

WIZARD

STARTER REWARD:

ELDRITCH WAND: Make a CHA attempt to deal MAGICAL DAMAGE to an enemy within FAR range

STARTING WEALTH: 40 gp

STARTING ABILITY (Choose 1)

SPELL SCHOLAR: If you find a written SPELL, gain an extra SPELL

WILD POWER: Any time you roll a max die, roll it again and add that number to the total.

DARK PACT: Sacrifice any amount of your HP to boost any 1 roll

STARTING LOOT (Choose 1)

Select form the "**Mage**" Starting Loot table in the world of Alfheim section of the ICRPG Master Edition.

MILESTONE ABILITIES (Choose 1 when awarded)

EVER STRONGER: Add 1 to any STAT or learn 1 new INT SPELL

GLYPH MAKER: Roll INT to store a SPELL in an etched symbol triggered by touch

BEND MAGIC: Once per encounter, roll INT to redirect an enemy SPELL

PALE CLONE: Roll INT to form a 1 HP clone of yourself from thin air

MAGIC THEORIST: Roll HARD INT to modify or create SPELLS

PRIMAL FORM: Become fire, air, or water for 1D4 ROUNDS

SUMMONER: Roll INT to conjure a monster you know

Wizard Mastery

SPELL INVENTORY: INT SPELLS occupy no inventory spaces, even if they are scrolls or books

ENHANCED MEMORY RING: When any die is added to your Memory Ring, it becomes a 6

ENHANCED MASTER'S SKULL: Your Master's Skull holds 20 HP

WARLOCK

STARTER REWARD:

Pact Magic (inherent ability): You have made a pact with a fiend. In return, he has granted you the use of spells. For your spells use CHA instead of WIS, spells cannot be traded or lost and occupy no gear slots, but you can only learn up to 10. You can choose to "forget" a spell when you gain a new one if you already know 10.

CHA Spell: ELDRITCH BLAST: Fire an energy blast at a target within very far range you can see.

STARTING WEALTH: 40 gp

STARTING ABILITY (Choose 1)

CHA Spell: CHILL TOUCH: Magically attack an enemy within far range, does MAGIC damage, and it can't regain hit points until the start of your next turn. If you hit an undead target, it also rolls hard on attack rolls against you until the end of your next turn.

CHA Spell: CHARM PERSON: A humanoid that is near to you and you can see makes a WIS check or regards you as a friendly acquaintance for an hour. The spell ends if you or your companions do harm it.

CHA Spell: WITCH BOLT: You fire a beam at a near target. On a hit, this forms a sustained arc of lightning, the target takes Magic damage, and for one minute on each of your turns you can use your action to deal Magic damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

STARTING LOOT (Choose 1)

Familiar: CONJURE FAMILIAR Spell: As large as a bird, mouse or snake. This can be an imp, pseudodragon, quasit, or sprite. Conjure and command this creature without a roll. If separated by more than 5 miles, it vanishes. The familiar has 1 HP. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack.

Pact Weapon: You can have one pact weapon. A pact weapon is a magical melee weapon that you can dismiss into an extradimensional space, and have it appear in your empty hand whenever you summon it. You can transform one magic weapon (other than an artifact or a sentient weapon) into your pact weapon by performing a special 1 hour ritual while you hold the weapon. Or you can use your action to create your pact weapon as a normal melee weapon that appears in your empty hand. Your pact weapon disappears if it is more than 5 feet away from you, if you use this feature again, if you dismiss the weapon (no action required), or if you die. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Book of Shadows: When you gain this tome, choose three low level spells from any spell list. The GM must approve the spells you choose. They should be approximately equivalent to D&D cantrips. While the book is on your person, you can cast those spells at will. If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony destroys the previous book. The book turns to ash when you die.

MILESTONE ABILITIES (Choose 1 when awarded)

CHA Spell: BURNING HANDS: Each creature in a 15-foot cone takes magic damage or makes a DEX check for half damage. The fire ignites any flammable objects in the area that aren't being worn or carried.

CHA Spell: COMMAND: You speak a one-word command to a creature you can see within far range. The target makes a WIS check or follows the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

CHA Spell: BLINDNESS/DEAFNESS: One creature you can see within near range makes a CON check or is either blinded or deafened (your choice) for 1 minute. It can make another check to end the effect at the end of each of its turns.

CHA Spell: SCORCHING RAY: You create three rays of fire and hurl them at targets within very far range. You can hurl them at one target or several. Make a spell attack for each ray. On a hit, the target takes Magic fire damage.

CHA Spell: STINKING CLOUD: You create a 20-foot-radius sphere of nauseating gas centered on a point within far range that lingers for up to 1 minute. Each creature within the cloud at the start of its turn must make a CON check or it spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this check.

Warlock Mastery

DARK ONE'S BLESSING: When you reduce an enemy to 0 hit points, your hit points are healed the same damage you inflicted + your CHA.

DARK ONE'S OWN LUCK: Once a day, when you attempt any task or save it will be easy for you.

FIENDISH RESILIENCE: Each day you can choose one damage type. You will receive half damage of this type unless it is from a magical or silvered weapon.

Using D&D Class rules

The Character Types (Classes) section of this document has my best shot at converting the D&D 5E Classes into ICRPG Types format. If you would prefer to make as few changes to the D&D classes as possible, you can use the class rules in the PHB with the following changes.

We are not be using MULTICLASSING or FEATS.

Levels: Use levels along with Tiers. Your character starts at level 1 and gains a level for every 5 mastery points.

Hit Dice: ICRPG doesn't use hit dice.

Hit Points at 1st Level: All classes start out with 10 Hit Points (one heart).

Hit Points at Higher Levels: You only get more hit points through Loot and Rewards. You don't receive more hit points for gaining a level. (Don't worry, monsters don't do as much damage as they do in D&D).

Proficiencies: ICRPG doesn't use proficiencies.

Saving Throws: ICRPG uses ability checks for saving throws. Characters don't typically get additional bonuses for saving throws.

Skills: You don't get proficiency bonuses to skill checks. However, some tasks may be easy for you based on your race or loot.

Background: You are encouraged to think up a background for your character, but you receive no specific features, abilities, equipment or coin from your background. You should summarize why your character is adventuring in your character's "story" on your character sheet.

Starting Wealth: ICRPG uses the generic term "coin" for all costs. This can be considered a gold piece. Because you won't be getting any starting equipment or money from your background, you can have a starting wealth based on your class: Barbarian, 20gp; Bard, 50gp; Cleric, 50gp; Druid, 20gp; Fighter, 50gp; Monk, 5gp; Paladin, 50gp; Ranger, 50gp; Rogue, 40gp; Sorcerer, 60gp; Warlock, 40gp; Wizard, 40gp

Equipment: For starting equipment choose any 4 items form the "Alfheim Basic Loot" table in the ICRPG Master Edition. Additional equipment can be purchased using the "Cost" list in this document as a guide.

Armor and Weapons: You can use the armor and weapon tables in the PHB if you would like, but they are only useful for item descriptions. Use ICRPG rules for cost, armor class and damage.

Features: these can be uses pretty much as they are presented in the PHB with the following changes.

Ability Score Improvement: At each level where your character receives an ability score adjustment, you can increase one ability of your choice by 1. You can't increase any ability above 10 using this feature.

Advantage and Disadvantage: Change to Easy and Hard.

Languages: Because you aren't getting any languages from your background, you can select additional languages, up to a maximum of your INT. You need to be able to explain what in your background enables you to know each of them.

Other Features: Any feature that references a rule that varies from the ICRPG rules should be reworded to work with the new rules or discarded.

Using D&D Spell rules

Below are my suggestions if you would rather use the D&D rules for magic and magic spells but still use most of the other ICRPG rules. For the most part, these rules will lower the damage and the number of spells you can cast.

Spell Points: Use this instead of spell slots.

Reference the spell slots for your character's level in the PHB to determine the highest level spell you are allowed to cast based on your class level. Then add together all your spell slots for all of your spell levels. You will start off each day with that number of spell points. [*Example: A level 6 sorcerer in the PHB gets four 1st, three 2nd, and three 3rd level spell slots. So the highest spell level he can cast is 3rd. Adding together all of the spell slots we get 4+3+3=10 so he will have 10 spell points*.] When you cast a spell, you spend (mark off) spell points equal in number to the level of the spell you are casting. Casting a cantrip doesn't cost any spell points. When you run out of spell points, you will only be able to cast cantrips.

Roll to CAST all Spells: Roll 1d20 adding your spellcasting ability modifier. For the DC, take the target that the GM has set for the area and add 1 for every spell slot you spend. On a natural 1 the spell fails, but you don't lose any spell points. A nat 20 always succeeds and if the spell does damage add an ultimate die to the damage.

Spell save DC: This is the target that the GM has set for the area.

Spell attack modifier: This is your spellcasting ability modifier. Use PHB spell descriptions with the following changes.

Casting Time: No change

Range: 5 ft. is Close, 35 ft. or less is Near, 70 ft. or less is Far, 150 ft. or less is Very Far. Don't change ranges that are more than 150 ft.

Area of Effect: Doesn't change.

Components: Eliminate all material components that don't have a cost associated with them. You may want to keep verbal and somatic components but they aren't required.

Duration: Keep the duration length, but change the DC for maintaining concentration to the Target set by the GM for the area.

At higher levels: You can cast any spell at a higher level up to the highest level of spell you can cast. This spell will cost you a number of spell points equal to the spell level you are using. Add the spell points you spend to the target number.

Damage: For spells that do damage, roll one magic effort die (d10) for each spell point spent.

Spell Saves: For spells that require a save make it an ability check instead. The DC for the save will be the Target that is set by the GM for the area.

Converting Monsters

If you want to use monsters that you have stat blocks for that are in the D&D 5E format (such as those found in the Monster Manuel) you can easily convert them by making the following changes.

Size, Type: Unchanged

Alignment: Not used.

Armor Class: Use the target for the encounter area instead. If the creature needs to make a Defense roll, subtract 10 from his armor class to get his DEFENSE score.

Hit Points: Take the creature's average number of hit points and divide it by 5. Round the result off to the nearest increment of 10. You can then change that to harts by dividing it by 10. [If it has 7 or fewer hit points change it to just 1 hit point.]

Example: The Death Tyrant in the MM has an average 187 Hit Points. Dividing that by 5 gives you 37.4. Rounding that result to the nearest 10 makes it 40 Hit points. Dividing 40 by 10 results in 4 hearts, so the Death Tyrant is a 4 heart monster (with 40 hit points).

Speed: Change all speeds to slow, average, fast or very fast. Using these categories changes the definition of near, far and very far in relation to that creature's movement in a turn of combat.

Speed Conversion Table				
D&D	**ICRPG**	**Near**	**Far**	**Very Far**
< 20'	**Slow**	Abt. 15 ft.	Abt. 30 ft.	Abt. 60 ft.
20 ft. to 40 ft.	**Average**	Abt. 30 ft.	Abt. 60 ft.	Abt. 120 ft.
> 40 ft.	**Fast**	Abt. 60 ft.	Abt. 120 ft.	Abt. 240 ft.
> 80 ft.	**Very Fast**	Abt. 120 ft.	Abt. 240 ft.	Abt. 480 ft.

Ability Scores: Only use the ability modifiers.

Saving Throws and Skills: Don't use these. Just use the ability score modifier.

Vulnerabilities, Resistances, and Immunities: Use these. When they take damage of the specified type, they take double damage if they are vulnerable, half damage if they are resistant, and no damage if they are immune.

Senses: Don't use Passive Perception. Use all of the others.

Languages: Of course. There is no reason not to use these.

Challenge Rating and Experience Points: Not used.

Special Traits: Use these, but if it has spellcasting only list 2 or 3 spells that it is most likely to use in combat.

Multiattack: Many monsters have this, use it.

Melee and Ranged Attacks:

   To hit Bonus: For melee weapons use their STR modifier. For ranged weapons use their DEX modifier.

   Damage Die: For weapon attacks, be they natural weapons such as claws or manufactured weapons, larger creatures do more damage than smaller creatures. Tiny creatures use d4, and for each size category above medium, damage die for natural weapons or weapons sized for the creature increases by one size category: T=d4→S&M=d6→L=d8→H=d10→G=d12

   For Breath Weapons: Use Magic effort (d10)

Number of Damage Die to Roll: One for each heart category of the creature.

Example: A Large 4 heart creature who hit with its bite would do 4d8 hit points of damage.

Reactions: ICRPG doesn't use reactions, but if you feel the monster needs to be able to use its special reaction use it. The rules can be different for monsters.

Legendary Actions: Only use these if the creature is intended to be a major encounter.

Converting Adventures

Converting published D&D 5E adventures is easy. You can use almost everything as published. Here are the only things you will need to change.

Monsters: You can convert the monsters as described above. I think you will find that after you have converted a few of them you will be able to convert them on the fly, as needed.

   Another option would be to substitute an ICRPG monster, or take a similar ICRPG monster and re-skin it.

Targets: For each room or encounter area set a target number. This is the AC to hit and DC for every monster and everything else.

   Set the first/easiest ones to 10.

   Set the hardest ones to 15.

   If you find these to be too easy for your group, increase them a little.

Loot: Either add loot from the ICRPG book, or replace any treasure in the adventure by selecting individual pieces of loot that fit the room and/or select which loot table to roll on for random loot.