

Ancient Crypts & Creatures



Players Handbook

FOR USE WITH



CREDITS

Written by DS Myers

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Thank you to my Sunday gaming group...
Bryan, Casey, Jon, Keegan & Stephen.

Ancient Crypts & Creatures requires the use of Index Card RPG
Core 2E Rulebook, by Hankerin Ferinale, Copyright 2018 by
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The included spells were based on Joe Lesko's D&D 5E Story Mode and
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INTRODUCTION

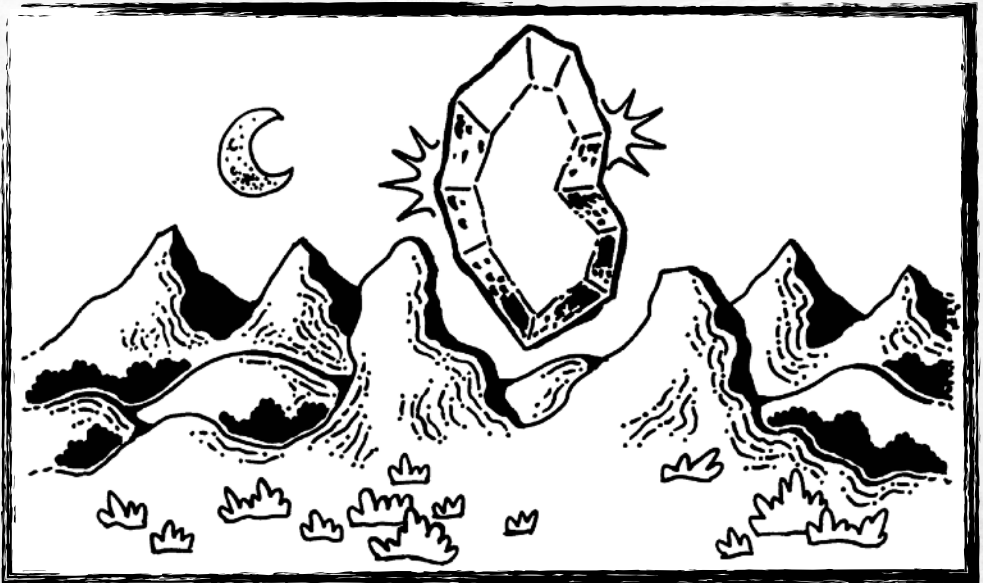
This has been a little labor of love. It sat in a small notebook for a long time and was originally written because I wanted to try running my group through Lost Mine of Phandelver but did not want to use 5e.

With the craziness going on in the world right now I wanted to compile it all into a small booklet and give it away to the ICRPG community as a thank you for their creativity and always welcoming attitudes towards people new to the game. I salute you all.

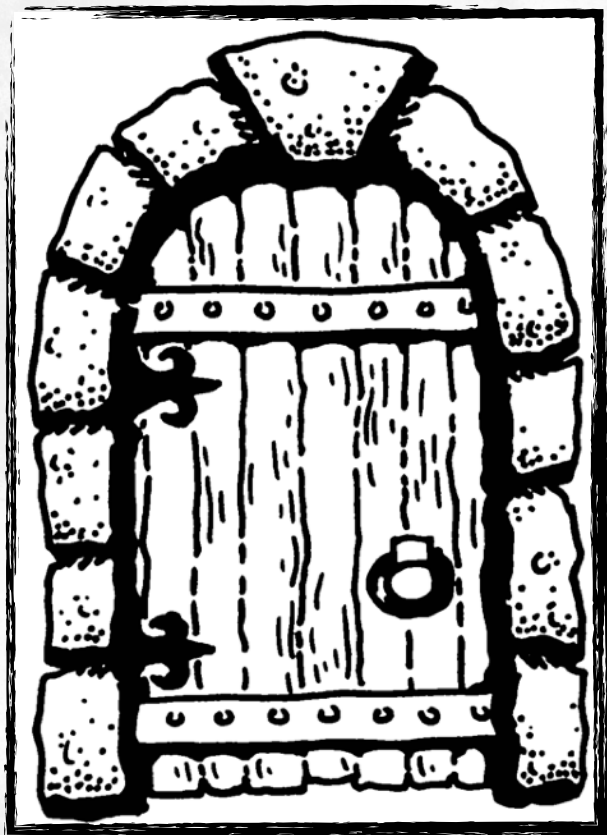
Hank's game changed the way I played and ran games for the better. As a GM since the late 80's I've ran tons of games in tons of systems but ICRPG has taken over 95% of my games. This little booklet combines it with my original love of that little red box that my uncle let me have in 1988. That little box changed my life for the better and gave me lifelong friends.

Thank you everyone. I hope something in here makes it to your table.

D. S. Myers



HOW TO



PLAY

NEW MECHANICS

Only 4 Classes

AC&C has only 4 character classes. Cleric, Fighter, Rogue & Wizard. Customization by TAGS lets these 4 basic character classes become the type of character the player envisions.

Effort by Class

In AC&C a characters CLASS dictates their EFFORT dice. Each CLASS is listed along with its EFFORT dice. For example a Fighter has d4 Magic Effort, d6 Basic Effort and d8 Weapon Effort.

This makes Fighters better at Fighting, Wizards better at Magic, etc.

For all classes ULTIMATE remains a d12.

See page 10 for Classes and Class based Effort.

XP

To recreate that classic style of play AC&C uses an Experience Point (XP) system for levels. Each Character Class requires a differing amount of XP to level up.

Spellcasting

AC&C uses a limited amount of spells. 8 Cleric Spells and 18 Wizard Spells are included in this book.

Aim

When using a ranged weapon a character may spend a round aiming to get a guaranteed hit on their next turn.

Unarmed & Improvised Weapons

In AC&C Unarmed damage is $1+STR$ for Clerics, Rogues & Wizards or $1d3+STR$ for Fighters. Unarmed damage is non-lethal and can be completely healed by taking a Recovery action after the fight.

Using an improvised weapon characters do $1/2$ damage. Roll $Weapon\ Effort + base+loot$ and divide by half, round up.

Movement

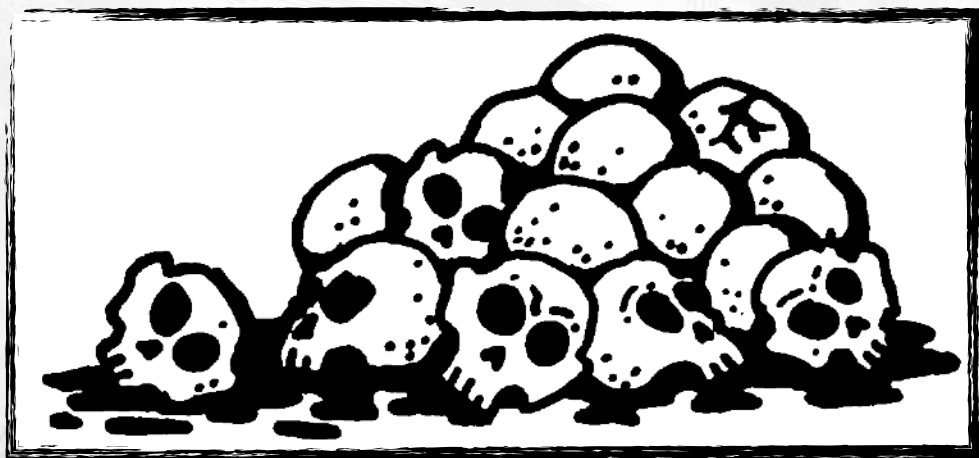
For movement on a grid based table mat or VTT game Movement Rates have been added to each Race (Bio-Form).

Movement is in squares (5 foot increments) i.e. your character has a MOVE of 6, and may move 6 squares (30 feet) on their turn and still make an ACTION or they move FAR (double their MOVE) and make no ACTION.

CHARACTER CREATION

Use the following steps to create your character.

- 1) Choose your RACE (Bio-Form) page 8
- 2) Choose your CLASS (Archetype) page 10
- 3) Choose your Starting Equipment page 14
- 4) Choose your Weapons page 15
- 5) Choose your Links, page 16
- 6) Choose your Spells (For Clerics and Wizards)
page 24



CHOOSE YOUR RACE

Choose your characters Race, take your Races STAT bonus and take all TAGS associated with your Race. Races also determine how many STAT, ARMOR & EFFORT points you have to spend.

Dwarf

+1 CON. Add 6 points to your STATS, ARMOR & EFFORTS.
Your MOVE is 5+DEX.

You gain the following TAGS.

TAG: Darkvision- You can see out to FAR even in complete (non-magical) Darkness and take no penalties from low light or lack of light.

TAG: Resistance to Arcane Magic- When making a SAVE vs. Arcane Magic your roll is EASY.

Elf

+1 CHA. Add 6 Points to your STATS, ARMOR & EFFORTS.
Your MOVE is 6+DEX.

You gain the following TAGS.

TAG: Enhanced Senses- Elves can see farther than humans in just about every circumstance and visual checks for them are always EASY.

TAG: Spell Resistance- Elves are resistant to any spells or abilities that cause charm or sleep. When making CHECKS or SAVES against these abilities they only fail on a Nat 1.

Gnome

+2 INT. Add 5 points to your STATS, ARMOR & EFFORTS.
Your MOVE is 4+DEX.

You gain the following TAGS.

TAG: Darkvision- You can see out to FAR even in complete (non-magical) Darkness and take no penalties from low light or lack of light.

TAG: Magical- All Gnomes begin the game with one Wizard Spell that they can innately cast. They must follow the rules for COST or BURN. Choose your spell from the list on page 24.

Half-Elf

+1 WIS. Add 7 points to your STATS, ARMOR & EFFORTS.
Your MOVE is 6+DEX.

You gain the following TAG.

TAG: Empathy- Half-elf's have an uncanny ability to empathize with others and all CHA checks are EASY for them.

Halfling

+1 DEX. Add 6 points to your STATS, ARMOR & EFFORTS.

Your MOVE is 4+DEX.

You gain the following TAGS.

TAG: Stealthy- All Stealth rolls are EASY.

TAG: Fearless- All rolls against Fear are EASY.

Half Orc

+2 STR. Add 5 Points to your STATS, ARMOR & EFFORTS.

Your MOVE is 6+DEX.

You gain the following TAGS.

TAG: Darkvision- You can see out to FAR even in complete (non-magical) Darkness and take no penalties from low light or lack of light.

TAG: Brutality- The first attack roll of every Encounter is EASY.

Human

Add 9 points to your STATS, ARMOR & EFFORTS.

Your MOVE is 6+DEX.

Humans gain no TAGS.



CHOOSE YOUR CLASS

You characters class determines their EFFORT, the weapons and armor they are allowed to use, their XP for levels and has a choice of several TAGS.

Cleric

Effort-

d4 Basic
d6 Weapon
d8 Magic
d12 ULTIMATE

Weapons Allowed: Any Bludgeoning

Armor Allowed: Any

TAGS-

Take the following TAG.

TAG: Divine Spellcaster- Clerics can cast Cleric Spells and gain 1 Spell at Character Creation. For more on Spells and Spellcasting see page 23.

And choose one of the following TAGS.

TAG: Smite- Do ULTIMATE damage to Undead, Demons & Devils on successful hits with a Melee Weapon.

OR

TAG: Healer- All Healing rolls are EASY, whether casting the HEAL spell, stopping a DYING countdown, or other.

Cleric XP Table

Level	XP Needed
1	-
2	226
3	501
4	901
5	1,801
6	3,501
7	7,001
8	14,001
9	30,001
10	42,501
11	+12,000 Per level



Fighter

Effort-

d4 Magic

d6 Basic

d8 Weapon

d12 ULTIMATE

Weapons Allowed: All

Armor Allowed: All

TAGS-

Choose one of the following 4 TAGS.

TAG: Weapon Specialization- When using a specific weapon do +2 WEAPON EFFORT. The cost to replace the weapon if lost or broken is 5X the cost.

OR

TAG: Tracker- All Tracking and Survival rolls are EASY.

OR

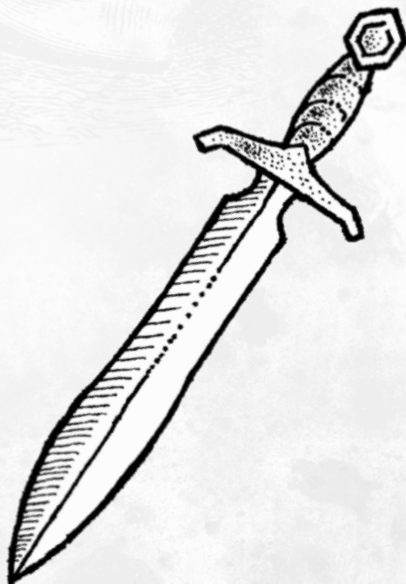
TAG: Known Spell- Choose one spell from either the Cleric or Wizard Spell lists. You can cast this spell as a Wizard or Cleric but must abide by the rules for those classes casting.

OR

TAG: Armored- When wearing your chosen armor (light, medium or heavy) you gain a LOOT bonus of +2 to your Armor Class. If this armor is lost or broken the cost to replace it is 5X.

Fighter XP Table

Level	XP Needed
1	-
2	201
3	401
4	851
5	1,701
6	3,401
7	6,801
8	13,601
9	27,201
10	40,001
11	+13,000 per level



Rogue

Effort-

d4 Magic
d6 Weapons
d8 Basic
d12 ULTIMATE

Weapons Allowed: one handed melee weapons and all ranged weapons

Armor Allowed: Light

TAGS-

Choose one of the following TAGS.

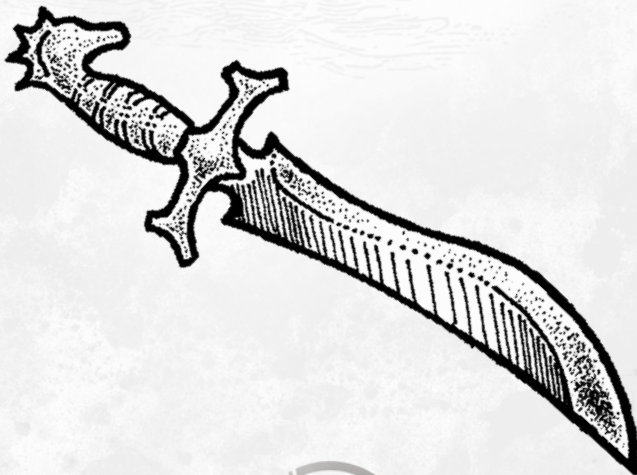
TAG: Back Attack- Once per Encounter when attacking with a one handed melee weapon you can do ULTIMATE damage.

OR

TAG: Thief- All Stealth and Hiding rolls are EASY.

Rogue XP Table

Level	XP Needed
1	-
2	126
3	251
4	601
5	1,201
6	2,401
7	4,801
8	10,001
9	22,001
10	36,001
11	+14,000 per level



Wizard

Effort-

d4 Weapon
d6 Basic
d8 Magic
d12 ULTIMATE

Weapons Allowed: Dart, Dagger, Sling, Staff

Armor Allowed: None

TAGS-

Take the following TAG.

TAG: Arcane Spellcaster- Wizards can cast Wizard Spells. You can choose 3 Wizard Spells from the Wizard Spell List at character creation. For more on Spells and Spellcasting see page 23.

And choose one of the following TAGS.

TAG: Alchemy- You can make potions or poisons. This requires access to a laboratory and ingredients.

TAG: Ancient Lore- When studying ancient texts, recalling history, reading arcane scripts etc. all rolls are EASY.

Wizard XP Table

Level	XP Needed
1	-
2	261
3	521
4	1,041
5	2,081
6	4,251
7	8,501
8	17,001
9	34,001
10	50,001
11	+16,000 per level



STARTING EQUIPMENT

Choose 3 of the following Items.

Bag of 50 GOLD	You've got some money.
Superior Weapon	A Superior Weapon does +1 Weapon Effort. Costs 2X normal price to replace.
Light Armor	+2 ARMOR
Medium Armor	+4 ARMOR
Shield	+2 ARMOR
Spellbook	Stores spells, see ICRPG Core Rules 2E for more info on Spellbooks.
Healing Potions	A satchel of 3 Healing Potions. Healing Potions heal 1d10 hp.
Backpack, Dungeon	Takes 2 equipment slots. Holds 10 torches, a bedroll, a weeks rations, shovel and pick, flint and steel, 50 ft. of rope, iron spikes and more.
Backpack, Overland	Takes 2 equipment slots. Holds 5 torches, a tent and bedroll, a weeks rations, flint and steel, all weather clothing and more.
Thieves' Tools	Makes picking locks EASY. Break on a Nat 1.
Supplies Pack	Contains food, firestarters, flares, bandages and more. 1 Supply is consumed per day of travel for every 4 people.
Pack Horse	A pack horse can carry up to 40 items. They consume 1 Supply every two days.

WEAPONS

Choose up to 3 of the following Weapons.

Axe	Two handed does +1 Weapon EFFORT
Bow	Range FAR.
Club	Two handed does +1 Weapon EFFORT
Crossbow	Does not add Weapon EFFORT bonus, Range FAR
Cudgel	Can choose to subdue instead of harm.
Dagger	Can also be thrown, Range NEAR.
Darts	Range NEAR.
Flail	Against shielded enemies gain a +1 bonus
Great Sword	Two Handed only, does +1 Weapon EFFORT
Javelin	Range FAR.
Mace	Can choose to subdue instead of harm.
Morning Star	-
Polearm	Can hit all enemies within NEAR
Sling	Range NEAR.
Spear	Can also be thrown, Range NEAR.
Staff	-
Sword, Short	-
Sword, Long	-

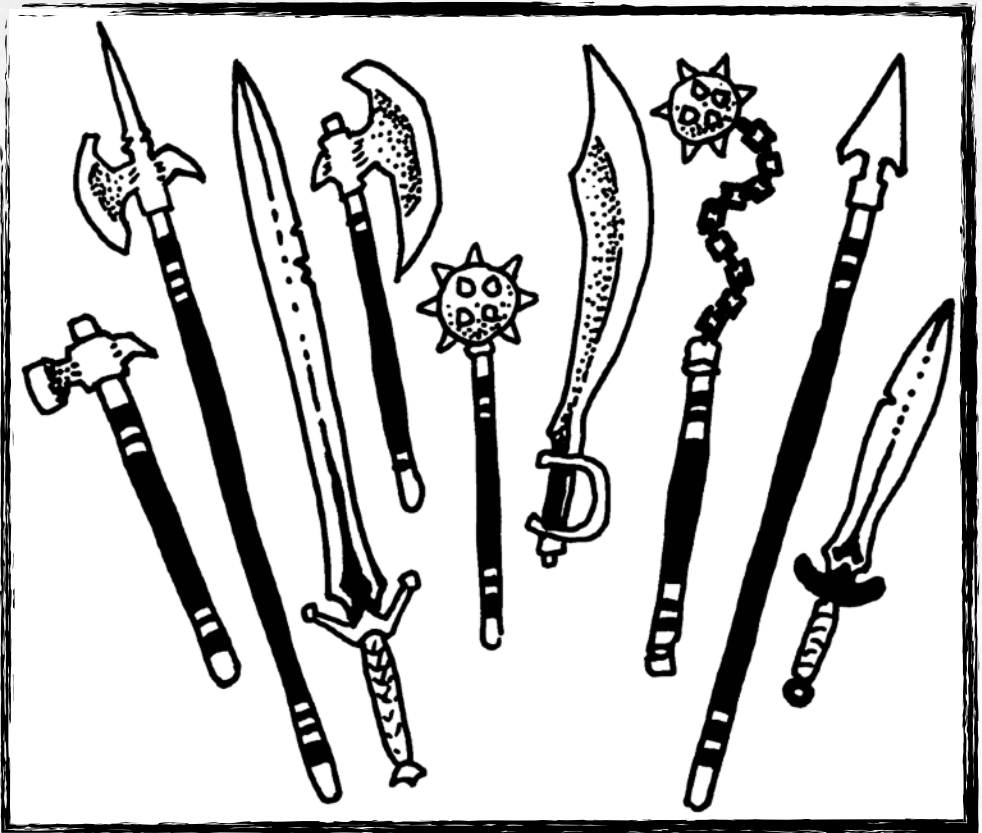
LINKS

Every character in the party has a tie to another. Use the following tables going in **TURN** order to create a bond with the character to **your LEFT**.

D8 Roll	Link
1	If the character to your left is the same race (or close) you are siblings. If not you are related by marriage.
2	If the character to your left is the same class, you were taught by the same master. If not, you grew up as close friends.
3	You were both adopted by the same family at a young age.
4	You were both orphaned and grew up on the streets together.
5	You fought in the same war.
6	Met on a pilgrimage, caravan or journey.
7	Best Friends.
8	You were the only survivors of a tragedy.



EQUIPMENT



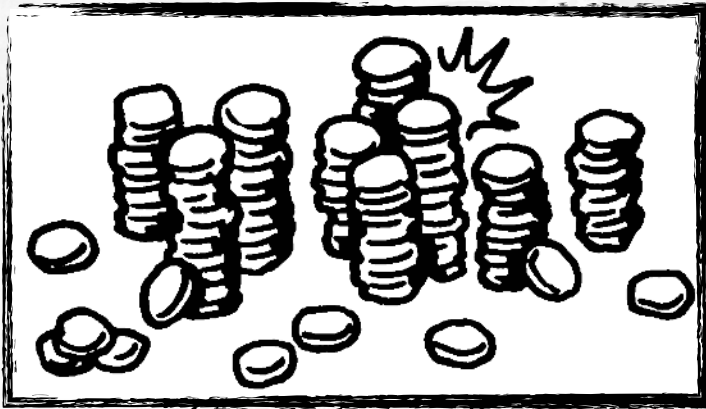
LIST

AC&C uses GOLD as the base unit of money but other coins do exist in the world. The three standard coins are the Copper piece (cp), the Silver piece (sp) and the Gold Piece (gp).

100 Copper piece (cp) = 1 Gold piece (gp)

10 Copper piece (cp) = 1 Silver piece (sp)

10 Silver piece = 1 Gold piece



The following equipment lists give a good idea of the costs of most normal adventuring items, these may vary in availability and cost based on your campaign world.

Armor

Armor	Cost
Light Armor, Armor +2	10 gp
Medium Armor, Armor +4	75gp
Heavy Armor, Armor +6	300 gp
Shield, Armor +2	10 gp

Weapons

Weapon	Cost
Axe	10 gp
Bow	50 gp
Club, Sling or Staff	Free
Crossbow	75 gp
Cudgel	1 gp
Dagger	2 gp
Darts	1 gp
Flail	15 gp
Great Sword	100 gp
Javelin	1 gp
Mace	15 gp
Morning Star	10 gp
Polearm	25 gp
Spear	1 gp
Sword, Long	75 gp
Sword, Short	50 gp

Adventuring Equipment

Item	Cost
Backpack, Dungeon (takes 2 equipment slots)	50 gp
Backpack, Overland (takes 2 equipment slots)	50 gp
Bottle, Glass	2 gp
Chain, 20 ft. (2 HEARTS to break)	2 gp
Crowbar/Prybar (prying is EASY)	3 gp
Fishing Gear (makes fishing EASY)	1 gp
Flint and Steel (start a fire in 1d4 rounds)	1 gp
Hammer (do Weapon damage to doors, walls etc)	1 gp
Healing Potion (Heal 1d10 hp)	50 gp
Holy Symbol, Silver (casting Turn Undead is EASY)	25 gp
Holy Water, Flask (do 1d12 damage to Undead)	30 gp
Horse, Pack (carry 40 items, 1/2 supply per day to feed)	25 gp
Horse, Riding (fast)	100 gp
Horse, War (EASY Fear based checks)	400 gp
Horn (loud, can be heard up to 1 mile)	5 gp

Adventuring Equipment (cont'd)

Item	Cost
Lantern (like a torch but more reliable, 40 ft. Light radius)	7 gp
Manacles (3 HEARTS effort to break)	15 gp
Mirror, Small (comes in handy for Medusas)	10 gp
Oil, Lantern Flask (refills lantern, lasts 1 hour)	1 gp
Padlock and Key (1 HEART effort to pick, 2 to break)	25 gp
Paper (10 sheets)	10 gp
Rope & Hook (50 ft., once attached climbing is EASY)	10 gp
Spellbook (Blank)	100 gp
Supplies Pack (1 day)	10 gp
Thieves' Tools (Pick Locks EASY. Break on a Nat 1.)	30 gp
Trap, Metal Animal (does 1d8 damage when sprung)	65 gp
Torches (10)	1 gp



Provisions & Lodging

Item	Cost
Ale, Mug	5 cp
Cheese, Block	2 sp
Grains, Bag	4 sp
Liquor, Cask	25 gp +
Liquor, Shot	2 sp
Lodging, Common Inn	2 gp
Lodging, Poor Inn	1 sp
Food Rations (1 day)	5 sp
Food Rations (1 week in iron cans)	10 gp
Tavern Meal, Common	2 sp
Tavern Meal, Good	1 gp
Tea Leaves, 1 lb.	1 sp
Tobacco, 1 lb.	5 sp
Wine, Common (Bottle)	2 sp
Wine, Fine (Bottle)	10 gp +

SPELLS &



SPELLCASTING

STARTING SPELLS

Wizards begin the game with 3 spells in their Spell Book. Clerics begin with 1 spell. Choose from the following list (spell descriptions are on page 26)

Cleric Spells

Bolt
Charm
Detect
Enhance
Heal
Light
Protect
Turn Undead

Wizard Spells

Animal
Blast
Bolt
Charm
Detect
Enchant
Enhance
Entangle
Fire
Hide
Ice
Illusion
Light
Protect
Sleep
Spirit
Telekinesis
Teleport

CLERIC

SPELLCASTING

Cleric Spells take up no Equipment Slots and have no COST associated with their casting, but are subject to Holy Backfire on a roll of Natural 1. (see page 47 ICRPG Core 2E Rulebook).

WIZARD

SPELLCASTING

Wizard Spells can either take up one Equipment Slot (in the case of scrolls, rune stones, etc) or can be stored in a SPELL BOOK (see page 47 ICRPG Core 2E Rulebook). When a Wizard casts a spell they pay a COST in Hit Points but are ONLY subject to Backfire (page 47 ICRPG Core 2E Rulebook) if they roll a Blunder (Nat 1) and then an additional Nat 1 on a d12.

COST & BURN

When a Wizard casts a spell they must either pay a COST or BURN the spell.

Burn

BURNing the spell requires no INT CHECK but the spell is lost until the character can take a RECOVERY IN HOURS (see page 21 ICRPG Core 2E).

Cost

Casting the spell with COST requires the Wizard to make an INT CHECK vs. the current TARGET. On a success (meet or beat the TARGET) the spell is cast and the Wizard must pay the COST in hit points (hp) by the level of the spell they cast.

Wizard Spell Cost

Spell Level	Cost
1	1 hp
2	1d3 hp
3	1d6 hp
4	1d10 hp

Hit Points lost by COST can be RECOVERED in the normal ways, by magical healing, etc.

SPELL LEVELS

A Wizard can cast any known Spell at a higher Spell Level. The higher the Spell's Level the more powerful it becomes.

Clerics can also cast any of their known Spells at a higher Spell Level but since they do not pay a hp COST for casting their cost comes in the form of not being able to cast ANY spells for a set amount of time.

The following table shows the difficulty and amount of time that a Cleric loses the ability to cast spells.

Cleric Spell Loss

Spell Level	Time
1	None
2	1d4 Rounds
3	Rest of the Encounter
4	Until they receive a Full Recovery in Hours

A Wizard or Cleric may only cast up to a Spell Level equal to their BASE INT (for Wizards) or WIS (for Clerics). i.e. a Cleric with a WIS BASE of 3 can only cast up to Spell Level 3.



SPELL DESCRIPTIONS

Animal

Duration: 1 Encounter or Scene

Empower: 1 HEART per Spell Level

Summon an animal of 1 HEART or less from the local terrain and befriend it. You can communicate with it telepathically using simple words and it is willing to follow simple commands. At the end of the duration the animal leaves. If the creature can fly, it costs +2 hp COST.

Blast

Duration: Instantaneous

Empower: +1 die of MAGIC

EFFORT per Spell Level

Create a burst of energy inflicting MAGIC damage to all creatures in a NEAR radius of the target point. (DEX Save = 1/2 damage).

Bolt

Duration: Instantaneous

Empower: +1 die of MAGIC

EFFORT per Spell Level

Emit an energy bolt or ray at a single target for MAGIC damage. (No save)

Charm

Duration: 1 Encounter or Scene

Empower: 1 HEART per Spell Level

Choose one or more humanoid targets who are not in combat and

have a combined HEART total of equal to or less than Spell Level. If a target misses a CHA Save they become friendly for the duration or until attacked. CHA checks against the target are EASY.

After the spell ends the targets are aware that they were charmed.

Detect

Duration: Instantaneous

Empower: Extra 30 foot radius per Spell Level

Within the given radius you may choose to detect nearby traps, or sources of magic or a specific object or person.

Based on the success of the Spellcasting CHECK (INT or WIS) you will get a sense of the direction and distance of the target(s).

Enchant

Duration: As long as it takes to do the required EFFORT

Empower: +1 each additional HEART of EFFORT

For every HEART of MAGIC effort you can enchant one weapon or item giving it a +1 magical bonus for one scene or location. You must be fairly still while enchanting an item and can not MOVE.

Enhancement

Duration: 1 Encounter or Scene
Empower: Additional Round per Spell Level

Make a single targets next CHECK or ATTEMPT EASY or HARD that they make for a single Ability (choose one), or give them a +2 bonus to EFFORT.

Entangle

Duration: 1 Encounter or Scene
Empower: +2 5 ft. Squares per Spell Level OR lasts +1d6 rounds

Create two 5 foot square areas of vines that last 1d6 rounds. The given area can be distributed however you wish e.g. on the ground (Difficult terrain), blocking doorways, on a wall, etc.

The vines have 1 HEART of hp per 5' square. They immediately dissolve in fire or Acid.

Fire

Duration: 1 Encounter or Scene
Empower: +1 die of MAGIC EFFORT per Spell Level

Create a single area of fire in a 10 foot radius on the ground or as a 1/2 foot thick wall in a shape of your choice.

Creatures standing in the fire take MAGIC damage when it appears and at the end of each round they remain inside.

Any creature that moves through a wall of fire takes 3x ULTIMATE damage (no save).

The fire may spread to flammable objects but is extinguished at the end of the duration or when the caster ends the spell.

Heal

Duration: Instantaneous
Empower: +1 die of MAGIC EFFORT per Spell Level

Restore the given number of hit points to a single creature. 10 hit points of healing may be substituted to cure one disease or poison.

Hide

Duration: 1 Encounter or Scene
Empower: one additional Target per Spell Level

A willing target becomes a semitransparent blur or takes on an illusory disguise to blend in with their surroundings gaining the given bonus to any Stealth checks. The spell ends early if the target makes an attack or is attacked.

Ice

Duration: 1 Encounter or Scene
Empower: +2 5 foot squares per Spell Level

Create a two 5 foot square areas of ice, on the ground or as a one foot thick wall, in a shape of your choice.

An icy floor counts as Difficult terrain. Creatures moving on ice or standing on the ice at the end of its turn must succeed on a DEX save or fall Prone. An ice wall has 2 HEARTS per 5' section.

The ice melts at the end of the duration or when the caster ends the spell.

Illusion

Duration: 1 Encounter or Scene
Empower: Increases Target Number to disbelieve by 3

Create a single illusion up to man size which is capable of making sound, animating, and moving at a walking pace.

After one round intelligent creatures may make a WIS check to realize it is an illusion.

Light

Duration: One Hour
Empower: Increase Radius by 40 ft.

Emit a magic source of light from an object or weapon comparable in brightness to a torch (40 ft. radius), for one hour.

All friendly creatures within the light make EASY vision based CHECKS. When entering the light invisible creatures must make a CON save or become visible.

Protect

Duration: 1 Encounter or Scene
Empower: +1 die of MAGIC EFFORT in hp per Spell Level or 1 additional HEART per Spell Level to doors, windows etc,

Grant MAGIC EFFORT in temporary hit points to a single target until the duration ends or they are used. You may spend an additional Spell Level to grant the target EASY on all Saves until the end of the spell.

If cast on a closed door, window, chest, etc. it becomes magically sealed and has 1 HEART until it takes enough damage to break the spell. You can maintain only one "lock" at any given time.

Sleep

Duration: 1 Encounter or Scene
Empower: 1 additional HEART

Choose one or more humanoid targets who are not in combat and have a combined HP of 1 HEART total or less.

The targets go into a sleep like trance. They awake if they are shaken or attacked.

After they are awakened, their rolls are all HARD for one round.

Spirit

Duration: 1 Encounter or Scene

Empower: +30 feet per Spell Level

Create a small glowing spirit through which you can remotely see, hear and speak. It may not attack or perform physical actions other than movement.

It can fly to any location within the given range of 30 feet and may move through solid objects. You are effectively Blinded while focusing on your spirit. You may change focus to your spirit and back as an Action.

If the spirit is attacked you take the damage directly and the spell ends.

Telekinesis

Duration: 1 Encounter or Scene

Empower: +100 pounds per Spell Level

Slowly move, turn, lift or manipulate an object or group of similar objects up to the given weight. Make a Spellcasting check to perform any movements requiring accuracy.

It can also be used to hold a creature of the given weight in place for 1d4 rounds.

Teleport

Duration: Instantaneous

Empower: 1 additional Target per Spell Level

One willing creature and the Caster are instantly transported to a location within eyesight or that the caster has been to before within 1 mile per Spell Level.

After being teleported any target other than the caster must make a CON Check or for one round all rolls are HARD.

Turn Undead

Duration: Instantaneous

Empower: An additional 1d8 HEARTS or 1 round per Spell Level, your choice.

You can repel 1d8 HEARTS worth of Undead for 1 round, they cannot get NEAR you.



LEVELING & AWARDS

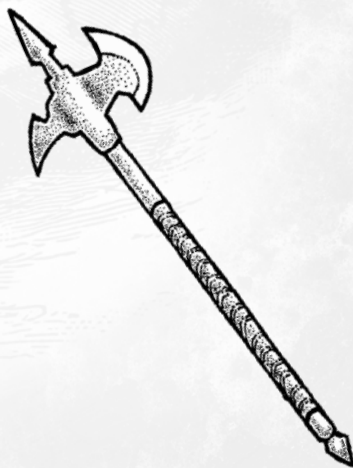
AC&C uses a similar leveling system to Alex Alvarez's optional system in the fantastic Altered State.

To continue past level 10 just start over with the table and let characters take another of their Class TAGS at level 11 and then 12 and beyond use the Level Rewards table.

A sample list of Milestone TAGS is available on the next page.

Level Rewards

Lvl	Rewards
1	-
2	1 Milestone TAG or Spell (Cleric/Wizard)
3	1 random LOOT from the Loot Table
4	+1 to any STAT
5	1 Milestone TAG or Spell (Cleric/Wizard)
6	1 random LOOT from the Loot Table
7	+1 to any STAT
8	Heart Stone
9	1 Milestone TAG or Spell (Cleric/Wizard)
10	+2 to any STAT



MILESTONE TAGS

TAG	INFO
Bard	With a successful CHA CHECK the ally you've chosen's next CHECK or ATTEMPT is EASY.
Beast-Friend	Attempts to calm or befriend natural animals are always EASY. You have a 1 HEART animal companion.
Blessed	Your Healing spells are always successfully cast. Still roll and on a NAT 20 also do Double ULTIMATE EFFORT.
Blind Fighting	You can fight in utter darkness without penalty.
Bowman	Bow shots are always EASY.
Escape Artist	You can escape from any prison or manacles. No roll necessary.
Fearsome	Intimidating anyone for you is EASY.
Hard to Kill	Your dying timer is now a d10.
Interrogator	You can always get information from those you've captured. No roll necessary.
Luck	Every Encounter you may re-roll a Natural 1 once.
Paladin	You can cast Turn Undead as a Cleric but using CHA as your spell casting roll.
Ranger	You are at home in the woodlands. All outdoor survival rolls, tracking, wilderness knowledge rolls etc are always successful. No roll needed.
Reliable	Your first attack of every combat is always successful, no roll needed.
Weapon Master	Choose a weapon, on an ATTEMPT of 18+ with it you get a second attack with it.

FOR USE WITH



For use with Index Card RPG Core
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Players Handbook has 4 Classes, 7
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By D.S. Myers