

Ancient Crypts & Creatures



Rules Addendum for
Classic Fantasy-style Play

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

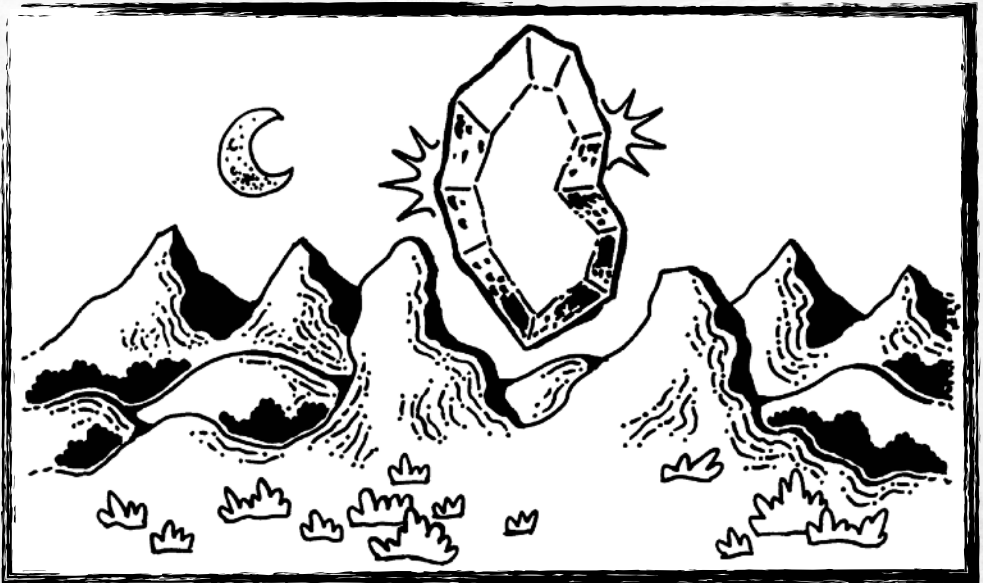
This has been a little labor of love. It sat in a small notebook for a long time and was originally written because I wanted to try running my group through Lost Mine of Phandelver but did not want to use 5e.

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.

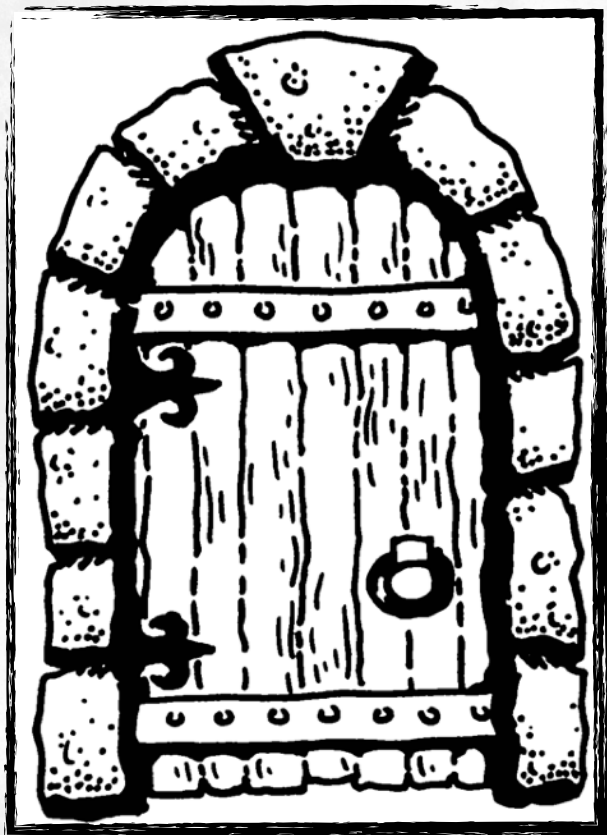
Hank's game changed the way I played and ran games for the better. As a GM since the late 80's I've ran tons of games in tons of systems but ICRPG has taken over 95% of my games. This little booklet combines it with my original love of that little red box that my uncle let me have in 1988. That little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

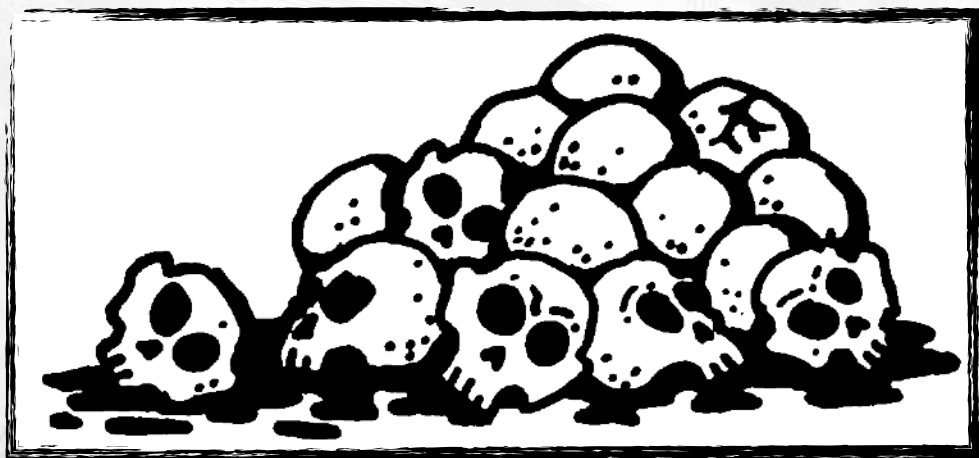
For movement on a grid based table mat or VTT game Movement Rates have been added to each Race (Bio-Form).

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

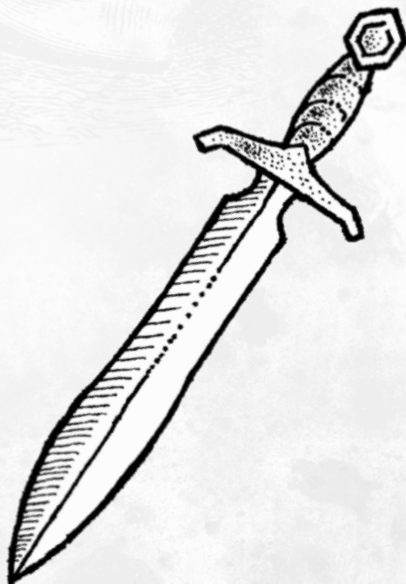
TAG: Known Spell- Choose one spell from either the Cleric or Wizard Spell lists. You can cast this spell as a Wizard or Cleric but must abide by the rules for those classes casting.

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.

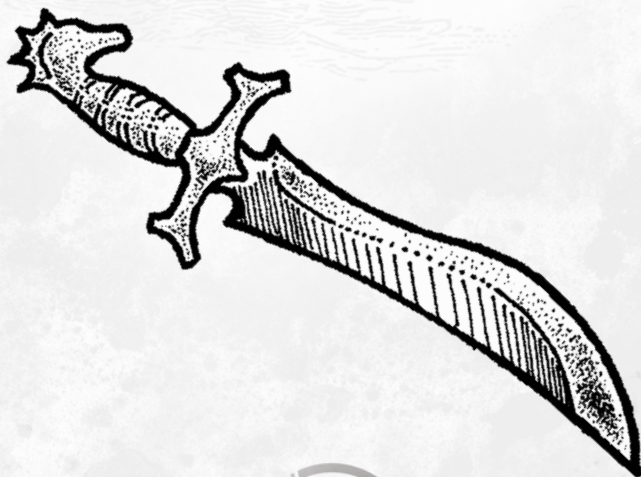
TAG: Back Attack- Once per Encounter when attacking with a one handed melee weapon you can do ULTIMATE damage.

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.

OR

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	-

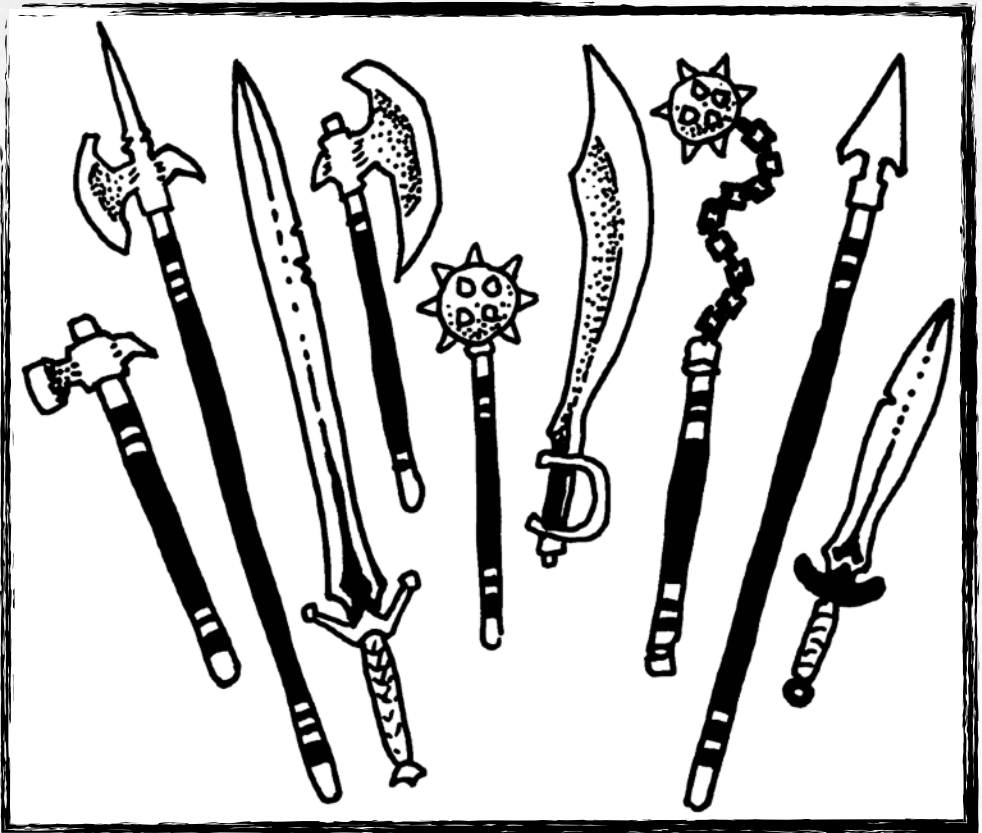
LINKS

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



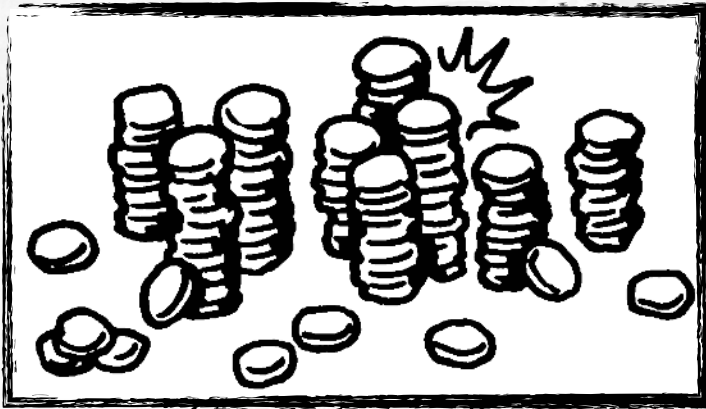
LIST

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.



GM'S



SECTION

LOOT TABLE

ROLL 1D100

ROLL	LOOT
1	A bag of 1d10 GOLD
2	Potion of Giant Strength, Item, STR of 6 for one Encounter
3	Scroll of Healing, Item, One use, Heals all within NEAR to full health
4	Efficient Quiver, Item, never-ending arrows with +1 Weapon EFFORT
5	Mace +1, Weapon, +1 to Weapon EFFORT when used
6	Potion of Poison Resistance, Item, Immune to Poison for one Encounter
7	Ring of Climbing, Item, All Climbing rolls are EASY
8	Potion of Heal, Item, Heal to full health
9	Dagger +1, Weapon, +1 Weapon EFFORT when used
10	Boots of Speed, Item, Double your MOVE
11	Potion of Arrow Protection, can't be hit by ranged weapons for 1 encounter
12	Ring of Protection +1, Item, +1 ARMOR
13	Short Sword +1, Weapon, +1 Weapon EFFORT when used
14	Horseshoes of Speed, Item, doubles MOVE of your mount
15	Potion of Haste, Item, double MOVE for one Encounter
16	Elven Chain Mail, Armor, takes up no SLOT, +6 ARMOR
17	Amulet of Mighty Fists, Item, fists do Weapon EFFORT
18	Dwarven Mug, Item, always full of ale
19	Long Sword +1, Weapon, +1 Weapon EFFORT when used
20	Belt of Giant Strength, Item, STR is 6
21	Potion of Empathy, Item, +4 CHA for one Encounter
22	Torch of Light, Item, works as the <i>Light</i> spell on command

23	Ring of Fire Resistance, Item, cannot be harmed by fire
24	Potion of Protection, Item, works as a 2nd level <i>Protect</i> spell
25	Axe +2, Weapon, +2 Weapon EFFORT when used
26	Holy Cudgel, Weapon, +1 Weapon EFFORT, +4 vs. Undead
27	Cloak of Protection, Item, ARMOR +2 can be worn by any CLASS
28	Folding Boat, Item, with command word becomes a ship
29	Boots of Jumping, Item, Can jump as far as MOVE, 1/2 Move vertically
30	Bag of Holding, Item, can hold 20 items but takes up only 1 equipment slot
31	Manual of Quickness of Action, Item, once read (1 hr) base DEX goes up 1
32	Darts +1, Weapon, set of 4, +1 Weapon EFFORT when used
33	Cloak of Resistance, Item, saves vs. spells are always EASY
34	Potion of Water Breathing, Item, can breath underwater for one hour
35	Bracers of Armor, Item, +3 ARMOR, can be worn by any CLASS
36	Bottle of Fog, Item, when opened creates dense fog out to FAR
37	Shield +4, Armor, ARMOR +4
38	Gauntlets of Ogre Power, Item, STR +2
39	Amulet of Natural Armor, Item, any CLASS, +3 ARMOR
40	Horn of the Merfolk, Item, when sounded calms all water in 5 mile radius
41	Bow +1, Weapon, +1 Weapon EFFORT when used
42	Mask of Disguise, Item, face changes to resemble anyone you have seen
43	A Gem worth 5000 GOLD
44	Cloak of Charisma, Item, +3 CHA
45	Ring of Protection +2, Item, +2 ARMOR
46	Boots of Elvenkind, Item, you now move silently, no check
47	Never-ending Flask of Holy Water, Item, always full of Holy Water
48	Staff of Healing, Item, has 1d8+2 charges, each Charge heals 1 HEART
49	Armbands of Strength, Item +2 STR
50	Ring of Regeneration, Item, Heal 1 HP per round

51	Dwarven Hammer, Weapon, +2 Weapon Effort, range NEAR, returns
52	Ring of the Chameleon, Item, can blend into walls etc when still
53	Manual of Bodily Health, Item, once read (1 hr.) base CON goes up 1
54	Gloves of Dexterity, Item, +2 to DEX
55	Serpent Staff, Item, Staff becomes 1 HEART serpent under your command
56	Amulet of Health, Item, +2 CON
57	Crystal Ball, Item, scry on any known target, they get a WIS Save to notice
58	Boots of Teleportation, Item, works as up to 4th level spell of the same name
59	Portable Hole, Item, can hold 50 ITEMS
60	Amulet of the Planes, Item, you and 4 others can travel to other planes
61	Ancient Prayer Beads, Item, +2 WIS
62	Flying Carpet, Item, holds up to 5 Medium sized people, MOVE: Fly 20
63	Ring of Telekinesis, Item, cast 2nd level <i>Telekinesis</i> on command, no COST.
64	Helm of Brilliance, Item, when work INT is 7
65	Shield of Force, Armor, +2 ARMOR, once per game session can force all enemies back to FAR
66	Manual of Gainful Exercise, Item, once read (1 hour) Base STR goes up 1
67	Titan's Maul, Huge Weapon, must have STR of 6 to wield, does Ultimate
68	Wand of Illusion, Item, can cast <i>Illusion</i> spell for 1/2 COST
69	Ring of Protection +3, Item, +3 ARMOR
70	Periapt of Wisdom, Item, +2 WIS
71	Holy Mace, Weapon, +2 Weapon Effort, +6 vs. undead, devils and demons
72	Flametongue Long Sword, Weapon, does ULTIMATE when lit on command
73	Cloak of Invisibility, Item, become invisible until hit or make attack
74	Medallion of Spell Resistance, Item, all rolls against Spells are EASY
75	Magical Light Armor, Armor, ARMOR +4

76	Slippers of Spider Climbing, Item, can full MOVE up walls and ceilings
77	Morning Star +2, Weapon, +2 Weapon EFFORT
78	Amulet of Turn Undead, Item, Turn TWICE as many undead
79	Potion of Heroism, Item, gain 2 HEARTS and +3 to all rolls for Encounter
80	Wand of Blasting, Item, 1d8+2 uses of 4th level Blast
81	Backpack of Holding, Item, Hold 20 Items takes up one SLOT
82	Ring of Blinking, Item, can disappear and reappear anywhere within NEAR.
83	Ring of Decimation, Item, Usable Once, kills all foes out to FAR
84	Great Sword +2, Weapon, +2 Weapon EFFORT when used
85	Ring of Jumping, Item, can jump as far as MOVE
86	Ring of Three Wishes, Item, you have 3 wishes
87	Saint's Mace, Weapon, does +5 Weapon Effort to evil creatures
88	Book of Infinite Spells, Item, A Wizard can now cast every Wizard Spell
89	Ring of Water Walking, Item, can MOVE across water freely
90	Dragonslayer Long Sword, Weapon, +2 Weapon EFFORT, +6 vs. Dragons
91	Spear +2, Weapon, +2 Weapon EFFORT when used
92	Ring of Elemental Command, Item, Call Elemental to fight for 1d6 rounds.
93	Potion of Resurrection, Item, bring back the dead within 1 hour
94	Bow of Flame, Weapon, shoots flame arrows at +3 Weapon EFFORT
95	Ring of Invisibility, Item, become invisible until hit or make attack
96	Ring of Wizardry, Item, Lower all COST by 1
97	Magical Medium Armor , Armor, ARMOR +6
98	Magical Heavy Armor, Armor, ARMOR +8
99	Arrow of Dragon Slaying, Item, one use, slays any dragon instantly on a hit
100	Vorpal Long Sword, +4 Weapon Effort, on a Nat 20 roll again second Nat 20 beheads any creature of 4 HEARTS or less

LEVELING & AWARDS

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

When a character levels up feel free to use this table as reward structure for the players.

A sample list of Milestone TAGS is available on the next page. But feel free to work with players to devise

new ones or borrow others from different ICRPG products.

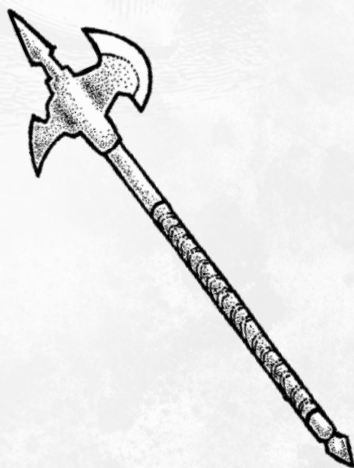
To continue past level 10 just start over with the table and let characters take another of their Class TAGS at level 11 and then 12 and beyond use the Level Rewards table.

Awarding XP

A good base amount of XP is 10 xp per HEART of enemies defeated (or avoided, outsmarted etc.) and 10 xp for every 100 GOLD found. Add it all together and then divide it by the number of Player Characters.

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.

MONSTERS



& CREATURES

Monsters & Effort

Monsters use ICRPG's normal EFFORT die.

d4 Basic
d6 Weapon
d8 Magic
d12 ULTIMATE

Ankheg

3 Hearts



+4 All Rolls
2 Actions, Large
Move: 6

Grab: If both attack actions hit the same target the Ankheg can automatically bite for ULTIMATE on every TURN until the victim makes a HARD STR CHECK to free themselves or the Ankheg dies.

Spit Acid: Once during an Encounter an Ankheg can hit everything NEAR with acid for 2XULTIMATE (DEX SAVE for 1/2). This can damage LOOT.

Ape, Great

2 Hearts



+3 Attempts, +2 Effort
2 Actions, Medium
Move: 7

Rend: If the ape hits with both fists it will rend the opponents flesh for an extra 1d6 damage.

Assassin Vine

3 Hearts

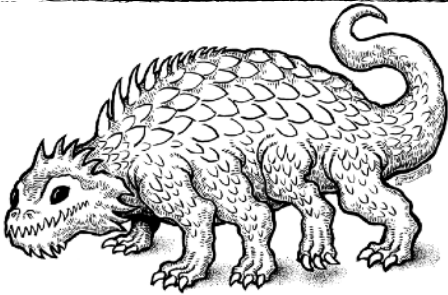


+3 All Rolls
4 Actions, Large
Move: nil

Entangle: When hit by a tendril a PC must make a STR Check to free themselves on their next turn. If they fail they automatically take damage.

Camouflage: An Assassin Vine is indistinguishable from an ordinary plant. They always attack before players on the 1st round.

Basilisk



3 Hearts



+3 All Rolls
1 Action, Medium
Move: 4

Petrifying Gaze: Any creature NEAR a Basilisk must make a DEX save every TURN, on a fail they must also make a CON save. Failing the CON save they are immediately turned to stone.

Bear, Cave

2 Hearts

+6 STR, +4 All Other Rolls
2 Actions, Large
Move: 8

Blood Rage: When damaged to 1/2 or less all their future attacks do ULTIMATE damage.

Behir

5 Hearts



+5 All Rolls
4 Actions, Huge
Move: 8

Breath Weapon: Electricity in a line out to FAR. Does 2x ULTIMATE damage (save for 1/2). Can only do once every 10 rounds.

Swallow Whole: On a Nat 20 bite attack the opponent is swallowed whole and takes ULTIMATE damage every round until freed.

Boar, Wild

1 Heart



+2 All Rolls
1 Action, Medium
Move: 6

Charge: With enough space a boar can move FAR and attack with its tusks for ULTIMATE and the victim must make a CON check or be knocked prone.

Bugbear



2 Hearts



+3 All Rolls
1 Action, Medium
Move: 6

Surprise Attack: If a bugbears first attack is successful it does 2X Weapon damage.

Bulette

4 Hearts



+4 All Rolls
2 Actions, Large
Move: 8

Deadly Leap: Jumps up and lands, all NEAR must make a DEX or STR Save or be knocked prone and take ULTIMATE damage. Those who made their save still take 1/2.

Centaur

1 Heart



+2 All Rolls
1 Action, Large
Move: 9

Tracking: Centaurs can track prey and only fail on a Nat 1.

Chimera

4 Hearts



+5 All Rolls
3 Actions, Large
Move: 6, Fly 10

Breath Weapon: 3x per day a Chimera's dragon head is able to shoot flame in a cone out to FAR for 2X Magic Damage (DEX save for 1/2).

Crocodile

2 Hearts



+3 All Rolls
1 Action, Large
Move: 4, Swim 6

Roll: On a successful bite attack the victim must make a STR save or the crocodile can drag them underwater.

Cloaker

2 Hearts



+3 All Rolls
1 Action, Large
Move: 2, Fly 8

Fear: Anyone NEAR must make a CHA save or suffer from fear for 1d4 rounds (only action is MOVE away from the cloaker while afraid).

Engulf: DEX save to avoid, or take Weapon damage until freed.

Doppleganger

1 Heart



+2 All Rolls
1 Action, Large
Move: 7

Change Shape: A Doppleganger can assume the shape and form of any small or medium sized humanoid creature.

Detect Thoughts: Dopplegangers can read the surface thoughts of anyone NEAR.

Dragons

5+ Hearts



+8 All Rolls

3 Actions + Heal, Huge

Move: 10, Fly 15

These STATS are for a standard Adult dragon of each type. Adjust the STATS by the dragons age or to better fit your campaign.

Dragon Magic: Some adult dragons can cast spells. Feel free to give your dragons any spells you wish.

Heal: Dragons can use an ACTION to heal 1d8 hp and will do so every round they have an injury.

Breath Weapons (by color)

Black Dragon: Acid, Line to Double FAR, for 3X Ultimate, DEX save for 1/2. Recharge in 1d8 rounds.

Blue Dragon: Electricity, Line out to Double FAR for 3X Ultimate, DEX save for 1/2. Recharge in 1d8 rounds.

Green Dragon: Poison, Cone out to FAR for 3X Ultimate, CON save for 1/2. Recharge in 1d8 rounds.

Red Dragon: Fire, Cone out to FAR for 3X Ultimate, DEX save for 1/2. Recharge in 1d8 rounds.

White Dragon: Cold, Cone to FAR for 3X Ultimate, CON save for 1/2. Recharge in 1d8 rounds.

Brass Dragon: Sleep, Cone out to FAR. CON Save or fall asleep for 1d10 minutes. Recharge in 1d8 rounds.

Bronze Dragon: Repulsion, Cone out to FAR. STR save or be pushed back 60 ft. (12 square). Recharge in 1d8 rounds.

Copper Dragon: Slow, Cone out to FAR. CON Save or MOVE is reduced to 1/2 for 1d10 minutes. Recharge in 1d8 rounds.

Gold Dragon: Fire, Cone out to FAR for 3X Ultimate, DEX save for 1/2. Recharge in 1d8 rounds.

Silver Dragon: Paralyze, Circle out to FAR, CON save or be paralyzed for 1d10 minutes. Recharge in 1d8 rounds.



Drider



2 Hearts



+4 All Rolls
2 Actions, Large
Move: 7

Web: Anyone NEAR must make STR Save or be stuck. Web has 1 HEART.

Poison: When bit by a Driver make a CON Save or be paralyzed for 1d8 rounds.

Dragonne

3 Hearts



+6 STR, +4 All Other Rolls
2 Actions, Large
Move: 8, Fly 6

Roar: Anyone NEAR must make a CHA save or lose 1d4 STR (can take them negative) for 10 rounds. A Dragonne can use this ability every 4 rounds.

Eagle, Giant

2 Hearts



+5 All Rolls
2 Actions, Large
Move: 4, Fly 20

Dive: A Giant Eagle can dive onto an opponent. If both claws hit the victim is grasped in its talons unless a DEX save is made.

Detect Falsehood: Giant Eagles can determine the truth of any statement. All CHA checks when lying to a Giant Eagle are HARD.

Elementals

3 Hearts



+6 STR, +4 All Other Rolls
1 Action, Large
Move: varies by type

Slam: All Elementals attack by running into opponents. This does Ultimate damage.

Air, MOVE: 20. Change into Whirlwind, lasts 1d10 rounds. Becomes Huge and anyone inside must make CON checks or fly back to FAR and possibly take damage if hitting walls or objects.

Earth, MOVE: 4. Can glide through stone. And can Slam into the ground causing a tremor out to FAR all in the area must make DEX checks or fall prone.

Fire, MOVE: 10. They Attack with Fire. Can cause damage to LOOT. If an opponent takes more than 10 hp in damage from a Slam, one random Item of LOOT must make a SAVE (Use characters DEX Save) or be lost.

Water: MOVE: 4, Swim: 30. Torches or lanterns extinguish when hit and are unharmed by even magical Fire.

Elf, Drow

1 Heart



+4 DEX, +2 All Other
Rolls
1 Action, Medium
Move: 8

Poison: Drow use poison tipped weapons. When hit must make CON Save or be affected as the *Sleep* Spell.

Ettercap

1 Heart



+4 STR, +2 All Other Rolls
1 Action, Medium
Move: 6

Poison: When bit, CON Save or be paralyzed for 1d6 Rounds.

Web: All NEAR must make DEX to avoid being stuck in the WEB. HARD STR Check or 1 HEART damage to break free.

Ettin

3 Hearts



+5 STR, +0 INT, +3 All
Other Rolls
2 Actions, Large
Move: 8

Always Alert: Eating heads sleep in shifts, they cannot be surprised.

Gelatinous Cube



2 Hearts



+5 STR, +2 All Other Rolls
1 Action, Large
Move: 4

Engulf: Moves into opponents space, they must make DEX Save or be engulfed. Engulfed characters take auto damage every round until freed. Also every round one random non-metal LOOT is destroyed.

Transparent: HARD to spot.

Fungus, Violet

1 Heart



+3 All Rolls
1d4 Actions, Medium
Move: 2

Rotting Touch: When hit make CON Save or take additional 1d4 damage.

Ghast

2 Hearts



+4 All Rolls
1 Action, Medium
Move: 6

Stench: All NEAR must make a CON Save on every TURN or any CHECK or ATTEMPT is HARD for that round.

Paralysis: When struck by a Ghast must make STR Save or be paralyzed for 1d6 rounds. Elves are immune to this.

Giant, Cloud

8 Hearts



+8 All Rolls
2 Actions, Huge
Move: 12

Rock Throwing: Can hurl boulders out to FAR, striking anyone NEAR to the target unless a DEX Save is made. Does Ultimate on a failed save.

Ghoul

1 Heart



+2 All Rolls
1 Action, Medium
Move: 6

Paralysis: When struck by a Ghoul must make STR Save or be paralyzed for 1d6 rounds. Elves are immune to this.

Giant, Fire

7 Hearts



+7 All Rolls
2 Actions, Huge
Move: 10

Fire: Immune to Fire, take 2X damage from Cold.

Giant, Frost

6 Hearts



+6 All Rolls
2 Actions, Huge
Move: 10

Rock Throwing: Can hurl boulders out to FAR, striking anyone NEAR to the target unless a DEX Save is made. Does Ultimate on a failed save.

Cold: Immune to Cold, 2X damage from Fire.

Giant, Stone

5 Hearts



+4 All Rolls
2 Actions, Huge
Move: 9

Rock Throwing: Can hurl boulders out to FAR, striking anyone NEAR to the target unless a DEX Save is made. Does Ultimate on a failed save.

Giant, Storm

9 Hearts



+9 All Rolls
2 Actions, Huge
Move: 12

Rock Throwing: Can hurl boulders out to FAR, striking anyone NEAR to the target unless a DEX Save is made. Does Ultimate on a failed save.

Spells: Storm Giants cast spells as a 10th level Wizard.

Giant, Hill

4 Hearts



+4 All Rolls
2 Actions, Huge
Move: 7

Rock Throwing: Can hurl boulders out to FAR, striking anyone NEAR to the target unless a DEX Save is made. Does Ultimate on a failed save.

Gnoll



1 Heart



+2 All Rolls
1 Action, Medium
Move: 6

Rampage: If a Gnoll strikes a deathblow it can immediately move out to FAR and bite another opponent.

Goblin

1/2 Heart
(5 hp)



+1 All Rolls
1 Action, Small
Move: 6



Golem, Clay

3 Hearts



+6 STR, +3 All Other Rolls
1 Action, Large
Move: 4

Immunity to Magic: Clay Golems are immune to all Wizard and Cleric spells.

Golem, Iron

4 Hearts



+8 STR, +4 All Other Rolls
1 Action, Large
Move: 4

Immunity to Magic: Iron Golems are immune to all Wizard and Cleric spells. Fire Magic heals them.

Breath Weapon: Vapor, out to NEAR. CON save or lose 1/2 your max hit points and fall unconscious for 1d6 rounds.

Golem, Flesh

2 Hearts



+5 STR, +2 All Other Rolls
1 Action, Large
Move: 4

Immunity to Magic: Flesh Golems are immune to all Wizard and Cleric spells besides *Cold* which Slows them.

Golem, Stone

3 Hearts



+7 STR, +3 All Other Rolls
1 Action, Large
Move: 4

Immunity to Magic: Flesh Golems are immune to all Wizard and Cleric spells.

Slow: When NEAR a Stone Golem make a STR Save or be Slowed (1/2 MOVE and 1/2 Actions).

Gorgon

3 Hearts



+4 All Rolls
1 Action, Large
Move: 7

Breath Weapon: Gas Cloud to NEAR, all inside make a CON Save or slowly turn to Stone in 1d6 rounds.

Trample: With space a Gorgon will run through victims. All in its path out to FAR must make DEX Saves or take Ultimate.

Hag, Green

3 Hearts



+6 INT +3 All Other Rolls
2 Action, Large
Move: 6

Spellcaster: Load this monster with spells.

Weakness: Anyone NEAR must make a CHA Save or feel weak and ineffective. All rolls for those weakened are HARD.

Griffon

2 Hearts



+4 All Rolls
2 Actions, Large
Move: 6, Fly 12

Hag, Night

2 Hearts



+6 INT +3 All Other Rolls
2 Action, Large
Move: 6

Spellcaster: Load this monster with spells.

Dream Haunting: Night Hags weaken victims in their dreams, WIS Save or lose 1 CON.

Harpy

1 Heart



+3 All Rolls
2 Actions, Medium
Move: 4, Fly 10

Song: When a Harpy sings those out to Double FAR must make a CHA Save or be charmed by the Harpy. They will approach her and offer no resistance to her attacks. Once hit they can make another CHA Save. Once a save is made they are immune to that Harpy's song for 24 hours.

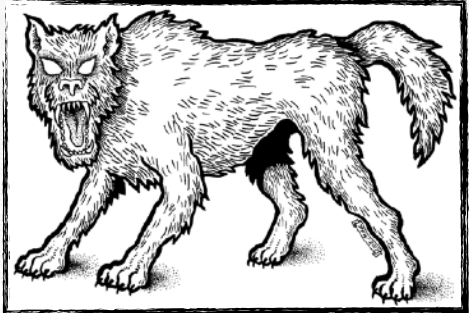
Hippogriff

1 Heart



+2 All Rolls
2 Actions, Large
Move: 10, Fly 20

Hellhound



2 Hearts



+4 All Rolls
2 Actions, Medium
Move: 8

Breath Weapon: Shoots a flying pellet at one NEAR target for Magic Damage (Save for 1/2).

Fiery Bite: When bit anything combustible, including LOOT, may catch fire.

Hobgoblin

1 Heart



+3 All Rolls
1 Action, Medium
Move: 6

Hydra



Homonculous

1 Heart



+1 All Rolls
1 Action, Small
Move: 4, Fly 8

Poison: When bit by a Homonculous make a CON Save or go comatose for 1d12 rounds.

Bond: A Homonculous is telepathically linked to it's creator and cannot go more than 100 ft. away from its creator. If killed it's creator loses 1 HEART from the shock.

1 Heart
PER HEAD

5 ♥ +

+5 All Rolls
5+ Actions, Huge
Move: 5

Heads: Hydra have between 5 and 12 heads. Treat each Head as a 1 HEART CHUNK. A Hydra cannot be killed until all of it's heads are destroyed. Each living head gets an attack every round.

Breath Weapon: Some Hydra have a breath weapon in one head which targets one creature for Magic Damage from fire, DEX Save for 1/2.

Kobold



1/4 Heart
(3 hp)



+1 All Rolls
1 Action, Small
Move: 6

Lamia

3 Hearts



+5 All Rolls
2 Actions, Large
Move: 12

Spellcasting: Most Lamia have a range of spells.

Wisdom Drain: When touched by a Lamia make a WIS Save or lose 1 point of Wisdom. If they takes you below 0 you are enslaved to the Lamia forever.

Lamassu

3 Hearts



+5 All Rolls
3 Action, Large
Move: 6, Fly 12

Circle Against Evil: All evil creatures out to FAR make all checks and attempts at HARD.

Telepathy: Lammasu can speak to anyone NEAR with telepathy.

Lich



10 Hearts



+10 All Rolls
3 Actions, Medium
Move: 6

Fear Aura: Any creature under 3 HEARTS that gets NEAR a Lich cannot fight, cast spells or approach within 10 ft. There is no Save and it lasts as long as the Lich is present.

Paralyzing Touch: Must make STR Save or suffer Magic damage and be immobilized for 1d4 rounds.

Spellcaster: Liches will often have a full repertoire of Wizard Spells. Lich do not pay COST when casting spells.

Rejuvenation: A Lich is not destroyed when its body dies. Instead its soul returns to its phylactery and at the next full moon it will return at full health.

Individual: Every Lich is different from the other, with their own history, name, special powers, and goals. They should be played as the villains they truly are, ones that have the power to shape countries, to start wars, to overcome mankind.

Lizardfolk



1 Heart



+2 All Rolls
1 Action, Medium
Move: 6, Swim 4

Hold Breath: A lizard folk can hold its breath for up to 30 minutes. If they come into contact with gas or poison vapors they will hold their breath and be unaffected.

Locathah

1 Heart



+2 All Rolls
1 Action, Medium
Move: 2, Swim 12

Mounts: Locathah often ride giant eels as mounts when outside their lair.



Lycanthrope, Werewolf

2 Hearts



+4 STR, +2 All Other Rolls
2 Actions, Medium
Move: 6, As Wolf 10

Knock Down: Can attempt to drag opponents down with a successful bite. DEX Save to resist or be pulled down, you act LAST on the next round.

Alternate Forms: A werewolf can assume human, wold and hybrid forms.

Protect: When two or more werewolves are NEAR each other in combat their Attack rolls are all EASY.

Wolf Empathy: Werewolves can telepathically communicate with wolves and will often accompany them.

Manticore

3 Hearts



+6 all Rolls
3 Actions, Large
Move: 6, Fly 10

Tail Spikes: Manticore can release a barrage of 1d6 spikes at one creature. Each spike does Weapon damage. They can do this every 1d10 rounds.

Merfolk

1 Heart



+2 All Rolls
1 Action, Medium
Move: 2, Swim 10

Summon: Merfolk can summon other sea creatures up to 3 HEARTS worth.

Mimic



3 Hearts



+4 all Rolls
1 Action, Large
Move: 2

Mimic Shape: A Mimic can assume the form of any object that is roughly 150 cubic feet. A large chest, a bed, a couch, or a wide door, etc. If someone really studies it closely allow them an INT Save to notice it is not what it appears to be.

Minotaur

2 Hearts



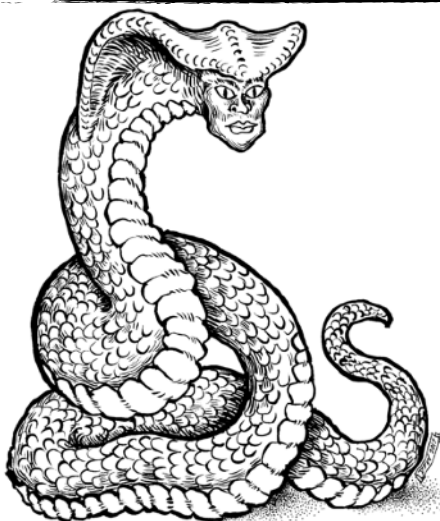
+3 All Rolls
1 Action, Medium
Move: 7

Mazehunter: Minotaur are never lost and track unerringly.

Charge: If a Minotaur can get a 30 ft. run before attacking they can Charge. A Charge does Magic damage and the victim of a successful charge must make a STR Save or fall prone.



Naga, Guardian



4 Hearts



**+8 INT, +4 All Other
Rolls**
2 Action, Large
Move: 8

Spellcaster: Naga often know 4-6 Wizard Spells and cast them as a Wizard with an INT of 8.

Highly Poisonous: Naga poison is dreaded and on a successful bite a Naga can inject venom. Make a CON Save, on a fail you drop to 0 hp and your Dying Timer starts.

Ochre Jelly

6 Hearts



+4 All Rolls
1 Action, Large
Move: 2

Split: Every time an Ochre Jelly is hit it splits into parts. Treat each new part as a 1 HEART Chunk.

Ogre

3 Hearts



+6 STR, -3 INT and CHA
+2 All Other Rolls
1 Action, Medium
Move: 6

Orc



1 Heart



+4 STR, +2 All Other Rolls
1 Action, Medium
Move: 6

Otyugh

3 Hearts



+4 All Rolls
2 Actions, Large
Move: 4

Disease: When bitten by an Otyugh make a CON Save or contract a minor disease. This disease makes all rolls HARD until either receiving magical healing or the end of the Encounter.

Phase Spider

2 Hearts



+2 All Rolls
2 Actions, Large
Move: 6

Venom: CON Save or take an additional 1d8 damage.

Phase: Can blink in and out of the material plane. Make a DEX Check to attempt to hit them when phasing out.

Purple Worm

7 Hearts



+7 All Rolls
2 Actions, Huge
Move: 4, Burrow 4

Swallow Whole: On a NAT 20 bite the opponent is swallowed whole and takes Ultimate damage on their turn, every turn until freed.

Poison Stinger: Those hit with a Purple Worm's stinger take Double ULTIMATE damage (CON Save for 1/2)

Quasit

1/4 Heart
(2 hp)



+2 All Rolls
1 Action, Small
Move: 8, Fly 10

Rat, Giant

1/2 Heart
(5 hp)



+1 All Rolls
1 Action, Small
Move: 6

Disease: Anyone bit by Giant Rats must make a CON Save at the end of the encounter. On a failed Save they have contracted a minor disease.

Roper

2 Hearts



+4 All Rolls
6 Actions, Large
Move: 1

Strands: Roper have 6 strands and can attack anyone out to NEAR. Each strand has 5hp but is HARD to hit.

Satyr

2 Hearts



+4 All Rolls
2 Actions, Medium
Move: 8

Pipes: A Satyr can charm anyone NEAR by playing their pipes. Must make CHA Save or be charmed.

Blend: Satyrs are HARD to spot in their natural surroundings.

Skeleton

1 Heart



+2 All Rolls
1 Action, Medium
Move: 5

Shadow

2 Hearts



+3 All Rolls
2 Actions, Medium
Move: Fly 10

Strength Drain: When hit lose 1 point of STR until you can take a RECOVERY in HOURS.

Sunlight Vulnerability: Direct sunlight kills Shadows.



Snake, Giant

3 Hearts



+5 All Rolls
1 Action, Large
Move: 8

Poison: CON Save or take additional 1d12 damage and all rolls HARD until magically healed or 1d10 minutes pass.

Treant



Sphinx

4 Hearts



+7 All Rolls
2 Action, Large
Move: 10 Fly 15

Roar: Effects all NEAR creatures unless a WIS Save is made. On a failed save those affected flee in fear for 1d8 rounds.

3 Hearts



+5 All Rolls
2 Action, Huge
Move: 6

Trample: Anyone in the path of a walking Treant must make a DEX Save or take ULTIMATE damage.

Troglodyte

1 Heart



+2 All Rolls
1 Action, Medium
Move: 6

Stench: When frightened or angry a Troglodyte secretes a foul smelling oil. All NEAR must make a CON Save or all rolls are HARD until they leave NEAR.



Troll

3 Hearts



+5 STR +3 All Other Rolls
1 Action, Medium
Move: 6

Regenerate: Unless damaged by Acid or Fire a Troll regenerates 4 hp per round.

Wight

2 Hearts



+3 All Rolls
1 Action, Medium
Move: 6

Energy Drain: Every hit by a wight lose 1 CON, if it takes you to -5 CON you die instantly. You can regain 1 CON per hour after combat.

Worg

2 Hearts



+4 STR, +2 All Other Rolls
1 Action, Medium
Move: 10

Pounce: On a successful bite attack can knock opponent prone unless they make a DEX or STR save (players choice).

Mount: Worg's are often used as mounts by Goblins and seem to be able to communicate with them somehow.

Wyvern

3 Hearts



+4 All Rolls
2 Actions, Large
Move: 4, Fly 12

Poison Stinger: CON Save or take 1d8 Poison damage and be paralyzed for 1d6 rounds. Successful Save halves damage and no paralysis.

Wraith



3 Hearts



+6 All Rolls
2 Actions, Medium
Move: Fly 12

Energy Drain: Every hit by a Wraith lose 1 CON, if it takes you to -5 CON you die instantly. You can regain 1 CON per hour after combat.

Incorporeal: Can only be struck by Magic or Magical Weapons.

Fear Aura: Animals will not go NEAR a Wraith under any circumstance.

Zombie



1 Heart



***1 All Rolls**
1 Action, Medium
Move: 4

Slow: Zombies always go last in any given round.

Optional MORALE Rule

Roll CHA CHECKS for Monsters vs. the current target number when they

Lose their Leader

1/2 or more die

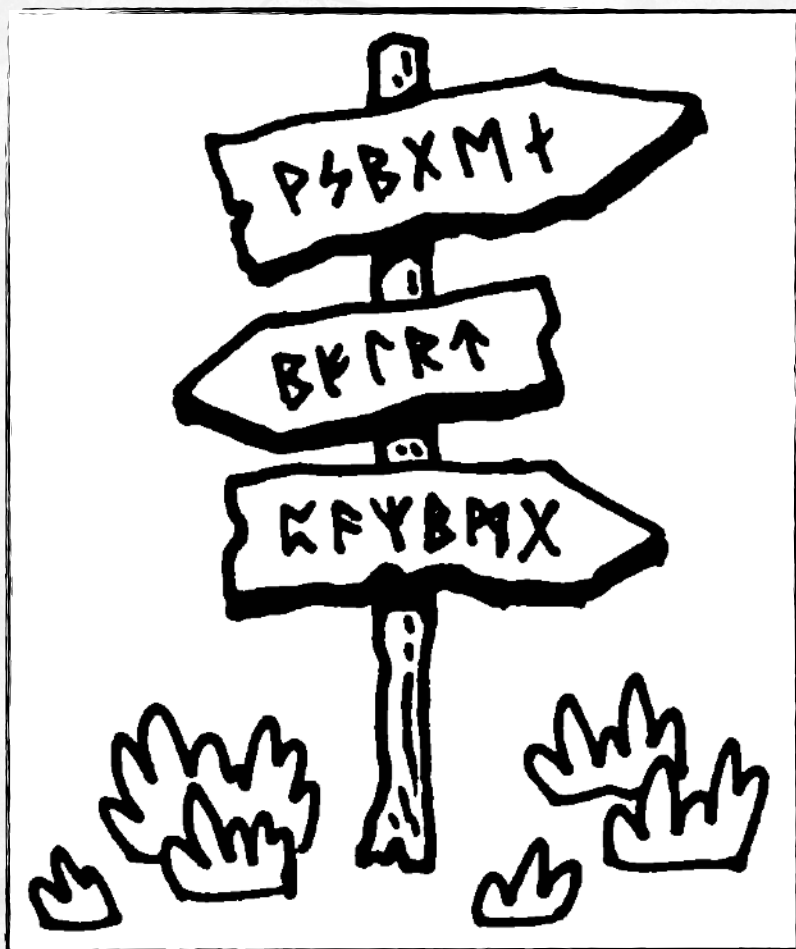
Are facing overwhelming odds

Etc.

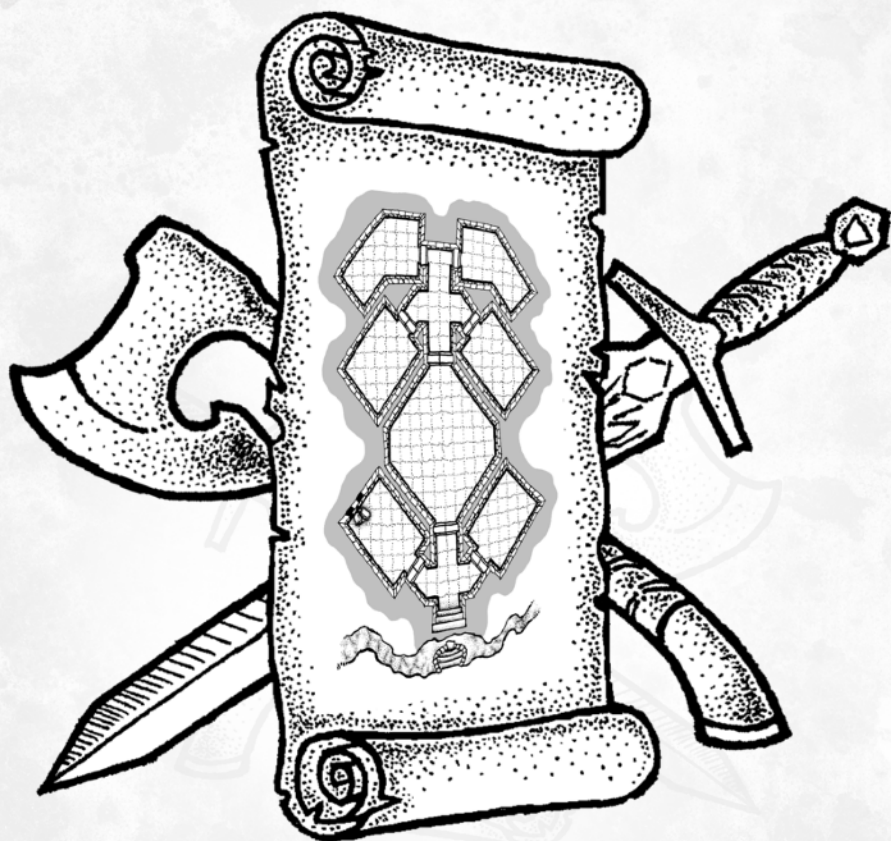
If the check fails they will attempt to surrender or flee

INTRODUCTION

Well met, traveler. What we have here is the first AC&C Adventure, a deadly dungeon with a new monster, ready for your AC&C (or standard ICRPG) game. Nothing too fancy, just a fun-filled little dungeon crawl like we did in the old days.



ADVENTURE



A Blaze in the Northern Sky

THE BEGINNING

GETTING THERE

As the players approach a village from the south they see the smoldering remains of a small forest north of town. Small wisps of smoke and ash can still be seen on the horizon.

THE VILLAGE

The people in the village are weary but still worried.

The village was raided by Hobgoblins and a large Ogre that wore a collar and chain last night.

The local ranger fought and killed 3 Hobgoblins before succumbing to his wounds.

The Hobgoblins took most of the town's supply of grain and with winter around the corner they fear they will go hungry come years end.

Several men in town got together and decided they would go after the raiders. They gathered their weapons and followed the Hobgoblins into the woods north of town.

About a half hour later the villagers noticed the woods north of town were ablaze.

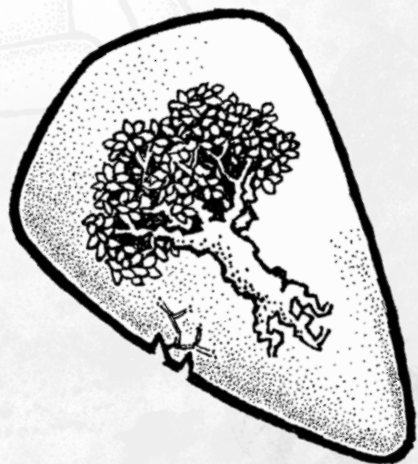
It rained here around sunrise and the forest fires died out, which is strange because the players noticed no signs of rain on their travels to here.

The villagers can amass a small sum of 56 GOLD and a jeweled necklace worth 100 GOLD if the players need more motivation to investigate. *Offer this only if needed.*

SUPPLIES

The players can find most standard supplies in town, the mayor does have a few Healing Potions he would part with for 40 gp each.

There is a blacksmith, but he is slow, so with weapons and armor there would be a long wait.



TO THE FOREST

As the players get closer to the smoldering remains of the forest they spot some greenery already beginning to grow, birds landing in blacked out trees, silhouettes of deer and other game standing in the remains of the forest.

Tracking where the village men went into the woods is **HARD** but as the players traverse the ash and burned trees they are surprised by a willowy old man in a cloak carrying an oaken staff.

The man is Perlon, a druid of the north, he saw the woods ablaze this morning while he was traveling (he was shape changed into a hawk but will not say so unless pressured).

When he saw the flames he called a storm to stop the fires.

He has been here since this morning helping the forest regrow and expects to be here several weeks.

He knows where several bodies lie.

THE BODIES

The bodies lay in what was once a grove. 4 badly burned human corpses, one with a spear still stuck in its ribcage, the others with obvious signs of bludgeoning damage to their heads and faces.

Inspecting the bodies will uncover several small glass bottles containing a flammable liquid in a fire resistant belt pouch (a mixture of lantern oil and alcohol) on one of the corpses. Each body has the remains of a torch in their hand.

On the ground next to that body is a broken bottle. Most likely where the fire started.

(The reality of what happened is the men used the flammable liquid to make their torches brighter. The man with the broken bottle at his feet spilled the liquid on his shirt and when he lit the torch it caught him on fire. He dropped the bottle and it broke starting a larger fire. The Hobgoblins heard the screams and backtracked and killed them all before fleeing the woods as the fire got stronger.)

Tracking the Hobgoblins from here is **EASY** (or hand-waved) as they fled through the woods quickly leaving a definitive trail.



THE HOBGOBLINS

The Hobgoblins are holed up in an ancient necromancer's dungeon, raiding nearby areas for supplies before the winter hits.

The hobgoblins are the remains of a much larger tribe that was devastated by a wasting disease the end of last winter. They were led here by a young Hobgoblin Shaman named Sh'Nakt who charmed and then enslaved an Ogre with a Collar of Control.

The Ogre is controlled by Sh'Nakt who holds the key to the collar.

THE APPROACH

Normally there would be 2-3 guards at the entrance to the Hobgoblin's lair but because of last night's losses they are all inside with some tending wounds from the flames. Sh'Nakt is busy making a healing salve to help the wounded.

As long as the players make no loud sounds they may enter without the Hobgoblins hearing them.

THE DUNGEON

All Ceilings are roughly 12 feet, except Room 4 which has 20 foot ceilings.

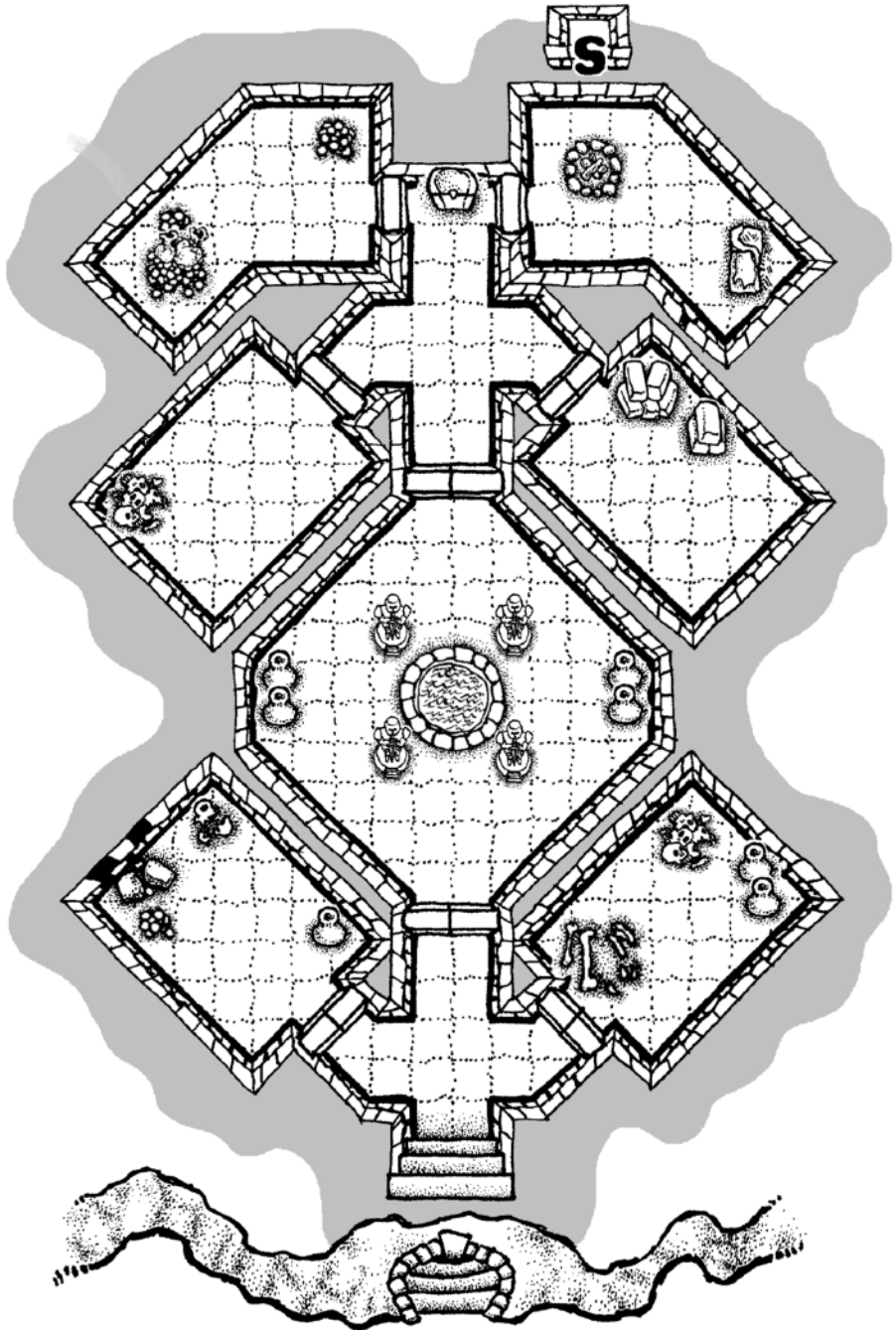
Smells of burnt hair but also the faint smell of herbs.

Sounds of movement and occasional pained moans.

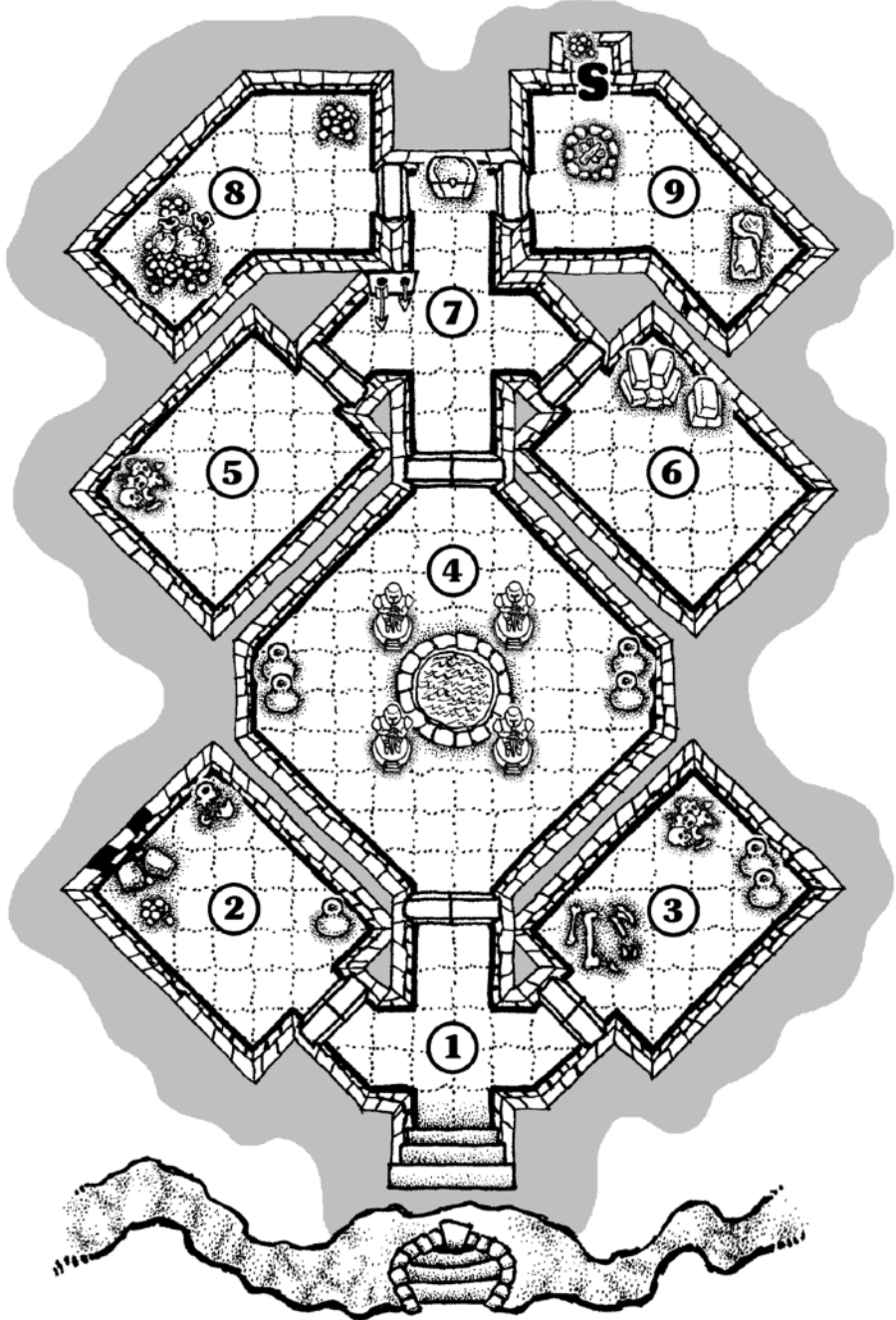
Most areas are lit by torch or fire besides abandoned rooms and store rooms.

The dungeon itself is pretty ancient and most likely hadn't been used for decades before the Hobgoblins stumbled across it.

PLAYER MAP



GM MAP



01. ENTRYWAY

TARGET 10-12

Sounds of dice games and grumbling speech from room 2.

Torches on the walls near the double doors to the north.

A close inspection of the room would uncover ancient runes carved into some of the floor tiles. **INT check** would uncover they were placed here in ancient times, most possibly to keep something **INSIDE** here.

02. GUARD ROOM

TARGET 11-13

Whether opening the door stealthily or by sudden force the **4 Hobgoblins** here are caught unawares. They are grouped around the center of the floor playing a dice game.

On the first round they cannot do much more than move and gather their weapons.

After round 1 roll a **d4 TIMER**, if the Hobgoblins are not killed or disabled by that time one will sound a horn as an alarm to the others in the dungeon.

There are 2d6x10 gp in a small pile on the floor that the Hobgoblins were using for bets.

HOBGOBLINS (4): 2 HEARTS, +3 All Rolls, 1 Action, Medium, Move: 6, armed with spears

03. ABANDONED

TARGET 10-12

A large pile of animal bones is near the entry door, mostly smaller deer, but several rabbit, squirrel and the skull of an elk are in the pile. The bones are anywhere from fresh to a few months old.

Gnawing on the bones are several **Giant Rats**. They appear quite starved and will attack.

GIANT RATS (3): 1/2 HEART (5hp), +1 All Rolls, 1 Action, Small, Move: 6, Disease

Piled in the back corner are the bones of several humanoids including a dwarf, an elf, 2 humans and a gnome. A closer inspection reveals 5 pendants hanging from rotted leather strings, all bear the same symbol of an owlbear. Possibly the remains of an adventuring party? The bones have been here a long, long time.

The ancient pottery in the back is filled with brackish water but they would be worth some money (50 GOLD each) if they could be safely transported back to town.

04. MAIN ROOM

TARGET 12-14

If the Hobgoblins in room 2 sounded the horn the **Ogre** in this room gets an attack before the players get their wits about them and the **2 Hobgoblin guards** lie in wait and ready to attack.

If the Hobgoblins had not sounded the horn the Ogre is drinking water from the well and his guards are talking near the double doors to room 7.

The statues are all identical and depict an ancient warlord. His true name has been lost to time but a Wizard with Ancient Lore will know him as The Pale One, an ancient warlord who subjugated the area and purged it into a 100 years of darkness.

The well is filled with fresh water. The magics that power the well and keep it filled with water are still working. If players think of it they could possibly hire workers to remove it brick by brick and place it elsewhere (would take 2d10+10 days of labor and x100 that number in gp).

The pottery in here is newer but primitive in make and is used to transport water throughout the dungeon.

HOBGOBLINS (2): 1 HEART, +3 All Rolls, 1 Action, Medium, Move: 6, armed with spears

Ogre (1): 3 HEARTS, +6 STR, -3 INT and CHA +2 All Other Rolls
1 Action, Medium Move: 6, smashes with fists.

With his current state of mind the Ogre gets enraged after losing half his hp, when enraged he gets 2 Actions and does Ultimate damage until slain. The Ogre wears a **Collar of Control**. Sh’Nakt has the key.

Collar of Control: Magic Item, those who possess the key to the collar can control the wearer of the collar until they are freed.

05. BURN ROOM

TARGET: 11-13

Smells of burnt hair and flesh, there are **3 wounded Hobgoblins** on the floor with some fairly severe burns. They become severely agitated when seeing the PCs and will fight by biting and tearing doing BASIC damage.

HOBGOBLINS, WOUNDED (3):
1/2 HEART (5hp), +2 All Rolls, 1 Action, Medium, Move: 5

The bones in the back of the room are ancient and definitely all human.

06. STORAGE

TARGET 9-11

The village's grain bags are stacked in here. They have been singed a bit but are otherwise still in good shape.

A close inspection of this room will uncover an old golden locket tucked beneath a loose stone, it is worth 50 GOLD.

07. HALLWAY

TARGET: 10-12

The treasure chest in the back is filled with alchemy supplies. The contents are worth 150 GOLD. When it is opened allow the PC to make a WIS Check, a success indicates they notice the false bottom. The false bottom contains **3 Healing Potions** that Sh'Nakt hid there in case of emergencies (his emergencies).

There is a **trap** on the northern wall leading into room 5. A successful **WIS check** to spot and a **DEX check** to disarm. The trap does Weapon damage to those who step in the square in front of it unless a successful **DEX check** is made to dodge it.

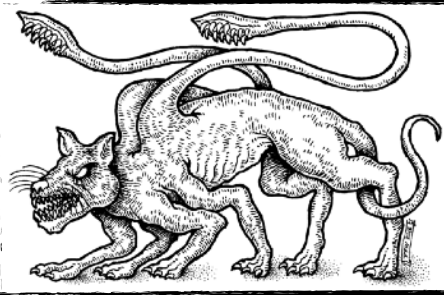
08. TREASURE ROOM

TARGET 11-13

Sh'Nakt's pet **Displacer Beast** guards his treasures here. Sh'nakt raised the beast from a young age and it is loyal to him.

Sh'Nakt has amassed a fair amount of treasure. 630 GOLD lay in here and an additional 270 GOLD in items of value (take up 2 Equipment Slots to carry). Also allow every player to roll on the AC&C LOOT TABLE.

Displacer Beast



3 Hearts



INT 0, +5 All Other Rolls
2 Actions, Large
Move: 8

Avoidance: Take 1/2 Damage from targeted magic spells or no damage on a Save (if the spell allows a save).

Displacement: Displacer Beast's are HARD to hit.

09. SH'NAKT'S CHAMBERS

TARGET 12-14

Even if the horn had sounded Sh'Nakt is here near the fire tending to the potions he is making on the open flame.

Sh'Nakt is not the true danger here, the danger lies in finding the secret door in this room and finding The Pale One's Phylactery and its undead Guards.

SH'NAKT: 2 HEARTS, +5 INT and WIS +3 All Other Rolls, 1 Action, Medium, Move: 6, armed with a Magical +1 Dagger and the following spells: *Blast*, *Bolt*, *Fire* holds the key to the Collar of Control

After defeating Sh'Nakt and searching the room allow the players to make an **EASY WIS Check** to spot the secret door (this is a Check they will wish they all failed).

Upon opening the door they will see a small pile of 120 GOLD coins with a large gem in the middle, the Gem glows a strange purplish color when touched and will Detect as magical.

When the gem is touched the walls of room 9 will appear to wave like dropping a rock into a pool of water. Through the

center of the ripples **one Wraith** will come out and relentlessly attack the intruders until killed. He is joined by a 2nd Wraith in 1d4 rounds (Timer).

Wraiths (2): 3 HEARTS, +6 All Rolls, 2 Actions, Medium, Move: Fly 12

Energy Drain: Every hit by a Wraith lose 1 CON, if it takes you to -5 CON you die instantly. You can regain 1 CON per hour after combat.

Incorporeal: Can only be struck by Magic or Magical Weapons.

Fear Aura: Animals will not go NEAR a Wraith under any circumstance.

Players without Magical Weapons or Spells will have to find other ways to aid in the battle.



CONCLUSION

RETURNING THE GRAIN TO THE VILLAGE

If the PCs had to be bribed to follow the Hobgoblins the mayor will pay them the agreed upon sum of 56 GOLD and the jeweled necklace worth 100 GOLD.

If they did not have to be bribed the Villagers and Mayor will gift the party with 56 GOLD, the jeweled necklace, 3 Healing Potions and the dead Ranger's wife will gift them with his **Elven Chain Mail** (Armor, takes up no SLOT, +6 ARMOR) and Magical **+2 Long Sword** (+2 to Weapon Effort when used).

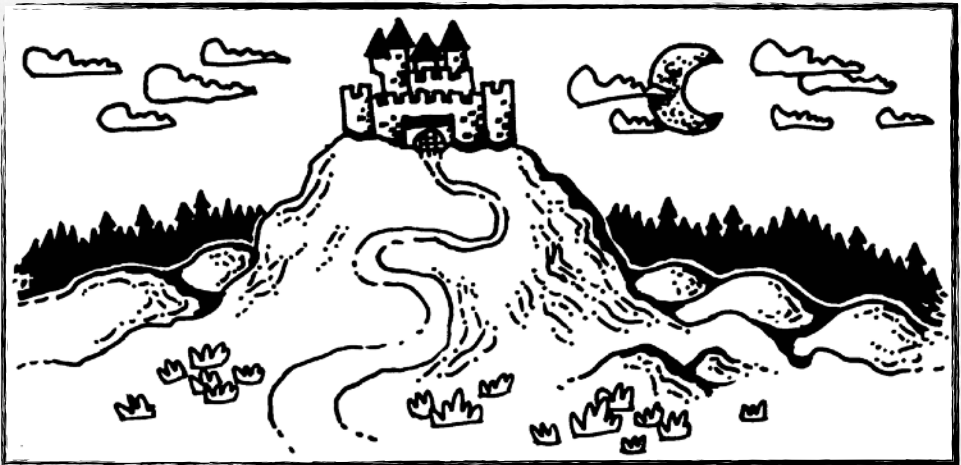
The villagers will also gather together their best food stuffs and give the players a great feast.

THE PHYLACTERY

Destroying the Pale One's phylactery is no easy task and destroying the Pale One himself is an even harder one.

In my campaign, The Pale One is an ancient Lich who rules from a throne made of elven bones and resides in a castle in the northern mountains. His armies include Northern Orc who fight alongside his undead troops.

Where do the players go from here?



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FOR USE WITH



For use with Index Card RPG Core 2E, Ancient Crypts & Creatures has 4 Classes, 7 Races, new Magical Spells and Items, over 100 classic monsters, and an adventure to help you recreate the good ol' days. Use this add-on to play all of your classic adventure modules using the sleek and modern ICRPG ruleset.



By D.S. Myers