# "THERE'S ALWAYS A CHANCE"
# aka "TAAC"

**A retroclone of the 1981 basic/expert edition of the original fantasy roleplaying game**

**Alpha Version 4**

# PART 1: INTRODUCTION

Just what the world needs: another retroclone of an old fantasy role-playing game, right?

I'll be honest and completely up-front: this game is not original or unique in any way, and probably not even necessary. There are already retroclones of the Original Game (hereafter known as "the OG"), some of which are faithful reproductions while others tweak elements at the whim of their designers. *There's Always A Chance* (*TAAC*, pronounced "tack") is one of the latter.

Why create it at all, then? Mostly, well, because I felt like it. A comment on one of the RPG threads on Something Awful got me wondering what a modernised version of the OG would be like, which inspired me to re-read the old rulebooks (I still had my three-decades-old original copies, complete with illustrations coloured in with felt-tip pens and highlighters!) – and that's where I saw, tucked away at the back of the red book, the quote that gave this game its name. I'd completely forgotten it, and thinking back don't recall its ever being used in play.

Which astounded me, because it's the simplest and most elegant way I can imagine to get around the problem of far too many RPGs: bloat.

The OG kept things simple – but the success of its 'advanced' cousin made it clear that many people liked to have more complexity. A lot more. So everything had a rule. There was a table to consult for every situation. There was a different damage modifier for every single weapon depending on the size of your character and the type of armour their opponent was wearing. If you needed to know exactly what kind of prostitute you encountered as you wandered the docks at night, then the advanced game was for you. Sure, it slowed everything to a crawl as the players flipped back and forth through different books to find the exact table containing all those details; but still, it was *advanced*!

And the later editions of the game expanded on that. More detail, more complexity, more codification of possibilities into rigid tables and charts. Characters gained skills. By the dozen. And then feats. By the dozen. Rulebooks swelled in size, going from 64-page softbacks to 300+ page hardbacked behemoths in multiple volumes. Generalisation was out, specifics were in. 'Verisimilitude' and 'realism' became the watchwords.

In a game about hitting goblins and stealing their treasure.

Which brings me back to the purity and simplicity of "There's always a chance." In summary, it said that if a player wanted their character to do something, they should roll a d20 and try to score the same or less than the appropriate ability score for the task. That's it; an entire gameplay system in one paragraph.

And the OG *didn't use it*.

As mentioned above, "There's always a chance" was hidden at the back of the basic rulebook amongst general advice on how to referee the game. It wasn't even a rule, merely a suggestion. The expert rulebook confirmed this, specifying that it was an entirely optional way to approach gameplay. Yet re-reading the book over 30 years after I bought it, I couldn't understand why this wasn't the way the game *should* have been played all along.

Which started me thinking... 'Okay, so why not change the game so it *does* play that way?'

*TAAC* is the end result of that thought. I can't take credit for much more than some typing and a bit of mathematical jiggery-pokery – all the hard work on the mechanical side was done in 1981, and all I've done is try to make my alternate system match those results as closely as I could. But what I've hopefully ended up with is a game that recaptures that straightforward simplicity and fun of the OG, while avoiding the need to endlessly consult tables and check lists during play. All the numbers the players need to play their characters are right there in front of them on their character sheets. Want to do something? Roll under your ability score. Want to avoid having something done to you? Roll under your ability save. And that's the core of *TAAC*'s gameplay right there.

# PART 2: HOW TO PLAY

This section presumes that you're familiar with what a role-playing game is, the role of the Game/Dungeon Master as scenario designer and referee, what the different kinds of dice are, the Original Game itself, the difference between character, monster and spell levels, and so on. If you're reading the rules of a retroclone of a 1981 RPG, it's a reasonable assumption you know all this already. So, no multi-page explanatory dialogues as new players fight kobolds, or whatever. This section is about the specifics of the system – what it has in common with the OG, and where it diverges.

While *TAAC* is based upon the Original Game, it is different in terms of gameplay mechanics. Rather than using blocks of different tables and the whim of the Dungeon Master to decide the outcome of events, everything in TAAC is based around the idea that a character's ability scores – Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma – which in the OG were merely used to derive bonuses, are used to resolve all challenges.

The principle is simple: to succeed at something, whether it be hitting an enemy with a sword, solving a cunning puzzle or disarming a trap before it fills the room with poison gas, **the players roll a d20 and try to score equal to or lower than the appropriate ability score for the task**. This is called an Ability Roll.

A higher ability score means more chances of success – since each number on a d20 equals a 5% probability, someone with an ability score of 10 has a 50% chance of success with a roll, while an ability score of 15 increases the odds to 75%.

There are mitigating factors, of course. The DM might decide that a task is particularly difficult, so applies a penalty to the player's roll. On the other hand, other tasks might be very easy, getting a bonus to the roll – or even be considered so simple that success is automatic.

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> **No matter what the task and what modifiers may be applied, a roll of a natural 1 (ie, the d20 comes up with a '1') is *always* a success if the task is possible. Conversely, a roll of a natural 20 is *always* a failure.**

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The DM, not the players, decides the exact nature of the roll. So a player who declares that his character is going to use his STR to try to punch a hole right through a mountain, and then rolls a natural 1, has not actually punched several cubic miles of solid rock so hard that he's smashed a hole through it (unless the DM decides that he's as powerful as Hercules, of course!) Rather, he's delivered an extremely solid punch to a mountain, with the results one would expect. However, such an action might attract the attention of an impressed stone giant, who comes to congratulate the PC on his rock-punching prowess – or a angry earth elemental, which rushes to defend its mountainous cousin...

Ability Saves (aka Saving Throws) are derived from each of the ability scores, using the formula of the ability score plus the character's level, divided by two and rounded down. This method does not give quite the same results as the Saving Throw tables in the OG, but for the most part the figures are fairly close.

If you want a meta-gaming justification for Ability Saves not being the same as straight ability score rolls, it's this: when a PC makes an Ability Roll, they are using all their skills and experience to do something, and are therefore being proactive. They have the advantage. When they make an Ability Save, they are *reacting* to something being done *to* them, as they desperately try to avoid harm; they are at a disadvantage.

Prevention is better than cure, in other words – while someone might be able to use their DEX Save to dodge a stone block that drops from the ceiling, it would have been much better if they had used a WIS roll to spot it in the first place and simply walked a few feet to one side!

At high levels and abilities, it may seem as if it is impossible to fail a save – except that a roll of natural 20 is *always* a failure. So even if a PC is L12 with an ability score of 18, they still need to watch out...

In summary: if a player wants their character to do something, they make an Ability Roll to see if they succeed, with the DM applying modifiers if the task is especially easy or hard. If the PC is trying to avoid something being done to them, they make an Ability Save, with the same provisos.

When a roll is made, the number on the player's character sheet – either the ability score itself, or the save – becomes the Target Number. **Rolling a d20, they have to get a result that is the same or less than the Target Number. Positive modifiers (bonuses) increase the Target Number, making the roll more likely to succeed. Negative modifiers (penalties) decrease it, making success more difficult.** It is possible for the Target Number to go above 20 or below 1, but no matter what modifiers are applied, a roll of 1 *always* means a success, and a roll of 20 is *always* a failure.

[This is a marked change from the OG, and indeed all its successors, where the d20 was always used with a 'roll above' system: higher scores were better. If it's hard to adjust to a 'roll below' approach, simply think of it in terms of the pop charts. It's better to be at number 1 than number 20!]

Bonuses may come from class or racial abilities (for example, Dwarves get +2 on all saves against magic), magical weapons and armour, or the DM deciding that circumstances have made a task easier than normal – if a PC had earlier overheard gossip about intrigue in the king's court, that knowledge could make it easier for her to bluff her way into the palace ball by pretending to be part of a guest's entourage.

Penalties, on the other hand, may come from the environment (it would be much harder to climb a cliff during a hurricane than on a calm day), illness or poisons, magical spells and curses, or an NPC being predisposed against listening to bands of scruffy adventurers. The most commonly-encountered penalty, though, will be an opponent's Armour Class; this will be explained fully in **Part 4: The Adventure And Encounters**.

A bonus of +2 (or higher) could be used for an extremely easy task, while a -2 penalty would mean that the task was hard – and a -4 penalty, or even -6, would be used for an extremely difficult challenge. The DM decides the size of the modifier, whether positive or negative.

How do you choose which ability score to use for a particular task? In most cases, it will be obvious; lifting a heavy stone block blocking a passage requires a Strength (STR) roll, decoding a cipher on a treasure map is an Intelligence (INT) roll, tracking a group of orc raiders through a forest a Wisdom (WIS) roll, throwing a grappling hook precisely through a high open window is a Dexterity (DEX) roll, surviving the ill-effects of a poisoned drink needs a Constitution (CON) save, bribing a gate guard to let the party into the king's keep is a Charisma (CHA) roll, and so on.

Sometimes, however, it may not be as clear-cut. If a PC wants to jump over a deep moat and grab hold of a wall on the far side, is that a STR roll (for making a running jump) or DEX (to find handholds before falling)? In these cases, the roll should be made on whichever the DM considers the most difficult part of the task for the character. Here, if the PC has a fairly high STR and could reasonably make the leap, jumping is less hard than actually keeping hold after slamming into the wall – so the roll is made on DEX.

The difference between INT and WIS may also not be obvious. In game terms, it is best to think of INT as knowledge, and WIS as experience. In the latter case, this applies to rolls that could be considered as *perception*: the almost sixth sense that experience gives you, the ability to spot

something that doesn't seem quite as it should be. If the party is heading down a passage where a group of orcs is lurking in ambush ahead, then a PC making a successful WIS roll could pick up on the warning signs – maybe scuffs in the dust revealing recent foot marks, or an out of place scent, or an odd shadow, or a faint noise that suggests the creak of leather armour rather than the scuttling of a rat.

To avoid the phenomenon of the 'dump stat', which players ignore in favour of always boosting combat-aiding abilities such as STR and DEX, it is recommended that any saves which could be considered as being dependent upon a character's *willpower* (such as resisting mind control) use CHA, to represent their leadership, determination and strength of personality. This of course may not be applicable in all cases, but it should help deter players from assigning their lowest roll at character creation to CHA, and then forgetting about it!

In the text, Ability Rolls and Saves of a particular type are usually abbreviated to "a (STR) roll" or "a (WIS) save". The brackets say which ability is used for players; in the case of monsters, which do not have separate ability scores (unlike in later editions of the OG), their Attack is used for Ability Rolls, and their Save for Ability Saves.

# PART 3: PLAYER CHARACTER INFORMATION

**Creating a Player Character (PC)**

PCs are created in a slightly different way in *TAAC* than in 1981's OG. Then, ability scores were rolled first, in order, on 3d6, and you chose a character class based on the results. If you wanted to play a wizard, but your character had an Intelligence score of 4, then you were out of luck. *TAAC* is a bit more flexible.

1: To begin with, decide what kind of character you want to play. The choices in this version of *TAAC* are Cleric, Dwarf, Elf, Fighter, Halfling, Thief and Wizard. (See Character Classes for details; ten extra optional classes are included in Part 8.) Write down any special abilities your PC may have as a result of their class.

2: All PCs are based around the six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. Unlike the OG, which rolled each one on 3d6, the initial scores here are created by rolling 1d6 six times and adding each result to 7, giving a range of scores from 8 to 13. You can allocate these numbers to your PC's ability scores however you want, but the highest score *must* be given to your class's Prime Requisite (as listed in Character Classes; if a class has two Prime Requisites, they must be the two highest scores). This may seem more restrictive than the OG's range of 3-18 for ability scores, but while it initially means PCs can't have any really high scores, nor do they have any very low ones either – and unlike the OG, ability scores in this game increase as your character rises in level.

3: Adjust your character's ability scores according to their class – for example, Fighters increase their starting STR by 2, but decrease their WIS by 1.

4: Consult the Ability Bonus tables and note the results next to each ability score; for example, a Fighter with STR 14 delivers one extra point of damage (+1) with each successful hand-to-hand attack.

5: Work out the Ability Saving Throw for each of the six ability scores. This is done by adding your character's level to the ability score, then dividing each result by two and rounding down. For example, a level 1 PC with a DEX of 12 would have a DEX Ability Save of 6 (12+1 = 13, divided by 2 = 6.5, rounded down to 6).

6: Write down the number of Hit Points (HP) of your character by taking the highest number of their class's Hit Die (see Character Classes), and adding any extra HP provided by a Constitution bonus. For example, an L1 Fighter with a CON of 13 would start with 11HP: 10 from the d10 of their Hit Die, plus 1 for their CON bonus. [In the OG, HP were rolled randomly, which meant it was entirely possible for an L1 character to start an adventure with only 1HP – so they would die the first time they took damage! *TAAC* gives them a better chance of survival at first level – but they're still quite fragile, so be careful out there...]

7: You can choose an alignment for your PC (see Character Alignment), but in *TAAC*, this is only a requirement for Clerics (and the optional Paladin and Assassin classes); other classes do not need to select one.

8: Roll 3d6 and multiply the result by 10 to determine the number of Gold Pieces (GP) your character begins the game with. These are used to buy equipment for the adventure.

9: Consult the Weapons & Equipment list to buy gear for your character, within the limits of their finances (starting characters are unlikely to be granted loans by the banking gnomes!) and class –

Wizards cannot wear armour, for example. Write down any equipment bought on your character sheet.

10: Now that you know what kind of armour your character will be using, write down their Armour Class (AC) as per the Weapons & Equipment list, and add any bonuses from a high DEX. Unarmoured characters (such as Wizards) have a default AC of 0 if they do not have a DEX bonus; if your PC takes off or loses all their armour, their AC reverts to 0 (though any DEX bonuses still apply).

11: Note down your character's level – 1, to begin with – and number of Experience Points (XP). At the start of the adventure, your PC has 0 XP. Hopefully, they will stay alive long enough to increase both their XP and level!

12: Finally, name your character, and if you like, think up an appropriate background for them (a farmboy looking for adventure, a warrior seeking revenge on the necromancer who murdered their parents, a thief out for fortune and fame, or whatever you want).

## Ability Bonuses

### Strength

| STR | Melee Damage Adjustment | Speed Adj. | Throw Adj. |
|---|---|---|---|
| 3 | -3 to melee damage | -15' | -30' |
| 4-5 | -2 to melee damage | -10' | -20' |
| 6-8 | -1 to melee damage | -5' | -10' |
| 9-12 | No adjustments | – | – |
| 13-15 | +1 to melee damage | +5' | +10' |
| 16-17* | +2 to melee damage | +10' | +20' |
| 18* | +3 to melee damage | +15' | +30' |

*A STR of 16 or greater gives an additional +1 to damage with two-handed melee weapons on top of the existing bonuses.

• Whatever the adjustment, all successful hits in melee (hand-to-hand) combat score at least 1 point of damage.
• Thrown weapons such as spears or slingshot stones use *either* the STR *or* DEX damage bonus, whichever is higher; not both.
• The Speed Adjustment is applied to the character's movement speed per round, as listed in their class description.
• The Throw Adjustment is added to or subtracted from the base 40' a character can throw an object of around 10 pounds in weight.
• A STR of 12 or higher is needed to use two-handed melee weapons.

### Intelligence

| INT | Language Use | Extra Spell Slots |
|---|---|---|
| 3 | Can barely speak, cannot read or write | 0 |
| 4-5 | Cannot read or write | 0 |
| 6-8 | Can read simple Common/Native* words | 0 |
| 9-12 | Can read and write Common and Native* | 0 |
| 13-15 | Fluent in Common, Native*, +1 extra language | 1 |
| 16-17 | Fluent in Common, Native*, +2 extra languages | 2 |
| 18 | Fluent in Common, Native*, +3 extra languages | 3 |

* Native languages (Dwarvish, Elvish and Halfling) and those related to them are only automatically known by members of those races.

• All humans speak Common. Demi-humans speak Common and their native language. Some demi-humans may automatically know additional languages; these are not included in the extra languages available with a high INT score.
• An INT of 9 or higher is needed to cast spells or use magic scrolls.
• Extra spell slots are available only to Wizards and Elves; the additional spells can be of the same or lower level as the highest level spell they can cast. For example, an L1 Wizard with INT 14 could have two first level spells available, while the same Wizard at L3 could have either two first level and two second level spells, or three first level and one second level spells.

### Wisdom

| WIS | Saving Throw Adjustment | Extra Divine Powers |
|---|---|---|
| 3 | -3 on magic-based WIS saves | 0 |
| 4-5 | -2 on magic-based WIS saves | 0 |

| | | |
|---|---|---|
| 6-8 | -1 on magic-based WIS saves | 0 |
| 9-12 | No adjustments | 0 |
| 13-15 | +1 on magic-based WIS saves | 1 |
| 16-17 | +2 on magic-based WIS saves | 2 |
| 18 | +3 on magic-based WIS saves | 3 |

• Saving throw bonuses (and penalties) here apply *only* against magical effects like spells, curses, magic wands and Divine Powers.
• Divine Powers are only available to Clerics. Extra powers can be of the same or lower level as the highest level power already granted to them. For example, an L1 Cleric with WIS 14 could call upon two first level powers per day rather than just one, while the same Cleric at L3 could use either two first level and two second level powers, or three first level and one second level power.

**Dexterity**

| DEX | Missile Damage Adjustment | Armour Class Adjustment | Initiative Adjustment | Thief Skill Bonus |
|---|---|---|---|---|
| 3 | -3 missile damage | -3 penalty | +3 | -3 |
| 4-5 | -2 missile damage | -2 penalty | +2 | -2 |
| 6-8 | -1 missile damage | -1 penalty | +1 | -1 |
| 9-12 | No adjustment | No adjustment | No adjustment | None |
| 13-15 | +1 missile damage | +1 bonus | -1 | +1 |
| 16-17 | +2 missile damage | +2 bonus | -2 | +2 |
| 18 | +3 missile damage | +3 bonus | -3 | +3 |

• Missile damage bonuses apply only to ranged combat, not hand-to-hand. They represent a PC's ability to accurately target vulnerable spots. [The OG did not give damage bonuses from DEX.]
• Thrown weapons such as spears or slingshot stones use *either* the STR *or* DEX damage bonus, whichever is higher; not both.
• Thief skill bonuses apply only to Thieves.

**Constitution**

| CON | Hit Point Adjustment |
|---|---|
| 3 | -3 HP per Hit Die |
| 4-5 | -2 HP per Hit Die |
| 6-8 | -1 HP per Hit Die |
| 9-12 | No adjustment |
| 13-15 | +1 HP per Hit Die |
| 16-17 | +2 HP per Hit Die |
| 18 | +3 HP per Hit Die |

• These adjustments are made whenever a player rolls to increase a PC's HP at a new level. No roll may be lowered below 1, no matter what the adjustment.
• Unlike the OG, HP at first level are not determined randomly, but the maximum score of the class's initial Hit Die is used, and any adjustments added.
• Adjustments are *not* applied retroactively to existing Hit Dice if a PC increases their CON on reaching a new level to a score that would raise their bonus, but only to the new Hit Die currently being rolled.

**Charisma**

| CHA | Reaction Adjustment | Max. Retainers | Retainer Morale |
|---|---|---|---|
| 3 | +3 | 1 | 4 |
| 4-5 | +2 | 2 | 5 |
| 6-8 | +1 | 3 | 6 |
| 9-12 | None | 4 | 7 |
| 13-15 | -1 | 5 | 8 |
| 16-17 | -2 | 6 | 9 |
| 18 | -3 | 7 | 10 |

• The adjustment may affect first impressions when talking with a creature or NPC for the first time. [NB: unlike the OG, *TAAC* does not include rules for retainers, though the numbers are included here in case you wish to port them across.]

# Character Classes

The OG specified that characters could be either a human class (Fighter, Cleric, whatever) *or* a demi-human race (Dwarf, Elf, Halfling), but not both. I thought about changing this for *TAAC* to allow for combinations like Halfling Thieves or Dwarf Clerics, but in the end decided to stick with the original concept, restrictive as it may be. In the OG, class and race did not modify ability scores.

Several optional classes (such as the Barbarian and Paladin) appear in Part 8: Additional Character Classes.

## CLERICS

Clerics serve a god or goddess, of which there are many in the fantasy world. They have been trained to fight against the enemies of their deity, and can also use Divine Powers granted by their god. [Unlike the OG, L1 Clerics are granted access to these powers, which were formerly known as spells.] Their Prime Requisite is Wisdom.

### Special Abilities

• Clerics use d8 for their Hit Dice, and get +2 to their initial WIS score.
• They can use all armour and shields, but only weapons without cutting edges (such as maces, warhammers, staffs and slingshots), as part of a code agreed amongst all the gods eons ago.
• Clerics can call upon Divine Powers granted to them by their deity a certain number of times per day (see table below).
• They can Turn (ie, repel and render unable to attack) undead creatures such as skeletons, zombies and vampires. More powerful Clerics can destroy the undead outright rather than merely forcing them to retreat.
• They can move 40' per round.

### Restrictions

• Clerics take -1 to their initial DEX score.
• They may only use non-edged weapons; this means they cannot use swords, axes, spears, arrows or crossbow bolts.
• They are the only standard class whose behaviour is restricted by alignment; if they behave contrary to the ethos of their deity, they will be punished. Such punishment may range from a refusal to grant Divine Powers, through penalties to die rolls and saves, to the ultimate sanction of being struck dead on the spot by their angry god.

### Turning Undead

Clerics can attempt to Turn undead whose Hit Dice are up to two higher than the Cleric's level. So an L1 Cleric has a chance to Turn skeletons (HD1), zombies and ghouls (HD2), and wights (HD3). An L3 Cleric could also try to Turn wraiths (HD4) and mummies (HD5+1, the +1 being ignored). However, a Cleric would have to be at least L5 before attempting to Turn a vampire (HD7 and higher).

To Turn undead, they must be within 30' and the Cleric must have their holy symbol to hand and make a successful WIS roll; if it fails, the undead are not repelled, and may even concentrate their attacks on the luckless Cleric! The Cleric's WIS determines the number of Hit Dice of undead that can be turned, the weakest being affected first. So a Cleric of WIS 14 who Turned a group of seven skeletons and four zombies would repel all the skeletons, accounting for seven of the 14 HD, and then three of the zombies; the single left-over HD is not enough to drive off the last HD2 zombie.

Undead of three or more HD lower than the Cleric's level are destroyed rather than repelled if the attempt to Turn them is successful. For example, an L4 Cleric with WIS 14 would destroy 14 Hit Dice-worth of skeletons outright on a successful attempt to Turn them, not merely drive them back. To destroy a vampire outright while attempting to Turn it, however, a Cleric would have to be at least L10.

**Clerics: Divine Powers Per Day***

| Level | 1 | 2 | 3 | 4 | 5 |
|-------|---|---|---|---|---|
| 1 | 1 | – | – | – | – |
| 2 | 2 | – | – | – | – |
| 3 | 2 | 1 | – | – | – |
| 4 | 2 | 2 | – | – | – |
| 5 | 2 | 2 | 1 | – | – |
| 6 | 2 | 2 | 2 | – | – |
| 7 | 3 | 2 | 2 | 1 | – |
| 8 | 3 | 2 | 2 | 2 | 1 |
| 9 | 3 | 3 | 2 | 2 | 1 |
| 10 | 4 | 3 | 3 | 2 | 2 |
| 11 | 4 | 4 | 3 | 3 | 2 |
| 12 | 5 | 4 | 3 | 3 | 3 |

* The number of powers a Cleric can use per day may be increased by a high WIS score.

## DWARVES

Dwarves are small, stocky and bearded – even the women. Despite their short stature, rarely standing more than four feet tall, they weigh almost as much as humans due to their dense musculature. Dwarves are regarded by other races as stubborn, bluntly-spoken and greedy, but are also appreciated for their honesty and craftsmanship. They are highly resilient, getting a boost to their Constitution and improved Saving Throws against magic, but their outspoken and often boorish nature means their Charisma suffers. Their Prime Requisites are Strength and Constitution.

### Special Abilities

• Dwarves use d8 for their Hit Dice, and get +1 to their initial STR and CON scores.
• They get an extra +2 to all Ability Saves against magic and poison.
• They have infravision, so can see in the dark (above or below ground) to a distance of 60'.
• As miners and subterranean dwellers, they have stonesense, which while underground gives +2 to WIS rolls to detect traps, determine the age of construction work, and identify sloping, curving and hidden passages. At L6 and higher, this increases to +4.
• Dwarves, like Fighters, can use a Battle Cry to terrify opponents (see below).
• At higher levels, Dwarves can score Critical Hits, increasing the amount of damage they deliver.
• They can appraise the value of non-magical treasure at a glance, and also immediately spot flawed or fake gemstones.
• As well as Common, all Dwarves can speak Dwarvish, and the languages of kobolds, goblins, hobgoblins and gnomes.

### Restrictions

• Dwarves get -1 to their initial CHA score.
• Because of their small size, they cannot use large weapons such as longswords and longbows.
• They can also only move at 30' per round because of their short stature.

### Battle Cry

Before making a melee attack, Dwarves and Fighters can announce that they are using their Battle Cry ability. If the attack is successful, the creature hit must immediately make a Morale check. if it fails, it will try to flee combat at the earliest possible opportunity. The PC may then use their Battle Cry again on other enemies, until one of them makes a successful Morale check. After this, the individual's cry has lost its effectiveness and cannot be used again until the next encounter.

   The exact nature of the Battle Cry is up to the player. It may be something like 'For freedom and honour!' to 'Who wants some?' or simply 'RRAAARGHH!' (The DM may request that the player shouts it out when rolling the die to attack!)

### Critical Hits

Dwarves of L5 or higher who roll a natural 1 on a melee attack score a Critical Hit, which delivers the maximum damage possible for that attack (the highest number on the weapon's damage die, plus all current bonuses from STR, magic weapons, spells, etc).

**ELVES**

Elves are slightly smaller than humans, but much more slender and graceful, with pointed ears. They are long-lived under normal circumstances, often reaching at least twice the age of a human. They are attuned to nature, and this is reflected in their choice of spells. Their beauty and elegance make them highly charismatic, though Dwarves are rarely impressed by what they consider their 'silver tongues'. Their Prime Requisites are Intelligence and Charisma.

**Special Abilities**
• Elves use d6 for their Hit Dice, and get +1 to their initial INT and CHA scores.
• They can use all armour and all weapons except two-handed melee ones.
• They can cast spells; unlike Wizards, they can wear armour while doing so. The number they can cast per day is listed on the table below.
• Elves do not need to transcribe spells they know into books, but can recall as many as their level (and INT) allows from memory after a night's rest.
• They have starsight, and when above ground can see in the dark as clearly as if it were day even on a completely overcast night. Underground, they can see to a distance of double that normally provided by any visible light sources (eg, a torch would illuminate a 40' radius to an Elf rather than the 20' visible to a human).
• Their attuned senses give them a +2 bonus to all perception rolls, such as listening for creatures in hiding or locating secret doors.
• Elves cannot be paralysed by ghouls.
• As well as Common and Elvish, Elves can speak the languages of orcs, pixies and ogres.
• They can move 40' per round.

**Restrictions**
• Elves get -1 to their initial STR.
• Their willowy physique means they cannot use two-handed melee weapons.
• The innate rather than academically trained nature of their magic means that unlike Wizards, they cannot use spell scrolls unless a Read Magic spell has been used to make them legible [unlike in the OG].
• They also have a different and smaller spell selection than Wizards.
• The maximum number of spells they can know is the same as their INT.
• They get a +2 Reaction Adjustment against Dwarves.

**Elves: Spells Per Day***

| Level | 1 | 2 | 3 | 4 |
|-------|---|---|---|---|
| 1 | – | – | – | – |
| 2 | 1 | – | – | – |
| 3 | 2 | – | – | – |
| 4 | 2 | 1 | – | – |
| 5 | 2 | 2 | – | – |
| 6 | 2 | 2 | 1 | – |
| 7 | 2 | 2 | 2 | – |
| 8 | 3 | 2 | 2 | – |
| 9 | 3 | 2 | 2 | 1 |
| 10 | 3 | 3 | 2 | 1 |
| 11 | 3 | 3 | 2 | 2 |
| 12 | 4 | 3 | 3 | 2 |

* The number of spells an Elf can use per day may be increased by a high INT score.

## FIGHTERS

Fighters are battle-trained humans, skilled in all forms of combat and with the strength and fortitude to beat down enemies while protecting their allies. Their Prime Requisite is Strength. It would be a foolhardy party of adventurers that did not include at least one brave and strong Fighter amongst their numbers – and only survivors get to share the spoils...

### Special Abilities
• Fighters use d10 for their Hit Dice, and get a +2 bonus to their initial STR.
• They can use all weapons and armour.
• When they kill an enemy in melee, any excess damage can be 'carried over' to another enemy in a Cleaving Attack.
• Fighters, like Dwarves, can use a Battle Cry to terrify opponents (see above).
• At higher levels, they can specialise in a 'signature' type of weapon that increases to-hit and damage rolls still further, which also makes them more intimidating to enemies as their fame (or infamy) increases.
• Fighters can score Critical Hits and (at higher levels) Double Criticals, hugely increasing the damage they deliver to enemies.
• They can use their Mighty Protector ability to shield allies from damage.
• They can move 40' per round.

### Restrictions
• Fighters get -1 to their initial WIS score.

### Cleaving Attacks
If a Fighter kills an enemy in hand-to-hand combat with a blow that delivers more damage than the opponent's remaining HP, they can 'carry over' the excess damage to another adversary. For example, if a fighter delivers 7 damage to a monster with only 5 HP, the remaining 2 damage is carried over to another enemy. This cleaving attack may continue on to further enemies if they too are killed and there is damage left over, making it possible for a Fighter to kill two, three, four or even more opponents in a single mighty strike.

   Any excess damage is first given to a monster of the same type that is engaged in melee; if there are none, it is allocated to a melee opponent of the type with the lowest number of Hit Dice. ['Cleave' comes from much later editions of the OG, but it is so useful for dealing with large groups of minor enemies that I felt it deserved to be included.]

### Criticals
Fighters who roll a natural 1 on a melee attack score a Critical Hit, which delivers the maximum damage possible for that attack (the highest number on the weapon's damage die, plus all current bonuses from STR, magic weapons, spells, etc). At L5, on a natural 1 they score a Double Critical – as above, but the total damage is doubled. At L10, as well as scoring a Double Critical on a roll of a natural 1, they can also score a Critical Hit on a roll of a natural 2.

### Signature Weapons
Fighters can choose a 'signature' attack type at L3, giving them +1 on to-hit and damage rolls if they are using that particular type of weapon. At levels 6, 9 and 12 they gain additional bonuses. With the exception of unarmed combat (where these bonuses apply to all unarmed melee attacks, from punches to headbutts), this bonus only applies to the exact type of weapon; 'sword' cannot be chosen as a speciality, but rather a particular type such as 'short', 'broad', etc. If the Fighter is not using the specific type of weapon in which they have specialised, the bonuses here do not apply.

### Fighters: Signature Bonuses

| Level | To-hit/Damage | Intimidation |
|-------|---------------|--------------|

|     | Bonus | Bonus |
| --- | --- | --- |
| 1   | –   | –   |
| 2   | –   | –   |
| 3   | +1  | +1  |
| 4   | +1  | +1  |
| 5   | +1  | +2  |
| 6   | +2  | +2  |
| 7   | +2  | +3  |
| 8   | +2  | +3  |
| 9   | +3  | +4  |
| 10  | +3  | +4  |
| 11  | +3  | +5  |
| 12  | +4  | +5  |

The Intimidation Bonus applies when the Fighter is using their signature weapon and enemies make a Morale check (including one forced by a Battle Cry); the number is added to the result of the Morale roll, increasing the likelihood that they will try to flee in fear. (Creatures with Morale 20 will always fight to the death, however, no matter the Intimidation Bonus.)

**Mighty Protector**
In combat, a Fighter who has not yet taken an action in the current round can use this ability to throw themselves in front of an ally who has just been hit by a successful physical attack and take the damage instead. If the Fighter makes a DEX save they take only half damage, otherwise they suffer the full force of the blow. The ally must be in the same combat state as the Fighter (melee or missile), and the DM may rule the characters are too far apart for the move to be made based on their earlier actions (for example, if one had said they were going up a staircase while the other remained on the ground below). A Fighter who uses this ability may not take any further actions that round.

## HALFLINGS

Halflings are small and generally quite portly demi-humans, averaging three feet in height and 80 pounds in weight. Most Halflings prefer the comforts of home, so those who embark on adventures are generally doing so in order to enrich said homes – and also provide stories with which to impress their families and neighbours. Their Prime Requisites are Constitution and Dexterity.

### Special Abilities
• Halflings use d4 for their Hit Dice, and get +1 to their initial CON and DEX scores.
• They get +1 to all to-hit rolls with missile weapons.
• They get a +1 bonus to their AC because of their small size.
• Their small size also gives them a +2 bonus to all rolls when attempting stealth and concealment.
• They get a +1 bonus to all Dex Ability Saves.
• At higher levels, Halflings can score Critical Hits with missile weapons.
• They can use their Rogue's Luck ability to change a die roll once per day.

### Restrictions
• Halflings get -1 to their initial STR score.
• Because they are so small, they can only use light or medium armour, and cannot use two-handed melee weapons.
• Their small size also limits their movement to 30' per round.

### Critical Hits
Halflings of L5 or above who roll a natural 1 on a missile attack score a Critical Hit, which delivers the maximum damage possible for that attack (the highest number on the weapon's damage die, plus all current bonuses from DEX, magic weapons, spells, etc).

### Rogue's Luck
Halflings and Thieves can use this ability once per day to change the outcome of a die roll of their choice, whether it is made by them (an Ability Roll or Save, or a damage roll) or against them (such as a successful to-hit roll by an enemy). At L6 they can use Rogue's Luck twice per day; at L12, three times per day. If the player declares that they wish to use their Rogue's Luck (which must be done before any further rolls are made), they or the DM roll the dice again. The second result is binding, however – even if it is worse than the first!

**THIEVES**

Thieves are humans who specialise in stealth and stealing. They are the only class trained to deal with complex mechanisms like locks and traps without resorting to the use of magic or brute force, as well as having physical skills that let them climb sheer walls, pick pockets or hide and move unnoticed. Their Prime Requisite is DEX (though a high WIS is also useful; an unwise Thief is unlikely to stay out of jail for long!)

**Special Abilities**

• Thieves use d6 for their Hit Dice, and get +2 to their initial DEX score.
• They can use all missile weapons and one-handed melee weapons, but only wear light armour due to their need for stealth and mobility.
• They get a +4 bonus on all to-hit rolls for sneak attacks (where the victim is unaware of their presence), and inflict double the damage rolled on a successful strike.
• They get +4 to all rolls relating to perception – eg, spotting traps, listening at doors, etc.
• They have certain skills which other classes may only attempt at a -10 penalty: Open Locks, Disarm Traps, Pick Pockets, Hide In Plain Sight and Climb Sheer Surfaces (see below).
• They get an extra 30GP to buy equipment at the start of the game (don't ask how they got it).
• They can use their Rogue's Luck ability to change a die roll once per day (see above).
• Their fleet-footedness allows them to move 50' per round – the fastest of any class.

**Restrictions**

• Thieves get -1 to their initial CON score.
• They can only wear light armour and are restricted to one-handed melee weapons.
• They can only fully use their Open Locks and Disarm Traps skills if they have with them a set of Thieves' Tools; without these, they suffer a -4 penalty.

**Thief Skills**

Thieves are specially trained in certain skills; other classes may attempt them, but at a -10 penalty. Thieves gain a cumulative +1 bonus to these skills at levels 4, 8 and 12. All Thief Skills use DEX when making Ability Rolls.

**Open Locks:** can only be tried once per lock, per turn.

**Disarm Traps:** can only be tried once per trap. If the attempt fails with a roll of 4 or more higher than the Target Number, the trap goes off!

**Pick Pockets:** if the attempt fails with a roll of 4 or more higher than the Target Number, the Thief is spotted. NPCs will react accordingly!

**Hide In Plain Sight:** not *literally* the ability to stand in an open space without being seen, but rather to take advantage of even the smallest concealment, camouflage or shadow to evade notice, or to move and act as if the Thief belongs there and so avoid attracting attention. In places where there is absolutely no cover or it is impossible for the Thief to blend in, the DM may apply penalties.

**Climb Sheer Surfaces:** Thieves are able to scale almost all vertical surfaces without needing a rope or climbing aids. Failure results in a fall (from halfway up the attempted climb); damage is 1d6 per full 10' fallen.

**WIZARDS**

Wizards are humans who through long and arduous training and study are able to cast magic spells. At lower levels, they are the weakest class in any kind of physical combat because their studies have been entirely focused upon the magical arts; however, at higher levels they can become immensely powerful... if they survive that long. A Wizard's Prime Requisite is INT. (They must have an INT of at least 9 after adding their class bonus.)

**Special Abilities**
• Wizards use d4 for their Hit Dice, and get a +2 bonus to their INT.
• They can cast spells, being able to use increasingly powerful ones as they gain levels. The number they can cast per day is listed on the table below.
• All Wizards begin the game with three level 1 spells in their spellbook, one of which must be Read Magic. The other two may be chosen by the player. (Note that the number of spells in a Wizard's spellbook is not the same as the number they can actually cast in one day.)
• They can read and use spell scrolls without having to have a Read Magic spell cast upon them first.
• They can move 40' per round.

**Restrictions**
• Wizards get -1 to their initial STR.
• They can only use very simple weapons such as daggers and clubs, and cannot wear any kind of armour (because spellcasting requires them to be able to move freely) or use shields.
• Wizards have to record any spells they want to learn in their spellbooks, and memorise them each day before they can be cast. If they do not have access to their spellbooks, they cannot re-learn their spells after they have been used.

**Wizards: Spells Per Day***

| Level | 1 | 2 | 3 | 4 | 5 | 6 |
|-------|---|---|---|---|---|---|
| 1 | 1 | – | – | – | – | – |
| 2 | 2 | – | – | – | – | – |
| 3 | 2 | 1 | – | – | – | – |
| 4 | 2 | 2 | – | – | – | – |
| 5 | 2 | 2 | 1 | – | – | – |
| 6 | 2 | 2 | 2 | – | – | – |
| 7 | 3 | 2 | 2 | 1 | – | – |
| 8 | 3 | 3 | 2 | 2 | – | – |
| 9 | 3 | 3 | 3 | 2 | 1 | – |
| 10 | 4 | 3 | 3 | 2 | 2 | – |
| 11 | 4 | 4 | 3 | 3 | 2 | 1 |
| 12 | 5 | 4 | 4 | 3 | 3 | 2 |

* The number of spells a Wizard can use per day may be increased by a high INT score.

# Character Experience and Advancement

In the OG, each class had its own experience table. Clerics and Thieves were the fastest to advance, while Elves had to go through a lot of adventuring (more than twice that of a Cleric) even to reach second level.

*TAAC* combines all the tables, so different classes now advance at around the same rate, depending on their actions during the game. Other changes include level limits (Halflings were previously capped at L8, while most others could reach L14; in this version of *TAAC*, L12 is the maximum for everyone), Hit Dice (previously capped at 9 plus bonuses), and the number of spells/powers available to different classes. [Clerics in the OG started with no spells at L1, supposedly because they had to prove themselves worthy to their god; in *TAAC*, the deities are more generous in giving out powers to their followers.]

Tweaks have been made to some of the character classes to add limitations that compensate for the changes in experience and levels; for example, Elves now have a different and more restricted choice of spells.

[The reason why the number of XP needed to advance to new levels is lower than any class in the OG is that the 1981 game assumed the PC's party would be bolstered by numerous hirelings to act essentially as disposable canaries and cannon fodder, a throwback to its wargame origins. *TAAC* works on the basis that the heroes will for the most part be acting in smaller parties, with one character per player. Since the monsters will therefore be concentrating their attacks on fewer people, level advancement has been made faster to compensate... at least, for the survivors!]

One part of the OG that has been dropped entirely here is the idea that at 9th level, PCs suddenly become entitled (literally) to build castles, churches and the like as bases of operations. If you want to port that over to *TAAC* that's fine, but the assumption here is that players will keep on adventuring rather than becoming lord of the manor and taxing the local peasants.

## Experience Point Table

| Level | XP | HD | Ability Score Bonus |
|-------|---------|----|---------------------|
| 1 | 0 | 1 | – |
| 2 | 1000 | 2 | +1 |
| 3 | 2000 | 3 | +1 |
| 4 | 4000 | 4 | +2 |
| 5 | 8000 | 5 | +1 |
| 6 | 16,000 | 6 | +1 |
| 7 | 32,000 | 7 | +1 |
| 8 | 64,000 | 8 | +2 |
| 9 | 120,000 | 9 | +1 |
| 10 | 240,000 | 10 | +1 |
| 11 | 360,000 | 11 | +1 |
| 12 | 500,000 | 12 | +2 |

Increasing an ability score on reaching a new level is a major change from the OG, but in game terms it replaces the increases in to-hit rolls and saves on tables as a PC rises in level. Any ability score can be increased, but the maximum any one can be brought to is 18. At levels where a +2 bonus is granted, the two points can be applied to a single ability score, or split between two.

Unlike videogames, characters do not level-up automatically with a musical sting and a flurry of sparkly special effects the moment they reach a new XP level. They only get the benefits of a new level once they successfully complete an adventure.

## Awarding Experience Points

Characters who successfully survive an adventure are awarded XP at the end of it, which they can then use to advance in level and gain new abilities. As in the OG, one way that players gain XP is by defeating monsters. (Note that 'defeating' does not necessarily mean 'killing'; an encounter that is concluded non-violently will also win XP, although if the PCs later fight and kill the same monsters they do not get the XP again.) XP gained in this way is put into a 'pool' by the DM, and divided amongst surviving characters at the end of the adventure. A character who flees an encounter gets no experience from it; the DM will note this and adjust the amount of XP awarded later.

In addition, characters can also gain XP individually by making successful Ability Rolls. In these cases, the roll must have had at least a -1 penalty applied to it by the DM (making it a difficult task from which the PC can learn something), and **it must contribute meaningfully to the advancement of the adventure**, as determined by the DM. So a Fighter who gets another character to stand on their back and then repeatedly makes STR rolls to do push-ups will not gain any XP! The amount of XP awarded for a successful Ability Roll is 5, multiplied by the penalty and ignoring the minus; so a roll made at -3 would gain 15XP. If the roll is a natural 1, the amount of XP awarded is doubled.

A change from the Original Game in *TAAC* is how treasure is converted to XP. In the OG, once anything that characters wished to keep (such as magic items) had been distributed, a party's loot was divided equally amongst its members and they were awarded XP equal to their share of the value of the treasure in gold pieces (GP), as well as getting to keep that amount of GP to buy new and improved equipment for the next adventure.

*TAAC*, on the other hand, adds a twist to the process: treasure can be converted into GP *or* XP, as the player wishes – but not both. So a character with 400GP in treasure at the end of an adventure who was 200XP short of advancing to a new level, but also had their heart set on purchasing a new set of plate armour (costing 250GP), could either convert the gold into XP and go up a level, but then be 50GP short of being able to afford new armour, or buy the plate and be 150XP short of level advancement.

Experience for defeating monsters is awarded as follows: the number of Hit Dice of each monster gives a base amount (as per the table below), and then for each asterisk after their HD in the creature's stats – representing their special abilities – a bonus amount is also awarded. The total for all the monsters overcome in the encounter is then added to the 'pool' by the DM, to be awarded at the adventure's conclusion.

**Monster XP Awards**

| Hit Dice | Base XP | Bonus XP |
|----------|---------|----------|
| Under 1  | 5       | 1        |
| 1        | 10      | 3        |
| 1+       | 15      | 4        |
| 2        | 20      | 5        |
| 2+       | 25      | 10       |
| 3        | 35      | 15       |
| 3+       | 50      | 25       |
| 4        | 75      | 50       |
| 4+       | 125     | 75       |
| 5        | 175     | 125      |
| 5+       | 225     | 175      |
| 6        | 275     | 225      |
| 6+       | 350     | 300      |

| | | |
|---|---|---|
| 7 | 450 | 400 |
| 8 | 650 | 550 |
| 9 to 10+ | 900 | 700 |
| 11 to 12+ | 1100 | 800 |
| 13 to 16+ | 1350 | 950 |
| 17 to 20+ | 2000 | 1150 |
| 21 or more* | 2500 | 2000 |

* For every HD over 21, add 250 to both the base and bonus XP values of the creature.

Whenever a character gets enough XP to gain a new level, as listed in the Experience Table above, they roll the appropriate Hit Die for their class and add that number to their Hit Points, along with any modifiers for CON, increase one (or more) of their ability scores as per the Experience Point Table above, and also gain any new abilities (such as additional spells, combat bonuses, etc) relevant to their class.

If a character somehow earns enough XP in one adventure to advance them by more than one level, they are awarded just enough to bring their total experience to one point below the threshold of the second new level, but cannot advance to it until they have completed another adventure. If XP gained from treasure would have put them over the level limit, the excess is kept as gold pieces; otherwise, the unused XP is lost.

## Character Alignment

The OG used a straightforward system to represent the 'morality' of the characters in the world – they were Lawful, Neutral or Chaotic. The way the alignments were described, however, was more simplistic: Lawful was 'good', Chaotic was 'evil', and Neutral was... well, something that has never existed in reality outside the minds of psychotics, not so much an "I'm not getting involved" stance as "If the bad guys are getting too strong, I'll fight for good – and vice versa."

The advanced game added a second axis, where Good and Evil were actually what they said on the tin, and Lawful and Chaotic became more like 'authoritarian' and 'libertarian', the former emphasising the importance of firm rules to maintain order and the latter being about doing things your own way, man. Neutral was still about keeping some kind of bizarre cosmic balance (which meant that 'good', in the sense of altruism, selflessness and playing fair, was apparently something that needed to be held in check...)

The various editions of the OG had *literal* penalties for behaving outside of the straitjacket of your alignment, the advanced game having PCs instantly lose a level if the DM decided they weren't behaving chaotically evil enough, or whatever. In *TAAC*, however, alignment is – as in the real world – a matter of personal morality, which can (and does) vary over time. *TAAC* uses the advanced game's two-axis alignment system; it's recommended that players do pick an alignment for their character when created, to give them a base from which to roleplay their character. However, if they move away from that over time, that's not something to be punished, but a sign of development. (Unless they flit randomly from Lawful Good to Chaotic Evil and back, in which case it's a sign of mental instability.) After all, Han Solo went from selfish, greedy jerk to heroic loved-up leader (Chaotic Neutral to Neutral Good), while Darth Vader fell from Good to Evil, and neither of them became any less effective in a fight as a result!

The exceptions to this are Clerics (and if you are using the optional character classes from Part 8, Paladins, who must be Lawful Good, and Assassins, who must be Evil). Clerics worship a god of a particular alignment, being granted powers directly from them in return – and those gods expect them to behave accordingly. If a player decides that their Cleric is going to be Chaotic Neutral, so they can look out for their own interests while not taking any particular moral stance about what happens around them, their deity (in the form of the DM) will start watching them closely if they repeatedly side with good over evil or vice versa, or start supporting the local emperor's new laws that demand unquestioning obedience to social superiors!

In play, the DM should keep track of a Cleric's actions, and if they start edging towards a different alignment, give them a nudge (in the form of a non-verbal message from their god, such as a refusal to grant a Divine Power) to tell them to get back in line. If they refuse to obey, then penalties (as detailed under the Cleric description) can be introduced. The gods have an extremely low tolerance for apostates...

[Unlike the OG, there are no such things as 'alignment languages', which were an extremely silly concept even by the standards of a game that featured Gelatinous Cubes.]

# Weapons & Equipment

Before setting out on adventure, the characters should equip themselves with what they need to survive. It's a dangerous world out there! As described earlier, new characters start out with 30-180 (3d6x10) gold pieces with which to buy gear.

Where the price of an item is 0, it means it can usually be easily found (before or during an adventure) at no cost. Where no price is listed, it means the item cannot be bought in normal shops – it has to be found on an adventure, and most likely taken from its user! [Note that armour and some weapons are considerably more expensive than in the OG; this was a deliberate decision made so that if PCs want to turn themselves into heavily-armoured murder machines, they have to work for it first.]

Weapons with a range listed can be used for missile attacks, either fired or thrown. Thrown weapons add 10' to their range for every bonus damage point given by a high STR (so a character with STR 17, giving them +2 to damage, could throw a weapon an extra 20').

## WEAPONS

| | Damage | Cost | Range |
|---|---|---|---|
| **Axes:** | | | |
| Battleaxe (two-handed) | 1d8 | 25 | |
| Hand Axe | 1d6 | 5 | 20' |
| Orcish Battleaxe (two-handed) | 1d10 | – | |
| | | | |
| **Bows (two-handed):** | | | |
| Crossbow | 1d6+1 | 40 | 240' |
| 30 crossbow quarrels | | 20 | |
| Longbow | 1d8 | 50 | 210' |
| Shortbow | 1d6 | 25 | 150' |
| 20 arrows | | 5 | |
| Silver arrow | | 5 | |
| | | | |
| **Knives** | | | |
| Dagger[†] | 1d4 | 3 | |
| Throwing Dagger[†] | 1d4 | 15 | 30' |
| Hunting Knife | 1d4+1 | 10 | |
| | | | |
| **Swords:** | | | |
| Shortsword | 1d6 | 7 | |
| Broadsword | 1d8 | 20 | |
| Longsword (two-handed) | 1d10 | 60 | |
| Twin-bladed Sword (two-handed) | 2d6 | – | |
| | | | |
| **Others:** | | | |
| Unarmed attack*[†] | 1d2 (1d4/2) | 0 | |
| Dart[†] | 1d3 (1d6/2) | 2 | 20' |
| Club*[†] | 1d4 | 3 | |
| Improvised club*[†] | 1d3 (1d6/2) | 0 | |
| Mace* | 1d6 | 6 | |
| Staff* (two-handed) | 1d6 | 8 | |
| Polearm (two-handed) | 1d10 | 25 | |
| Slingshot*[†] | 1d4 | 2 | 160' |
| Sling Stones | | 0 | |

| | | | |
|---|---|---|---|
| Thrown rock*[†] | 1d2 (1d4/2) | 0 | 40' |
| Spear | 1d8 | 5 | 60' |
| Hammer* | 1d6 | 8 | |
| Warhammer* (two-handed) | 1d10 | 20 | |

\* indicates weapons useable by Clerics.
[†] indicates weapons useable by Wizards.
Unarmed attacks include punches, kicks, karate chops, headbutts, etc. As long as the character is not physically restrained or otherwise unable to move, they are always available for use in combat, though generally as a last resort.
Any improvised throwing weapon is treated as a thrown rock in terms of range and damage.


## ARMOUR

| | AC | Cost |
|---|---|---|
| **Light:** | | |
| Padded | 1 | 20 |
| Leather | 2 | 50 |
| **Medium:** | | |
| Studded Leather | 3 | 80 |
| Scalemail | 4 | 120 |
| **Heavy*:** | | |
| Chainmail | 5 | 150 |
| Plate | 6 | 250 |

\* Heavy armour reduces movement speed by 10' per round.

| | | |
|---|---|---|
| Shield | +1 to AC | 10 |

NB: Characters using a shield cannot use two-handed weapons.


## EQUIPMENT

All characters are assumed to begin the game with ordinary clothing suitable for their class and status. In addition, Clerics start the game with their holy symbol, while Wizards begin with their spellbook, which contains the spells they have learned during their training; the prices listed below are for replacements.

| | Cost | |
|---|---|---|
| Backpack | 5 | Holds up to 40lbs (400 coins) |
| Crowbar | 10 | |
| Fine Clothing | 15 | |
| Flask (empty) | 1 | |
| Flask of Oil (1/2 pint) | 2 | |
| Garlic (1 clove) | 2 | Repels vampires for 1d3 rounds |
| Grappling Hook | 25 | |
| Hammer (small)* | 2 | |
| Healing Kit | 40 | Revives dying characters (0HP) to 1HP |
| Holy Symbol | 25 | |
| Holy Water (vial) | 25 | |
| Iron Pitons (10) | 2 | |
| Lantern | 10 | |
| Manacles | 15 | |
| Mirror (small, steel) | 5 | |

| | | |
|---|---|---|
| Pickaxe* | 5 | |
| Potion of Healing | 200 | Restores 1d6+1 HP |
| Rations (1 person/day) | 2 | |
| Rope (50') | 1 | |
| Sack | 1 | Holds up to 20lbs (200 coins) |
| Sewing Kit | 1 | |
| Spellbook (blank) | 200 | |
| Stakes (3) and Mallet | 3 | |
| Thieves' Tools | 25 | |
| Tinderbox | 3 | 50% chance of lighting fire per round |
| Torches (6) | 1 | |
| Vial (empty) | 2 | |
| Waterskin (holds 1 pint) | 1 | |
| Wizard Ink | 100 | (per level of spell to be transcribed) |
| Wolfsbane (1 bunch) | 10 | Repels lycanthropes for 1d3 rounds |
| Wooden Pole (6') | 1 | 2" thick |

* Does 1-3 damage (1d6/2) if used as a weapon.

**Adventurer's Packs**
Allows characters to save a little of their starting money by choosing a standardised kit selection.

**Basic** (5GP): Sack, 6 torches, waterskin, 2x rations, 50' rope.
**Standard** (25GP): Backpack, 12 torches, tinderbox, waterskin, 3x rations, vial, 50' rope, 10x iron pitons, small hammer
**Luxury** (65GP): Backpack, lantern, 4x flasks of oil, tinderbox, 2x waterskins, 5x rations, vial, 2x 50' rope, crowbar, pickaxe, small hammer, small steel mirror, 10x iron pitons, wooden pole
**Thieves' Kit** (65GP): Backpack, Thieves' Tools, grappling hook, 50' rope, 6x torches, tinderbox, waterskin, 2x rations, flask of oil, small hammer, 10x iron pitons

**TRANSPORT**

| | | |
|---|---|---|
| Boat, Rowing (seats 2) | 100 | |
| Boat, Sailing (seats 6) | 2000 | |
| Camel | 100 | |
| Canoe (seats 1) | 50 | |
| Cart (2 wheels; seats 2) | 100 | |
| Dungeon Barrow | 20 | Wheelbarrow; holds up to 200lbs of treasure |
| Horse, Draft | 40 | |
| Horse, Riding | 75 | |
| Horse, War | 250 | |
| Mule | 30 | |
| Raft | 1 per sq/ft* | |
| Saddle and Bridle | 25 | |
| Saddlebags | 5 | |
| Wagon (4 wheels; seats 6) | 200 | |

* A minimum of 9 square feet (3x3') are needed to support one person.

Other items not on the lists above may be available for sale, depending on the location (more exotic items have a greater likelihood of being found in a city than in a hamlet on the edge of nowhere) and the DM. Prices may also vary according to the laws of supply and demand; if, for example,

reports of a great treasure in a nearby dungeon have brought adventurers flocking to a village, the prices of supplies will be higher as shopkeepers seek to take advantage of the extra custom!


**Languages**

Characters of high intelligence may learn additional languages. Each race and type of monster has their own language; at the DM's option, some races may be close enough in origins to others that knowing one's language gives a degree of basic comprehension in others related to it. For example, knowing the goblin language may also allow limited communication with hobgoblins and bugbears, while being able to speak with orcs could also help when talking to ogres.

# PART 3: POWERS AND SPELLS

Three classes of character can use magic in *TAAC*; Clerics, Elves and Wizards. Clerics can request help directly from their deity in the form of Divine Powers, while Elves and Wizards use spells. Unlike the OG, the latter two classes do not draw upon the same spell lists.

**Using Magic**

When called upon, whether in exploration or combat, powers and spells are activated immediately; there are no casting times or material components as found in the advanced version of the OG. During combat, using magic requires the whole of a ten-second round, and the caster cannot move or take any other actions in that time.

Most spells that can affect an unwilling subject allow the target to make an Ability Save to avoid or reduce the effects. In these cases, for every level (or Hit Die) the caster is above the target, their save takes a -1 penalty.

Certain spells and powers allow the caster to counter or dispel magic (including curses) used by others. If the magic being countered has no level specified (or the caster's level is unknown), or the caster is of a higher level than whoever cast the magic being countered, then it is automatically dispelled. However, if whoever originally cast the magic is of a higher level than the character trying to dispel it, the character must make a successful (WIS) roll to succeed, with every level they are lower than the original caster as a -1 penalty.

Spells and powers with a range of 0 affect only the caster. Those with a range listed as 'Touch' affect either the caster (if desired) or a creature or item that the caster physically touches – ie, within arm's length. Magic with a range of 'Touch' requires a successful (STR) Ability Roll to hit an unwilling target. Cleric powers are not used if the attack misses (the deity does not deliver their divine power until the moment it is needed). On the other hand, if a Wizard or Elf's touch attack misses, the spell is wasted unless stated otherwise in the spell description.

Spells or powers with a duration of 'concentration' last as long as the caster is able to maintain focus upon them. If they are distracted (such as by taking damage, being affected by a spell, etc) the spell immediately ends.

Any spell or power with an ongoing (non-permanent) duration can be dismissed at any time at the caster's whim.

The power and spell lists for Clerics, Wizards and Elves are below. Those marked with an asterisk can have their effect reversed; Clerics can use the reversed forms of their Divine Powers at will (though their deity will not be happy if they repeatedly do so in a way that is contrary to their alignment, such as a Lawful Good Cleric frequently using Curse or Harm), while Wizards and Elves need to specifically memorise the reversed form in order to use it. The normal and reversed forms of a spell can both be memorised at the same time, but each takes up a separate slot.

**CLERICAL POWERS**

In the OG Clerics had spells; in *TAAC*, these are renamed Divine Powers, as they are not ordinary magic but granted directly by the Cleric's deity. The way they function also differs from the OG. There, they were chosen like an Elf or Magic-User's spells at the start of the adventure (or day) – the difference was that a Cleric could choose any spell from the list appropriate to their level, not just the ones they had recorded in their spell books.

   *TAAC* gives Clerics more flexibility with their powers. They still get to choose from any power that can be used at their level: the difference is that they can call upon their god to provide them *as and when they are needed*. So if a Cleric has access to two Divine Powers per day, he or she does not need to specify which they are until circumstances require it. If the extent of the party's injuries mean they need two curative powers to deal with them, they can do that. Or they might need one Cure, and Detect Evil to find out which of the Maharajah's servants is a murderous doppelganger. Wizards and Elves have to memorise their spells in advance and hope they're useful, but Clerics, by virtue of their direct connection to their god, can respond more effectively to a situation.

**Level 1 Cleric Powers**
Cure*
Detect Evil*
Detect Magic
Light*
Protection*
Purify*
Remove Fear*
Resistance
Smite

**Level 2 Cleric Powers**
Bless*
Find Traps
Know Alignment
Hold
Remove Curse*
Silence
Snake Charm
Speak With Animals

**Level 3 Cleric Powers**
Animal Growth
Continual Light*
Cure Disease
Glyph of Warding
Locate Object
Show Hidden
Striking

**Level 4 Cleric Powers**
Boon*
Create Water
Heal*
Neutralise Poison
Protection (10' Radius)*

Spell Immunity
Sticks To Snakes

**Level 5 Cleric Powers**
Commune
Create Mana
Dispel Evil
Insect Plague
Quest*
Raise Dead*


**FIRST LEVEL CLERICAL POWERS**

**Cure***
Range: Touch     Duration: immediate
Heals 1d6+the Cleric's level points of damage to any living creature when the Cleric touches them. (This includes the Cleric him/herself.) Also cures paralysis, but in this case does not restore lost HP. Cannot increase a creature's HP above their maximum.
**Reverse: Wound**, causes 1d6+the Cleric's level damage to any creature the Cleric touches with a successful attack roll.

**Detect Evil***
Range: 120'     Duration: 1 turn
Causes monsters of Evil alignment (whether Lawful, Neutral or Chaotic) or cursed/evilly enchanted items within 120' of the Cleric to glow with a red aura (visible only to the Cleric).
**Reverse: Detect Good**, causes creatures of any Good alignment or magically blessed items to glow blue.

**Detect Magic**
Range: 60'     Duration: 1 turn
Causes anything within 60' of the Cleric that has been magically enchanted to glow with a yellow aura (visible only to the Cleric).

**Light***
Range: 120'     Duration: 12 turns
When cast on an object or point within range, creates a circle of light bright enough to read by (but not equivalent to full daylight) with a 30' diameter. If cast on a creature's eyes, they must make a (WIS) save or be dazzled, suffering a -8 penalty to all actions unless they have some other sense that can replace sight, such as a bat's sonar.
**Reverse: Darkness**, creates a 30' diameter zone of blackness in which no lights function, and that even infravision and starsight cannot penetrate. Any creature reliant on sight that enters suffers a -8 penalty to all actions.

**Protection**
Range: 0     Duration: 1 turn per Cleric level
Surrounds the Cleric with a divine barrier that gives a +2 bonus to AC against all melee attacks by creatures not allied with the Cleric, and also gives a +2 bonus on Ability Saves against magical attacks by these same opponents. (Missile attacks are not affected.)

**Purify***
Range: 10'     Duration: immediate

Makes spoiled, polluted or poisoned food and water usable. Purifies enough food and water to feed six people for one day. Alternatively, can be used to turn one vial of ordinary water into Holy Water.

**Reverse: Corrupt**, makes food and water in amounts as above inedible and polluted.

### Remove Fear*
Range: 120'          Duration: immediate

Any one creature within range that has failed a morale check or been affected by a magical fear is instantly calmed.

**Reverse: Terrify**, causes any one living creature that fails a (WIS) save to flee in panic for two turns.

### Resistance
Range: 30'          Duration: 6 turns

Gives one creature within range (including the Cleric) +3 on all saves against the effects of cold, heat (including fire), acid, lightning/electricity and poisonous gas, as well as halving any damage inflicted. At L6, one extra creature can be protected, and at L12 the number becomes two extra creatures.

### Smite
Range: 30'          Duration: 1 hit

When the Cleric uses this power (whether on themselves or an ally), the damage delivered by the recipient's next successful attack is doubled. If the attack misses, the power still remains in effect until a hit is scored.

## SECOND LEVEL CLERICAL POWERS

### Bless*
Range: 60'          Duration: 1 turn

Gives all creatures within range allied with the Cleric a +1 to-hit bonus and +1 to AC, as well as +1 to morale. At L6, the bonuses are increased to +2, and at L3 they are increased to +3.

**Reverse: Blight**, gives all creatures within range opposed to the Cleric -1 to-hit, -1 AC and -1 to morale. At L6, the penalties are increased to -2, and at L12 they are increased to -3.

NB: in both normal and reversed forms, this power cannot be 'stacked', so two Clerics using the same power would not double the effect. However, a Bless will cancel out the effects of a Blight, and vice-versa.

### Find Traps
Range: 30'          Duration: 1 turn

Causes all mechanical and magical traps within range to glow with a green aura (visible only to the Cleric). It does not reveal how these traps may be disarmed, however.

### Know Alignment
Range: 30'          Duration: immediate

Reveals the alignments of all creatures within range to the Cleric.

### Hold
Range: 180'          Duration: 6 turns

Locks humanoid creatures (and animals of smaller than human size) into a state of paralysis. It does not affect the undead or creatures larger than an ogre. The power can affect up to four creatures; if

focused on a single target, the victim has a -3 to its (WIS) save to escape the effect, otherwise targets each have a (WIS) save as normal to avoid being frozen.

**Remove Curse***
Range: Touch        Duration: immediate
As the name suggests, removes a single curse from any character, or allows them to be rid of a cursed weapon or item.
**Reverse: Curse**, places a misfortune or penalty upon the target. The nature of the curse is up to the caster, but the more extreme the effect, the more likely the curse is to fail – or to rebound upon the Cleric! (See **Cursed Scrolls** for examples of curses.)
    Creatures targeted by a Curse can make a (WIS) save to avoid its effects; for each level the caster is above the target, there is a -1 penalty to the roll. However, more extreme and damaging curses gain bonuses of +1 or more to resist, as decided by the DM. If a save is made with a roll of 6 or more below the Target Number, the curse is reflected back onto the Cleric – with no saving throw!
    [In the OG, this was a level 3 spell, so was not available until a Cleric reached L5. Considering how often cursed items turn up in play, I opted to bring it in a bit sooner.]

**Silence**
Range: 180'        Duration: 6 turns
Renders an area 30' in diameter completely silent. Wizard/Elf spells cannot be cast in the affected zone. If cast on a living creature, they must make a (WIS) save or the effect will move with them, otherwise it is fixed around the point where they were.

**Snake Charm**
Range: 60'          Duration: see below
Allows a Cleric to charm 1 Hit Die of snakes per level of the Cleric (so an L3 Cleric could charm three HD1 snakes, or one HD2 and one HD1). Charmed snakes will not attack, instead raising their heads in a 'snakedance'. If used on attacking snakes, the power's duration is 1d4+1 rounds, otherwise it lasts 1d4+1 turns.

**Speak with Animals**
Range: 30'          Duration: 6 turns
Lets the Cleric communicate with non-magical animals (even ones of giant size). The animal does not talk in the character's language; rather, the Cleric can understand its meaning, and vice versa. Creatures that react well to the Cleric may be persuaded to perform a simple favour for them.


**THIRD LEVEL CLERICAL POWERS**

**Animal Growth**
Range: 120'        Duration: 12 turns
Doubles the size of one non-magical animal, giving it twice its normal strength and damage and doubling the amount it can carry. The spell does not affect intelligent animals, or change the way the animal behaves.

**Continual Light***
Range: 120'        Duration: until dispelled
Details as per Light, except that the effect illuminates an area up to 60' across, is equal in brightness to full daylight, and lasts until it is dispelled.
**Reverse: Continual Darkness**, as per Darkness but with the range and duration above.

### Cure Disease*
Range: 30'          Duration: immediate

Cures the creature it is cast upon of all diseases, including lycanthropy and mummy rot. It will also kill green slime.

**Reverse: Cause Disease**, infects a victim who fails a (CON) save with a horrible wasting disorder that drains one point of STR and CON every day until one of them reaches zero, at which point the victim dies. While infected, characters cannot heal or recover lost HP by any means. The only way to end the malady is with Cure Disease or reality-altering magic such as a wish.

### Glyph of Warding
Range: Touch      Duration: until activated/dispelled

Creates a divine symbol that protects an area of up to 10x10' per level of the Cleric. Any creature that enters the area without first speaking the name of the Cleric's deity causes the glyph to activate. It may cause physical damage (explosive, electrical, etc) of 1d4 per level of the Cleric, blindness, paralysis, inflict a curse or other effects as desired; appropriate Ability Saves reduce or negate the effect.

### Locate Object
Range: Caster level x10 + 100'          Duration: 2 turns

When the caster focuses on the mental image of a specific inanimate object (or type of object), the spell will reveal the direction (but not distance) of the nearest example.

### Show Hidden
Range: 30'          Duration: 1 turn

Any objects within range that have been deliberately hidden (whether by an intelligent creature or an animal) become outlined in a purple glow visible only to the Cleric. This includes secret doors, disguised traps, invisible monsters and so on. Even if they are concealed inside or under another object, the Cleric will still see a faint outline of the hidden items through the obstruction.

### Striking
Range: 30'          Duration: 1 turn

A variation of Smite, which increases the damage inflicted by one chosen normal weapon by 1d6 per attack for one full turn rather than a single blow. It also allows the weapon's user to strike monsters that can normally only be hit by magic weapons.

## FOURTH LEVEL CLERICAL POWERS

### Boon
Range: Touch      Duration: 1 turn

For ten minutes, all Ability Rolls and Ability Saves made by the affected creature using an ability score of the Cleric's choosing are granted a +6 bonus. In the case of monsters, the bonus applies to rolls made using their Attack and Save stats.

**Reverse: Bane**, as above except all rolls on the chosen ability score are made at a -6 penalty.

### Create Water
Range: 10'          Duration: immediate

Summons a spring from the ground that provides 10 gallons of clean, fresh water for every level of the caster.

### Heal*
Range: Touch      Duration: immediate

Heals 2d8+the caster's level points of damage for one living creature. Alternatively, can be cast on a vial of holy water to turn it into a potion of healing.
**Reverse: Harm**, inflicts 2d8+the caster's level damage on a successful melee attack.

### Neutralise Poison
Range: Touch    Duration: immediate
Detoxifies and revives one poisoned creature (if they are still alive). Can also be used to render poisoned food, water, potions and so on harmless. Only acts on poison that is already present; it cannot 'immunise' characters against future poisonings.

### Protection, 10' Radius
Range: 0    Duration: 12 turns
As per Protection, but the power affects all the Cleric's allies within 10' from opponents' melee attacks.

### Spell Immunity
Range: 30'    Duration: 1 turn per Cleric level
Makes the recipient completely immune to one specific Wizard or Elf spell for the duration of the power. The spell in question may be cast by a Wizard or Elf, or may come from a wand, rod, scroll, etc. It does not negate the effect of spell-like abilities of creatures (for example, being immune to Lightning Bolt spells does not protect against a blue dragon's electrical attack).

### Sticks to Snakes
Range: 120'    Duration: 1 turn
Turns a bundle of up to 16 sticks into snakes (AC3, HD1, Attack 11, Save 6, Move 30', #AT 1, Dam 1-4, Morale 10) that obey the Cleric's commands. There is a 50% chance of the snakes being poisonous. They turn back into sticks if killed or when the spell ends.


## FIFTH LEVEL CLERICAL POWERS

### Commune
Range: 0    Duration: immediate
No more than once per adventure, the Cleric may ask their deity up to three questions that can be answered yes or no. If the answer is unknown or the question unclear, the deity will remain silent.

### Create Mana
Range: 0    Duration: immediate
Creates a quantity of delicious magical food that is enough to feed three people (or one horse) for one day per level of the Cleric.

### Dispel Evil
Range: 30'    Duration: immediate
Any magical or undead evil creature within range that fails a (CHA) save is destroyed or banished. A creature that makes a save will flee the area. Non-magical evil creatures must make a Morale check or flee. This power will also free a character from a cursed item.

### Insect Plague
Range: 480'    Duration: concentration; 2 turns maximum
Unleashes a cloud of insects 60' in diameter that moves according to the Cleric's wishes. Creatures inside the swarm are blinded, and any living creature of less than 3HD will automatically fail a

morale check and try to flee (with the exception of monsters with a Morale of 20). The Cleric must concentrate to guide the swarm; if disturbed, the insects will disperse.

**Quest\***
Range: 30'         Duration: see below
Forces the character it is cast upon to fulfil a quest (chosen by the Cleric) to the best of their ability. A (CHA) save avoids the effect. The quest might involve rescuing a princess, slaying a particular monster, recover a holy item and so on. Refusal to follow the quest puts a curse on the character, inflicting cumulative penalties decided by the DM. Once the quest is completed, the spell ends.
**Reverse: Remove Quest**, dispels a Quest.

**Raise Dead\***
Range: 120'         Duration: immediate
The Cleric can restore any dead character to life. At L8, a Cleric can resurrect a character who has been dead for up to four days; for each level above that, an extra four days are added. Characters who are raised from the dead come back with just 1HP, and cannot fight, use spells or special abilities, or move faster than half speed until they have been restored to their maximum HP, by whatever means. An undead creature that fails a (CON) save will be destroyed by the use of this power.
**Reverse: Finger of Death**, creates a death ray that instantly slays one living creature that fails a (CON) save.

**WIZARD SPELLS**

Unlike Clerics, who are granted their powers by their deity as a benefit of their service, and automatically gain access to those at higher levels as they advance, Wizards have to find their spells for themselves. All Wizards start off with three spells in their spellbook – one of which must always be Read Magic, as it is an essential part of a mage's knowledge – that they have learned during their training in the magical arts, but beyond that they either have to buy them (at a considerable price – magic does not come cheaply!) or locate magic scrolls during adventures, which if unused can be transcribed into the Wizard's spell book once they return to a safe location. However, just because a scroll can be transcribed (using Read Magic; see **Spell Scrolls**), that does not mean it can be used yet!

Wizards can only cast a certain number of prepared spells per day, based on their level – an L1 Wizard normally begins with just one level 1 'spell slot', while at L5 she would be able to cast up to two level 1, two level 2 and one level 3 spells per day. A high INT allows more spells to be prepared each day: INT 16 would provide an additional two slots, for example.

Spells are memorised by the Wizard reading them from their spell book following an uninterrupted night of rest (at least six hours). The process takes five minutes per level of the spell, and imprints the spell into the Wizard's mind; once it is recalled (an action which takes only a moment – spellcasting is effectively instantaneous) it is wiped from the caster's memory, and will need to be memorised again before its next use. This makes a Wizard's spellbook their most prized possession, as without it they cannot recall their spells.

Wizards can only memorise spells that are available to them based on their level – so an L4 Wizard would not be able to use a level 5 spell in one of their daily slots, even if they have transcribed it into their spellbook.

Only one 'copy' of a spell can be memorised at once: for example, a Wizard with six spell slots could not fill all of them with Fireball. The reversed form of a spell can be memorised as well as the normal version, however. Memorised spells remain in the caster's mind until they are used, or are mentally 'erased' at the Wizard's will.

Although casting a memorised spell is a very quick process, the Wizard must be able to speak and move freely to do so. If they are restrained or silenced (whether physically gagged or within the effect of a Silence spell), they cannot cast any spells.

**Rituals**

Wizards can cast more spells than they have prepared by doing so as a ritual, allowing them in exceptional circumstances to use magic even if they have already cast all their memorised spells for the day. To do this, they must have their spellbook, and carefully read out the spell from it as an incantation; this takes ten minutes (one turn) per level of the spell rather than the five required to memorise a spell, as reading is a much quicker process than reciting. The caster must remain stationary and undisturbed for the whole duration – if the incantation is interrupted, the ritual must be begun again from the start.

**FIRST LEVEL WIZARD SPELLS**
Charm
Comprehend Languages
Detect Magic
Feather Fall
Flame Finger
Floating Disc
Hold Portal

Light*
Magic Missile
Read Magic
Shield
Shocking Grasp
Sleep
Swole's Mighty Blow
Ventriloquism

**SECOND LEVEL WIZARD SPELLS**
Continual Light*
Detect Evil*
Invisibility
Knock
Levitate
Locate Object
Mirror Image
Phantasmal Force
Rope Trick
Rust
Telepathy
Web
Wizard Lock

**THIRD LEVEL WIZARD SPELLS**
Barrier
Clairvoyance
Communicate*
Dispel Magic
Fireball
Fly
Haste
Hold Person
Infravision
Invisibility, 10' Radius
Lightning Bolt
Protection, 10' Radius
Water Breathing

**FOURTH LEVEL WIZARD SPELLS**
Charm Monster
Confusion
Dimension Door
Polymorph
Remove Curse
Slime Carpet
Transform
Wall of Fire
Wall of Ice
Wall of Stone
Wizard Eye

## FIFTH LEVEL WIZARD SPELLS
Animate Dead
Chain Spell
Cloudkill
Conjure Elemental
Feeblemind
Hold Monster
Horcrux
Passwall
Spellcatcher
Telekinesis
Teleport
Transmute Rock to Mud

## SIXTH LEVEL WIZARD SPELLS
Anti-Magic
Death Spell
Disintegrate
Focal Point
Geas
Invisible Stalker
Move Earth
Part Water
Projection
Reincarnation
Stone to Flesh


## FIRST LEVEL WIZARD SPELLS

### Charm
Range: 120'          Duration: see below
This spell can be used on any living humanoid creature of four or fewer Hit Dice. A target that fails its (INT) save will regard the caster as its new best friend, and will actively try to defend him or her against any attacks – even by the target's own allies. If the caster speaks the target's language, commands can be given, and any that do not go against its sense of self-preservation will be obeyed. If the caster attacks the target, or commands it to kill itself, the spell is instantly broken – and the victim will do everything in their power to kill the caster. Any creature affected by a Charm spell may attempt an (INT) save every 24 hours to shake off the effects; how they then respond to the caster depends on how much they were made to act against their normal nature. A successful Dispel Magic spell will remove a Charm.

### Comprehend Languages
Range: 0            Duration: 6 turns
Allows the caster to understand (but not speak) any written or spoken language encountered for the duration of the spell.

### Detect Magic
Range: 60'          Duration: 1 turn
Details as the Cleric power, though the aura is visible to everyone.

### Feather Fall

Range: 60'	Duration: immediate

On a successful (DEX) to-hit roll, any targeted object that is in freefall will drift gently to the ground, suffering no damage. A wizard can use this spell on themselves without needing a to-hit roll. Note that this spell does not affect objects fired on a ballistic trajectory, such as arrows.

### Flame Finger*
Range: 40'	Duration: immediate

Shoots a pencil-thin jet of fire from the caster's pointing finger that on a successful (INT) attack roll causes 1d8 damage to a target. Flammable objects can also be set alight.

**Reverse: Frost Finger**, effect as above but damage is caused by extreme cold. Can be used to freeze small volumes of water or ice up items such as locks.

### Floating Disc
Range: 6'	Duration: 6 turns per caster level

Creates a shimmering circular platform three feet in diameter which can carry up to 100lbs (1000gp) in weight. It is slightly concave, so objects placed in it are only at risk of falling out if they are stacked too high. The disc appears at the caster's waist height, and follows them wherever they go. When the spell ends, any objects on the disc fall.

### Hold Portal
Range: 10'	Duration: 1 turn per caster level

Magically seals any door, gate or similar portal, and can only be opened with a Knock spell or by a creature with 3 or more Hit Dice than the caster. Forcing open a held portal takes one round.

### Light
Range: 120'	Duration: caster's level + 6 turns

Details as the Cleric power, except the duration is as above.

### Magic Missile
Range: 150'	Duration: immediate

Fires a bolt of magical energy (which normally resembles an arrow, but can be any form of similar size the caster desires, such as a flaming skull) that automatically hits a target visible to the caster for 1d6+the caster's level damage. At 6th level, the caster may fire two Magic Missiles at once; at 12th level, three Magic Missiles. They may be all fired at one target, or against different targets.

### Read Magic
Range: 10'	Duration: 1 turn

Allows magical words or runes selected by the caster to be read by anyone, letting even non-casters use magic scrolls. The spell also allows Wizards to transcribe written spells into their own spell books (though they cannot use them yet if the spell is of a higher level than the Wizard can cast); any spell so transcribed vanishes once copied. This spell is known by all Wizards.

### Shield
Range: 0	Duration: 1 turn

Surrounds the caster with a glowing magical field that gives them a +4 bonus to AC and completely negates Magic Missile attacks on the caster.

### Shocking Grasp
Range: Touch	Duration: immediate

The caster delivers a powerful electric shock to one target successfully hit by a (STR) attack, causing 1d8+the caster's level damage. (Note: if the target and caster are both in the same body of water, the caster will also take 1d4 damage!)

**Sleep**
Range: 240'      Duration: 1d20 turns
Puts hostile living creatures within 40' of the target point to sleep. The spell affects a number of Hit Points equal to the caster's INT + their level, starting with the creature(s) with the fewest HP and working upwards. For example, an L1 Wizard with INT 15 (16 points in total) who cast Sleep on a group of five orcs with 5HP each would send three of them to sleep (a total of 15HP); the remaining 1 point is wasted, as a target creature cannot be left 'partially' asleep. Creatures of 4HD or higher can make an (INT) save to shake off the effect.

**Swole's Mighty Blow**
Range: 0          Duration: 1 attack
Increases the damage of a successful unarmed melee attack by the Wizard to 1d6+the caster's level, plus any STR bonuses. If an attack misses, the spell remains 'charged'; the Wizard cannot cast any other spells until a successful attack is made or they willingly end the effect (in which case the spell is wasted).

**Ventriloquism**
Range: 60'       Duration: 2 turns
Allows the caster to throw their voice, making it seem to originate from any point within range (such as from an object or animal, behind a door, etc). No sound emerges from the caster's own mouth while their voice is being thrown (so does not give away their position if they are hiding).


**SECOND LEVEL WIZARD SPELLS**

**Continual Light***
Range: 120'      Duration: permanent
As per Light, but the area of effect is 60' in diameter, and lasts until a successful Dispel Magic spell is used.
**Reverse: Continual Darkness**, as per Darkness but with the area and duration above.

**Detect Evil**
Range: 120'      Duration: 1 turn
Details as the Cleric power, though the aura is visible to everyone.

**Invisibility**
Range: 240'      Duration: until broken (see below)
This spell turns the caster or any one creature or item in range invisible. Anything worn or carried by a targeted creature when the spell is cast also becomes invisible, but returns to sight if it leaves their direct contact. A creature stays invisible until it attacks, casts a spell or uses a Divine Power. Light sources can be made invisible, but the light itself remains. NB: anything invisible can have its shape revealed if it passes through water, smoke, etc, or if sand, flour or other similar substances stick to it.

**Knock**
Range: 10'       Duration: immediate
Opens one locked (by any means), Held or Wizard Locked door, gate, portal, chest or so on. The object to be opened must be known to the caster; undiscovered secret doors cannot be exposed this way. If the caster of a Hold Portal or Wizard Lock spell is of a higher level than the Wizard trying to open it, an (INT) roll must be made to succeed, with a -1 penalty for each level the original caster is higher than the Wizard.

**Levitate**

Range: 0          Duration: caster's level+6 turns

The caster can move up or down in mid-air at up to 20' per round. They may only move vertically, but can use their hands to push themselves in any direction across a ceiling at 5' per round. If the spell expires while the caster is still in the air, they fall. They can carry up to their maximum encumbrance.

**Locate Object**

Range: Caster level x10 + 100'          Duration: 2 turns

Details as the Cleric power.

**Magic Mouth**

Range: 10'          Duration: See below

When cast on an inanimate object, this spell creates a magical animated mouth that will deliver a spoken message when specific conditions are met. These conditions may be as simple as an intelligent being passing nearby, to as specific as something like "when a human male wearing the Archimandrite's robes knocks on this door before sunrise on a Tuesday." The message may be up to 100 words long, and can be in any voice the caster chooses, from a little girl's whisper to a booming stentorian command. Once the mouth has delivered its message, the spell ends.

**Mirror Image**

Range: 0          Duration: 1 turn

The caster creates 1d4 illusionary copies of him/herself, which mimic their movements precisely. Any attacks on the caster will be directed at an image instead. Images have AC0; any one successfully hit instantly vanishes.

**Phantasmal Force**

Range: 240'          Duration: concentration

Creates an illusion (both visual and auditory) within a maximum 20x20x20' area that behaves as the caster wills. If the caster takes damage or does anything other than maintain concentration on the spell, the illusion instantly vanishes. It cannot cause physical damage, but any creature that fails a (WIS) save if 'attacked' or 'harmed' will be frozen by fear for 1d6 rounds or until the illusion ends.

**Rope Trick**

Range: 20'          Duration: 1 turn

When cast on a length of rope, it rises vertically like a snake to its full length and becomes rigid so that it can be climbed without needing to be secured at the top.

**Rust**

Range: 60'          Duration: immediate

Causes metallic objects to corrode and crumble into uselessness. Animated objects (such as a bronze golem) or metal magic items can save to resist the effect; in the case of targets that do not have a Save stat, assume a basic Save score of 10 and for weapons and armour add the bonus (eg, +2). For other items, the DM should determine the save bonus based on the value and power of the artefact.

   The amount of metal that can be rusted depends on the Wizard's level. At L3, only a single small object such as a lock, hinge or dagger can be affected. At L6, an amount of around human size can be corroded (such as a full suit of plate armour or a metal statue), while at L10 any metal within a 10' cube can be destroyed.

**Telepathy**

Range: 60'        Duration: 2 turns

The caster can 'hear' the thoughts (if any) of any one living creature within range for one turn, after spending a prior turn to 'lock onto' the mind of their target. Until a specific target is chosen, the thoughts of all creatures within range (including other party members!) are 'heard' as a confused jumble. Very high-level creatures such as demons or extremely intelligent wizards may be granted an (INT) save against having their thoughts read at the DM's option; if they succeed, the caster takes 1d4 damage from the mental backlash – and gets a pounding headache! The caster must remain still in a state of concentration while using the spell; if they move or take damage, the effect is broken.

### Web
Range: 60'        Duration: 1 turn per caster level

Creates a mass of sticky gossamer strands that fill a 10x10x10' area per level of the caster. Any creature caught in or that tries to move through the web becomes trapped, and cannot attack or move. A trapped creature must make a (STR) save to break free of the web in one 10' area, but if they move into an adjoining webbed area they become ensnared again and must repeat the process. Fire burns the web away in 2 rounds, but any creature caught in the burning strands takes 1d6 damage. At the end of the spell's duration, the web evaporates.

### Wizard Lock
Range: 10'        Duration: permanent

Works like a Hold Portal spell, but can be cast on any lockable object and lasts until dispelled. The caster can open and re-seal the Wizard Lock at any time. A Knock spell will open a Wizard Lock, but not dispel it; once closed, the object locks again. A magic-user of three levels/Hit Dice higher than the caster can break through and dispel a Wizard Lock in one round.

## THIRD LEVEL WIZARD SPELLS

### Barrier
Range: 0        Duration: 1 turn

Gives the caster total protection against all non-magical missile attacks the size of a spear or smaller. Even if such missiles hit, they simply bounce off the barrier, inflicting no damage.

### Clairvoyance
Range: 60'        Duration: 2 turns

Functions as Telepathy, except that instead of 'hearing' the thoughts of a target creature, the caster is able to tap into its senses – sight, hearing, smell, taste and touch (and any other senses it may have, though these require a successful INT roll to interpret). If the target takes damage while the spell is in effect, the caster must make an (INT) save or take 1d4 damage from the mental backlash. The caster must remain still while using the spell; if they move or take damage, the effect is broken.

### Communicate*
Range: 60'        Duration: 6 turns

Allows the caster and all other intelligent creatures within range to understand all spoken languages that they hear.

**Reverse: Babel**, makes all speech within range sound like incomprehensible babbling. The caster is unaffected and can understand spoken words as normal.

### Dispel Magic
Range: 120'        Duration: immediate

Removes spell effects within 20' of the target point. It does not affect magic items, but automatically cancels spells or powers cast by a Wizard, Elf or Cleric of the caster's level or less. If the spell or power was created by someone of a higher level, the caster of Dispel Magic must make a successful (INT) roll to succeed, with every level higher of the target spell giving a -1 penalty. For example, an L3 Wizard with INT 15 trying to remove a spell cast by someone of L7 would have to roll 11 or lower (four levels difference, so 15-4).

## Fireball
Range: 240'        Duration: immediate
Creates and shoots a ball of fire that creates a 30' radius explosion when it hits a target. Any creatures in the blast – including the caster's allies! – take 1d6 damage per level of the caster, but if they successfully make a (DEX) save they only take half damage.

   For the sake of simplicity, if a Wizard shoots a fireball into a melee, all combatants (enemies and allies alike) are considered to be in range of the explosion and must make a (DEX) save to halve the damage taken.

## Fly
Range: Touch      Duration: level of caster + 1 turn
Allows the caster, or a person they touch, to fly. Unlike Levitate, they have complete freedom of movement in all directions, and can travel up to 120' per round. If they are still in the air when the spell wears off, they fall. They can carry up to their maximum encumbrance.

## Haste
Range: 240'        Duration: 1 turn
Doubles the speed of up to 24 creatures (chosen by the caster) within 60', giving them twice their normal movement rate and allowing them to perform two attacks per round. The use of spells or Divine Powers, or magical devices like wands, is *not* doubled, and the spell cannot be 'stacked' to increase speed further.

## Hold
Range: 180'        Duration: 6 turns
Details as the Cleric power.

## Infravision
Range: Touch      Duration: 1 day
Gives the creature it is cast upon the ability to see in the dark as per the Dwarf ability to distance of 60'.

## Invisibility, 10' Radius
Range: 120'        Duration: as per Invisibility
Details as Invisibility, except it affects all creatures within 10' of the caster. The effect moves as the caster does; anyone leaving this 'bubble' becomes visible.

## Lightning Bolt
Range: 180'        Duration: immediate
Fires a powerful electrical arc from the caster's finger at any target within range, delivering 1d6 damage per level of the caster. Victims can make a (DEX) save for half damage.

## Protection, 10' Radius
Range: 0            Duration: 12 turns
Details as the Cleric power.

**Water Breathing**
Range: 30'          Duration: 1 day
Allows the creature it is cast on to breathe underwater (at any depth) without harm. It does not affect its ability to move underwater or breathe air.


## FOURTH LEVEL WIZARD SPELLS

**Charm Monster**
Range: 120'          Duration: special
Affects all types of creatures, except undead, as per Charm Person (including saves). For creatures of 3 or fewer HD, the number of Hit Dice affected is equal to the caster's INT (or attack), otherwise only one creature is affected.


**Confusion**
Range: 120'          Duration: 12 rounds
Affects 3-18 (3d6) creatures of the caster's choice in a targeted area of 30' radius; those with 2HD or less have no saving throw. Creatures with higher HD must make an (INT) save each round to shake off the effect. Confused creatures roll 1d6 each round to determine their actions:
1          Attack the caster's party
2-3        Do nothing
4-5        Run at their maximum move rate in a random direction
6          Attack their own party if they have one (if not, do nothing)


**Dimension Door**
Range: 10'          Duration: immediate
Teleports the caster or a single creature/object of up to 10x10x10' in size to any location within 360'. Unwilling creatures get an (INT) save. If the caster has not seen the chosen location, they can specify it by direction (eg, "100' north, 70' west, 30' down"). If there is a solid object occupying the chosen arrival point, the spell fails.


**Polymorph**
Range: 0          Duration: level of caster + 6 turns
Allows the caster to take on the physical form of any creature with HD equal to or lower than the caster's own. The caster's HP, HD and ability scores and saves do not change. Unlike Transform, this spell allows the caster to duplicate specific individuals whose appearance they know. While the caster gains the purely physical abilities of the new form, such as strength or speed, they do not receive any special abilities or immunities, so someone polymorphing themselves into a dragon would be able to fly and use its claw and bite attacks, but not a breath weapon. If the caster is killed or the spell is dispelled, they return to their original form.


**Remove Curse**
Range: 0          Duration: immediate
Details as the Cleric power.


**Slime Carpet**
Range: 60'          Duration: 12 turns
Covers an area of floor or ground of up to 1200 square feet (12 squares) in a layer of extremely slippery, acidic slime. Creatures standing in the slime must make a (CON) save every round they are in contact with it or take 1d4 damage; any creature trying to move through it must make a (DEX) save to avoid slipping and falling. Fallen creatures who fail their (CON) save take 1d6 damage per round (because of their greater surface area in contact with the slime); to get back on

their feet, an action which takes a whole round, they must make a (DEX) save. Slimes, oozes and related monsters (such as gelatinous cubes) are immune to the effects of this spell.

### Transform
Range: 60'          Duration: see below
Changes one living creature into any other. The new form must have no more than twice the HD of the original, or the spell fails. The polymorphed creature's HP remain the same (so an ogre turned into a snail would still have the same HP as the original ogre), and unwilling targets can make an (INT) save. Unlike Polymorph, a creature affected by this spell *becomes* its new form, with all its abilities, powers and tendencies. The spell lasts until dispelled or the creature dies, and cannot be used to duplicate a specific individual.

### Wall of Fire
Range: 60'          Duration: concentration
Creates a thin yet opaque barrier of fire of up to 20' high and 120 feet in length, along any path the caster desires. Any creature touching it takes 1d6 damage per level of the caster; only creatures of 4HD or higher can break through it. Small flammable objects such as arrows will be incinerated if blindfired through the wall; larger or non-flammable missiles will survive the passage.

### Wall of Ice
Range: 60'          Duration: 12 turns
Creates a translucent foot-thick wall of solid ice of up to 20' high and 120 feet in length, along any path the caster desires. It must be cast with its base on the ground or similar support. Only creatures of 4HD or higher can break through it. The ice melts after two hours (12 turns) in normal conditions; higher or lower temperatures may affect this.

### Wall of Stone
Range: 60'          Duration: permanent
Creates a stone wall of up to 1000' cubic feet (ie, 10x10x10', 20x5x10', or any other combination) in whatever shape the caster desires. The wall's base must be on a solid surface, and cannot occupy the same space as another object. [The OG allows the wall to be removed by Dispel Magic; in *TAAC*, you need a pickaxe!]

### Wizard Eye
Range: 240'          Duration: concentration
Creates an invisible floating 'eye' with infravision up to 60', which the caster can telepathically see through and guide to any point within range. The eye is the size of a normal human eye, and cannot pass through holes smaller than itself or solid objects. The spell lasts for as long as the caster concentrates upon it.


## FIFTH LEVEL WIZARD SPELLS

### Animate Dead
Range: 60'          Duration: indefinite
The caster can create animated skeletons or zombies from dead bodies. They will obey simple orders given by the caster until destroyed or turned/dispelled by a Cleric. [Unlike the OG, Dispel Magic does not destroy them.]

   The spell animates 1HD of undead per level of the caster, so an L12 Wizard could create 12 human skeletons or 6 human zombies. Skeletons have the same HD as the original creature; zombies one HD higher. AC is always as per the listings in the Monsters section, no matter what

creature is animated. Animated dead have none of the special abilities of the original creature, but are simply mindless hulks of dead flesh and bone.

**Chain Spell**

Range: 0          Duration: as per the chained spells

Allows the caster to link together two prepared spells so that when one is cast, the other is immediately (ie, in the same round) cast after it with no additional effort on the part of the Wizard. If either or both spells require a to-hit roll to affect a target, a successful roll for either automatically counts as success for both.

**Cloudkill**

Range: See below       Duration: 6 turns

Jets a dense cloud of poisonous vapour from the caster's fingertips, which moves with the wind, or away from the caster if there is none, at up to 20' per round. It is heavier than air and always roils downwards whenever possible.

    Creatures of under 5HD caught in the cloud must make a (CON) save each round or take 3d6 damage; a save halves the damage taken. Creatures of higher HD take 1d6 damage per round (save halves).

**Conjure Elemental**

Range: 240'       Duration: indefinite

The caster summons a conjured elemental of their choice (air, earth, fire or water). As long as the Wizard is concentrating on the spell, the elemental will obey their commands. If the elemental is slain, or the Wizard voluntarily ends the spell, it will disappear – but if the spell is broken involuntarily (for example, if the caster takes damage) the elemental will immediately move to kill the caster, attacking everything in its path. Dispel Magic or Dispel Evil spells will send the elemental back to its own plane.

**Feeblemind**

Range: 240'       Duration: until dispelled

A victim that fails an (INT) save will have their INT, WIS and CHA reduced to 3, becoming a drooling imbecile. Any feebleminded creature will only attack if directly attacked. Casters are unable to cast spells or use powers, and other classes cannot use any special abilities such as Thief skills or weapon specialities. The effect lasts until removed by a Dispel Magic spell. [In the OG, this spell affected only magic-users and elves; it is now more general, but not quite as crippling, as victims originally were rendered completely helpless.]

**Hold Monster**

Range: 120'       Duration: caster's level + 6 turns

As per the Cleric power Hold, except that it can affect any living creature.

**Horcrux**

Range: 30'       Duration: see below

The caster uses this spell to put their body into a state of magical stasis and transfer their lifeforce to an inanimate object with range: the horcrux. From the horcrux, the caster can attempt to possess the body of any one creature within 120'. If the target fails a (CHA) save, they are possessed and become controlled by the caster; if the save succeeds, the Wizard cannot attempt another possession for 1d6 turns. The Wizard can cast any of their prepared spells through a possessed body (assuming the creature is capable of speech and the movements required to cast a spell), but cannot use any spells known by the target itself. If the possessed body is killed, the Wizard's lifeforce returns to the horcrux.

From the horcrux, the Wizard can return to their body at any time and 'wake up' from stasis, at which point the spell ends. If a possessed body is killed, or a Dispel Magic spell is successfully used upon it, the caster's lifeforce is forced back to the horcrux and it cannot attempt another possession for 1d6 turns. If the caster's real body is killed, the lifeforce is stranded in the horcrux until it manages to possess another target. If the horcrux is destroyed while the Wizard's lifeforce is possessing another body, it becomes permanently trapped in its new form – but if the lifeforce is in the horcrux when it is destroyed, the Wizard dies instantly!

## Passwall
Range: 30'          Duration: 3 turns
Opens up a 5' diameter passage up to 20' long through any kind of inorganic wall or obstruction. The caster can choose to end the spell at any time; creatures inside the passage when this happens are spat out of the nearest end as it closes.

## Spellcatcher
Range: 0          Duration: see below
When cast, this spell allows a Wizard to absorb the next spell cast upon them if they make a successful INT save (if the save fails, the spell affects them as normal). If the other caster is of a higher level, there is a -1 penalty to the save per level of difference. If the defending Wizard has no spell slots free the spell simply dissipates with no further effect, but if there is a slot available (of any level), they are able to cast it as if they had memorised it – even if the spell is of a higher level than they would normally be able to use. The spellcatching effect remains active until a spell is cast at the Wizard. It does not absorb Clerical divine powers.

## Telekinesis
Range: 120'          Duration: 6 rounds
Allows the caster to lift and move up to 20lbs per level. Objects can be moved up to 20' per round in any desired direction. Unwilling creatures can make an (INT) save to escape. The caster must concentrate to maintain the spell, and when it ends any carried objects will fall.

## Teleport
Range: 10'          Duration: immediate
Transports the caster or one creature within range to any place the caster has previously visited. The spell does not allow travel off the current world or plane of existence. Unwilling subjects can make an (INT) save to avoid being teleported; anyone transported arrives in the nearest open area (that will fit them) to the point the Wizard has visualised. Creatures cannot be teleported into mid-air or inside solid matter; if this is attempted, the spell fails.

## Transmute Rock to Mud*
Range: 120'          Duration: 3d6 days
Turns a volume of rock up to 3000 square feet (30 squares) and 10' deep into thick, glutinous mud. Creatures entering the mud become mired and move at 1/10 their normal speed. For the purposes of the spell, normal earth and soil is considered as rock.
**Reverse: Transmute Mud to Rock**, turns up to 3000 square feet (10' deep) of mud or earth into solid rock. This effect is permanent.


# SIXTH-LEVEL WIZARD SPELLS

## Anti-Magic
Range: 0          Duration: 12 turns

Creates a 'shell' around the caster that blocks all magic and spell effects – in or out. The Wizard cannot cast any spells while inside the field, but may choose to end the anti-magic effect at any time. The shell is not a forcefield – physical objects, even if initially set in motion by magical effects, will pass straight through if they are now moving only according to the laws of gravity and motion.

## Death Spell
Range: 240'          Duration: immediate
All living creatures of under 8HD within 60' of the target point must make a (CON) save or take 60 points of damage. If they make the save, the spell has no effect, though they experience a moment of great pain. Creatures of 8HD or more are immune, as are undead.

## Disintegrate
Range: 60'          Duration: immediate
Instantly disintegrates a single corporeal creature or object, or a section up to 30x30x30' in size of a larger object. Creatures making an (INT) save avoid the effect.

   [The OG's description of this spell was somewhat contradictory, saying that it did not affect magical creatures, then using a dragon as an example of something that *could* be disintegrated – complete with illustration!]

## Focal Point
Range: 120'          Duration: see below
Allows the caster to set a point (anywhere within the spell's range that they can see directly) from which any spell they cast will originate, if they so choose. For example, a Wizard could set a Focal Point at the entrance to a cave, then cast Cloudkill through it and send the deadly vapours underground from a safe distance. A Wizard can only have one Focal Point active at once, but once set spells can be cast through it from any distance. The Focal Point will remain active until used, or it is dispelled.

## Geas*
Range: 30'          Duration: see below
Forces an intelligent living creature to act in a way specified by the caster. A geas with a definite objective (such as delivering an item to a particular person) ends when this is met; otherwise, the effect lasts indefinitely. The action must be physically possible, and cannot make the subject directly harm themselves. (*Indirect* harm is another matter...) For example, a person might be geased to retrieve a particular object from a dungeon for the caster, if offered alcohol always to drink until they pass out, always tell the truth, etc. If the victim makes a (CHA) save, the spell fails. A character who does not act to fulfil the geas whenever they have the opportunity will suffer cumulative penalties decided by the DM until they comply. Penalties might include reduction of ability scores, loss of speech, pain (and gradual but increasing loss of HP) as long as they are moving away from the place the geas is compelling them go, and so on. If the character is determined not to obey the geas, death may eventually result.
**Reverse: Remove Geas**, eliminates a geas from an affected creature. Requires the caster to make a successful (INT) roll, with a -1 penalty for every level the geas' original caster is above the person trying to remove it.

## Invisible Stalker
Range: 0          Duration: see below
Summons an Invisible Stalker (see Monsters) that obeys the caster's orders. It will continue to carry out its instructions until 'killed' in combat or sent back to its own plane by a Dispel Evil power.

## Move Earth

Range: 240'      Duration: concentration; 6 turns maximum

Allows a Wizard to reshape terrain as they wish, up to the range of the spell or down to the bedrock. Soil is moved (at up to 60' per turn), but not destroyed, so to dig a hole the excavated soil must be deposited somewhere else within range. Small rocks and stones within a volume of earth will be moved with it, but the spell does not affect larger rocks or stone terrain features such as cliffs.

## Part Water
Range: 120'      Duration: 6 turns

Creates a path through a body of water, allowing creatures to walk along the bedrock below. The path is up to 120' long, and 10' wide. The displaced water has to go somewhere; it rises up above each side of the lowered area. When the spell ends (or is dispelled), the water crashes back down to fill the space.

## Permanency
Range: 30'      Duration: see below

This spell can be used to make certain other spells with a set duration of effect, whether for a specific length of time (such as Light) or until a condition is met (such as Magic Mouth), permanent. In the latter case, once the condition is met the spell has a 'recharge time' of one turn. Spells that require concentration by the caster to be maintained cannot be made permanent, and nor can ones that inflict damage or are cast upon or involve the controlling of a person or creature.

## Projection
Range: 240'      Duration: concentration; 6 turns maximum

Allows a Wizard to create an illusionary 'clone' that will appear to be completely real unless touched. The projection moves and acts as the caster desires, and can speak and cast spells as if the Wizard were actually there. However, if touched by a creature or hit by a melee weapon, the illusion vanishes. Spells and missile attacks pass right through it. The Wizard can be up to 240' away, and does not have to move or speak in order for the projection to do the same; it is controlled mentally rather than mirroring its caster's physical actions.

## Reincarnation
Range: Touch      Duration: immediate

Brings a dead character back to life. The Wizard must be in physical contact with the body when casting the spell, and the creature being restored must have been dead for no longer than 24 hours. Reincarnated PCs lose one level, their XP being lowered to the starting amount for their new level. They also lose one Hit Die-worth of HP and a point from a randomly selected ability score, any related bonuses being adjusted accordingly.

## Stone to Flesh*
Range: 120'      Duration: Permanent

Turns stone the spell is cast upon to flesh. Usually used to restore characters who have been turned to stone back to life, but if cast on a statue of a certain type of creature, it will come to life as an example of that creature. Statues of specific people (such as kings or famous historical figures) will not come to life as that person, but simply as a member of that race who happens to look like them. Intelligent creatures animated in this way will behave as if they have amnesia, but are otherwise normal examples of their kind. The spell could be used to other effect on stone that is not in the form of a statue; in such cases, the maximum volume of stone that can be turned to flesh is 10x10x10' per level of the caster.

**Reverse: Flesh to Stone**, petrifies one living creature (including their clothing and equipment). If the victim makes a (CON) save, the spell has no effect.

## ELF SPELLS

Elves in *TAAC* have slightly different spell lists to Wizards, whereas in the OG they used the same spells. This was done as a way to compensate for the advantage Elves had by being able to use weapons and armour. In the process they became more like Druids from the advanced game, their magical powers being more defensive and 'natural' in effect than the often extremely destructive spells used by Wizards.

Elves 'learn' spells when they increase in level by communing with nature between adventures. Unlike Wizards, who can keep adding spells to their spellbooks *ad infinitum*, the maximum number of spells an Elf can know is limited by their INT; an Elf with INT 11 could know at most 11 spells in total. (NB: this is not the same as the maximum number of spells they can cast in one day.)

Spells marked with † are unique to Elves (though some may be useable by the optional character classes).

### FIRST LEVEL ELF SPELLS
Cure
Fog†
Neutralise Poison
Read Magic
Resistance
Speak with Animals

### SECOND LEVEL ELF SPELLS
Animal Ally†
Charm
Cure Disease
Entangle†
Invisibility
Speak with Plants

### THIRD LEVEL ELF SPELLS
Charm Monster
Haste
Hold Person
Tree Shape†
Water Breathing
Warp Wood†

### FOURTH LEVEL ELF SPELLS
Animal Form†
Hold Monster
Move Earth
Transmute Rock to Mud*
Travel via Trees†
Wall of Thorns†

### FIRST LEVEL ELF SPELLS

**Cure**
Range: Touch    Duration: immediate
Details as the Cleric power, though the effect cannot be reversed to use as Wound.

**Fog**
Range: 120'      Duration: see below
Creates an obscuring mist up to 30' in radius around the target point. All creatures that rely on sight are at a -8 penalty to all actions inside the mist. The spell lasts for 2 rounds plus the caster's level.

**Neutralise Poison**
Range: Touch     Duration: immediate
Details as the Cleric power.

**Read Magic**
Range: 10'      Duration: 1 turn
Details as the Wizard spell.

**Resistance**
Range: 30'      Duration: 6 turns
Details as the Cleric power.

**Speak with Animals**
Range: 30'      Duration: 6 turns
Details as the Cleric power.


## SECOND LEVEL ELF SPELLS

**Animal Ally**
Range: 0      Duration: 1 turn
Summons a non-magical animal (chosen by the DM) of the same number of Hit Dice as the Elf's level to fight alongside them. The animal appears beside the caster as if teleported, and should be of a type suited to the environment. The animal vanishes if it is killed, or when the spell ends.

**Charm**
Range: 120'      Duration: as description
Details as the Wizard spell.

**Cure Disease**
Range: 30'      Duration: immediate
Details as the Cleric power. The spell cannot be reversed to Cause Disease.

**Entangle**
Range: 120'      Duration: 1 turn
Causes plant life in a 30' radius of the target point to entwine and tangle all creatures within. Any trapped creature must make a (STR) save each round or be rendered immobile and unable to attack. There must be vegetation in the target area for the spell to work.

**Invisibility**
Range: 240'      Duration: until broken
Details as the Wizard spell.

**Speak with Plants**
Duration: 30'      Range: 3 turns

Allows the Elf to 'talk' to plants and get information from them – for example, finding out what creatures have passed by them recently. This spell also allows Elves to communicate with plant-like monsters such as treants. In addition, it lets them and their party pass through otherwise impenetrable vegetation, if the plants are amenable.


## THIRD LEVEL ELF SPELLS

### Charm Monster
Range: 120'          Duration: special
Details as the Wizard spell.


### Haste
Range: 240'          Duration: 1 turn
Details as the Wizard spell.


### Hold
Range: 180'          Duration: 6 turns
Details as the Cleric power.


### Tree Shape
Range: 0              Duration: 6 turns
Creates an illusion that makes the Elf appear to be a tree of a type native to the area, which cannot be told apart from a real tree by sight. The caster is able to move slowly and maintain the spell, but if they move faster than 10' per round, the illusion is broken and the spell ends. Any creature that sees the tree moving will realise the deception if they make a (WIS) save. The illusion does not provide any protection to the caster.


### Water Breathing
Range: 30'           Duration: 1 day
Details as the Wizard spell.


### Warp Wood
Range: 50'           Duration: immediate
Bends wooden objects into new shapes as the caster wills – so could, for example, be used to force open a locked door by twisting its planks. The spell affects objects up to 10' long per level of the caster, so an L4 Elf could warp an object up to 40' in length. The spell can also be used to return wooden objects to their original shape, such as making a damaged boat seaworthy again.


## FOURTH LEVEL ELF SPELLS

### Animal Form
Range: 0              Duration: level of caster + 6 turns
Details as the Wizard spell Polymorph, except that the creature the caster transforms into must be a non-magical animal (this includes giant versions).


### Hold Monster
Range: 120'          Duration: caster's level + 6 turns
Details as the Wizard spell.


### Move Earth

Range: 240'        Duration: concentration; 6 turns maximum
Details as the Wizard spell.

**Transmute Rock to Mud***
Range: 120'        Duration: 3d6 days
Details as the Wizard spell. Can be reversed.

**Travel via Trees**
Range: 20'         Duration: 1 turn
Allows an Elf to create a portal in a tree trunk that lets them teleport to another tree of the same kind in any location within 10 miles by stepping through. The location can either be known, or specified by direction and distance. The tree from which the portal emerges will be the one nearest to the chosen arrival point. For each level of the caster, an additional creature can travel through the portal with them. The portal closes when the time limit expires or when the maximum number of travellers has passed through.

**Wall of Thorns**
Range: 120'        Duration: until dispelled
Causes a contiguous area of up to 3000' square feet/30 ten-foot squares (dimensions chosen by the caster; eg, 50 x 60') to become impassably overgrown with dense, thorny vegetation up to 20' high. There must be plants already present in some part of the target area for the spell to work.

# PART 4: THE ADVENTURE AND ENCOUNTERS

Much of the early information in the equivalent section of the OG was basic roleplaying information like marching orders, mapping, and so on. *TAAC* assumes you know all that, and also things like how to handle wandering monsters, dungeon versus wilderness travel, and so on; since this is a variant of the older game, the under-the-hood mechanics are mostly the same. Mechanics that directly affect the players, on the other hand, are covered here.

## Time

*TAAC* uses the same time system as the OG. 'Turns' are ten minutes long; 'rounds' are ten seconds long. Rounds are generally only used during encounters, mostly in combat, although there may be occasions when they are used in other circumstances – for example, a trapped room might take one minute – six rounds – to fill with poisonous gas, giving the PCs that long to devise an escape.

With a round being 10 seconds, there are therefore 60 rounds to a turn. It is extremely unlikely that any combat would last that long in gameplay (and would probably be very tedious if it did!), but all combat encounters of less than that amount of time are still considered to have lasted one turn for purposes of spell duration and the like. The remaining time is taken up by checking bodies, cleaning weapons and tending wounds, and generally resting and catching one's breath. (The exception is if one combat encounter runs directly into another – for example, if the noise of battle drew reinforcements from a nearby area.)

## Movement

Character classes and monsters have a listed distance that they can move per round (eg, 40'). Creatures can run (or an equivalent form of fast locomotion) at three times their standard movement speed, but when running they cannot take any other actions. PCs can run for a number of turns equal to their CON divided by four and rounded down, before needing to stop for a full turn to recover their breath. For monsters, divide their speed by 10 to determine how many turns they can run.

If a party is made up of characters with different movement speeds, it is limited to the speed of its slowest member – unless the others choose to leave any stragglers behind!

The speed per round applies during combat or other time-critical situations. When characters are exploring, time is measured in turns: **multiply the movement rate by ten to find how many feet they can move in each ten-minute turn if they are indoors or underground, then convert feet to yards to find their movement speed per turn when outdoors**. A character with a movement speed of 40' could therefore travel 400 feet per turn in a dungeon, and 400 yards per turn in the wilderness. This may seem slow (since there are 60 rounds to a turn, not 10), but it assumes that the characters are proceeding with a degree of caution and mapping their progress.

Characters riding horses or other beasts of burden can travel at the animal's movement rate while out of doors, including at a run.

Flying creatures have a flight speed per round listed in brackets after their normal ground movement speed.

Note that movement rates are rules of thumb. If the DM wishes to speed things up, saying something like "You travel from the village to the entrance to the caves in two hours with no problems" is perfectly fine, even if this is technically faster than the characters should be able to cover the distance. In *TAAC*, the journey is not the destination – the destination is!

When moving outdoors, speeds may be affected by terrain, as follows:

| Terrain | Movement Rate |
|---|---|
| Grasslands, plain, trail | Normal |
| Hills, desert, forest, broken, light snow | 2/3 normal |
| Jungle, swamp, mountains, heavy snow | 1/2 normal |

| Road | 3/2 normal |
|------|------------|

## Resting

The OG demanded that the party rest for ten minutes out of every hour or suffer penalties, even if they had been doing nothing more strenuous than walking. *TAAC* is not so strict, but the PCs should find a safe place to rest for a minimum of six hours out of every adventuring day, at the very least to let casters recover their spells and powers!

For every four hours (24 turns) a PC is awake beyond a full 24-hour day, they take a cumulative -1 penalty to all rolls. So if they stayed awake for 36 hours, they would be at -3, by 48 hours they would be at -6, and so on.

## Encumbrance

This was an optional rule in the OG, and *TAAC* for the most part ignores it. This isn't *Spreadsheet: The Game*, after all. The exceptions are if a character is wearing heavy armour (chainmail or plate), which reduces their movement rate by 10' (so a Fighter in full plate would see their speed per round fall from 40' to 30'), and if the amount the PCs are trying to carry is getting obviously out of hand. Characters who try to stroll out of dungeons carrying six-foot-tall statues of solid gold under their arms should either have their movement and manoeuvrability drastically curtailed, or be told that they'll need to make alternative arrangements (such as hiring a team of bearers, or sawing the statue up into small pieces) to get their prize back home!

## Light

Dungeons tend to be dark, so most characters will need to bring their own light sources. Torches illuminate a 20' radius, and last 6 turns (1 hour); lanterns a 30' radius, using one flask of oil every 24 turns (4 hours). Anyone carrying a torch or lantern cannot use a shield or two-handed weapon at the same time.

Characters who do not have a light source close by and who lack infravision or starsight (see below) are at a disadvantage in darkness. In partial darkness (for example, a moonlit night or where a direct light source is more than 30' away), all actions suffer a -4 penalty to Ability Rolls. In total darkness, all actions are at -8 to Ability Rolls. This includes combat, so if a fight takes place in a dungeon, stay close to your torch or lantern after putting it down to draw a weapon! Reading (including scrolls) is impossible in partial or total darkness.

Creatures that are blinded (in other words, that normally have sight but have it taken away from them for whatever reason) take a -8 penalty to all actions.

## Infravision/Starsight

Dwarves and Elves have the ability to see in the dark without needing light sources. The former have infravision; the latter starsight. The two talents are related, but different in effect.

Infravision is heat-sensitive (extending the range of the visual spectrum they can see, rather than replacing it), so when there is no normal light to see by, fire is almost dazzling, living objects are bright, cool objects are grey and cold ones black. Since the undead and creatures like fungi and slimes do not radiate heat, they are almost undetectable by infravision unless they are silhouetted against a warmer background.

Starsight, when outdoors, enhances the slightest moonlight or starlight (even when the sky is completely overcast) so that a completely dark night appears as if lit by strong moonlight, and a moonlit night as if it were daylight. Underground, however, it is less effective, requiring there to be a visible light source to amplify, and even then only an area of double the normal radius of the light source is visible.

Scrolls and the like cannot be read using infravision alone; there must be a visible light source (this also applies to starsight if underground). All non-human monsters (with eyes) have infravision.

## Perception

If the party is moving at their normal speed in a dungeon or the wilderness, they should be allowed 'passive' perception checks (usually based on WIS) to detect potential threats and dangers that are not deliberately concealed. Examples might include open pits in the floor, obvious traps designed to deter visitors rather than kill intruders, creatures that are approaching but not immediately hostile, and so on. The DM may make these rolls in secret, and if the result is the same or lower than any PC's WIS (if appropriate) score simply tells them what lies ahead. Alternately, the DM may simply decide that such dangers will automatically be detected as long as the party is paying a reasonable amount of attention to their surroundings.

To be forewarned of hidden traps or monsters lying in ambush, however, the players will need to declare that they are actively using all their senses to check for danger in the immediate area, and make WIS rolls accordingly. If the party does this at every step, then their speed per turn should be reduced considerably – halved, or possibly even quartered if they are being especially paranoid. In addition, the longer they take to check ahead, the greater the chance that a wandering monster might come along from behind...

### Doors

Locked doors can either be picked by a Thief (using their Open Locks skill) or simply broken down with brute force. It typically takes three successful STR rolls to barge or kick open a locked door or other barrier, each action taking one round per character – so one PC could do it in three rounds, or three PCs together do it in one round, though they would not be able to take any other actions in that round (such as fighting or casting a spell). In such cases, obviously, it is impossible to surprise any creatures on the other side of the door. Exceptionally strong characters (STR 17 or 18) may be able to break down a door in two or even just one attempt if the DM allows. The DM may also decide that certain doors are harder to open (needing more STR rolls, or with -1 or greater modifiers), or even impenetrable without the key.

### Secret Doors

Secret doors (or panels, or hatches, or compartments, or...) are by their nature hard to spot. To find them, players must declare that they are specifically searching an area for one; they are never spotted on a general perception (WIS) check. Searching for a secret door takes one full turn to completely check a 20x20' area, and each character only gets one chance to locate any that might be there. A successful WIS roll is needed, almost certainly with a negative modifier. Elves and Thieves, with their bonuses to perception rolls, have the best chance of finding secret doors.

### Traps

Like secret doors, most traps need to be actively searched for; otherwise, the only way to find them is to set them off! Again, Elves and Thieves have the best chance of detecting them. Traps can be of any kind devised by the DM, and inflict any amount of damage. If a PC sets off a trap, they will usually need to make a DEX save to avoid harm, though some kinds of trap may need a different save; for example, one that releases a cloud of poison gas would be better suited to a CON save.

The DM may decide that some traps do not go off automatically (the damp, dirty, insect-ridden conditions in a dungeon are not suited to the smooth running of intricate mechanisms) and instead only trigger them part of the time, such as on a roll of 10 or lower (or 5, or 3) on a d20. If all the members of a party pass unwittingly over a trigger, however, the chances of one of them setting it off increase!

### ENCOUNTERS

When the PCs come up against potentially hostile monsters, the timescale switches from the turns of exploration to the rounds of encounters.

**Surprise**

When the PCs first encounter monsters, one, both or neither side may be taken by surprise. In some cases, whether anyone is surprised will be obvious – if the party has just taken three rounds to kick down a door, any monsters on the other side will be well aware of their presence. If a Thief has just quietly picked the door's lock so the party can sneak in, on the other hand, the situation may be very different.

Combatants who are surprised are at an extreme disadvantage: in the first round of combat, they cannot take any actions, leaving them unable to respond to any attacks. In addition, the attackers automatically gain the initiative (see below).

It is possible for *both* sides to be taken by surprise in an encounter. In these cases, combat proceeds as normal when they recover from the initial shock – unless individuals on one side cannot be taken by surprise through magical or other means, in which case they alone can take action that round while the rest of their side remain startled.

In situations where the DM decides one or both sides may be taken by surprise, roll 1d20. On a roll of 1-4, the monsters are surprised. On 17-20, the PCs are surprised. On 9-12, both sides are surprised.

**Reactions**

Some monsters, such as zombies and most aggressive animals, will always attack on sight. However, intelligent monsters may not be so quick to rush into battle! The DM can decide in advance how encountered creatures will react, but may also roll a d20 to determine their reactions using the table below:

| | |
|---|---|
| 1-2 | Immediate respect, fear or friendship as appropriate |
| 3-6 | No attack; monsters open to discussion, or simply leave the PCs be |
| 7-14 | Wary; wait to see what the PCs do |
| 15-18 | Hostile; attack on slightest provocation |
| 19-20 | Immediate attack |

Characters with high CHA can use their Reaction Adjustment to tip the result in their favour, allowing players a better chance to negotiate with the monsters. If the PCs attack even on a good roll, however, the monsters will immediately become hostile and fight as normal.

**Initiative**

If combat begins, each side rolls a d20, the DM rolling for the monsters; whichever side gets the lowest number has the initiative and goes first. The PC with the highest initiative adjustment (derived from DEX) applies it to the party's roll – so a roll of 12 where one party member had a DEX of 16 would subtract 2, making their roll 10.

If the result is a draw, then the side whose strongest member has the most Hit Dice goes first. For example, a party with an L4 character (and therefore 4HD) would lose initiative to a gang of enemies with an Owlbear (5HD) amongst its number. (If the result is *still* a draw, the PCs get the initiative; they're the heroes, after all!)

[Unlike the OG, initiative is not rerolled every single round; after the initial roll, both sides alternate. This was changed in the interests of simplicity and pacing.]

Optionally, initiative can be rolled for each individual PC, and each type of creature. For example, a party with a Cleric, Fighter, Thief and Wizard facing a monstrous party of kobolds, orcs and ogres might roll the following turn order: ogres, Cleric, Thief, orcs, Fighter, Kobolds, Wizard.

**Evasion and Pursuit**

If one side in a battle decides to bug out (possibly before combat even starts, if they see the forces ranged against them and feel fighting would be suicide!), they can try to follow Brave Sir Robin's example and run away. Whether they escape or not is dependent on their speed (if their movement

rate is higher than their pursuers, they may take some missile fire but will get out of range eventually) and whether or not the other side actually wants to chase them. Fleeing creatures use the rules for running, above; they cannot attack, use magic, make maps or take any actions other than run for their lives and hope they don't charge straight into a dead end – or an angry dragon's lair...


## COMBAT

*TAAC* does not use miniatures or a grid for combat. Part of the reason for this is to stay in keeping with the OG, which didn't either, and the other part is that I find shuffling figures around a map, measuring distances and counting off how many squares a fireball affects to be hideously tedious. (But that's just me.)

Creatures engaged in combat in *TAAC* are in one of two states: they're either in melee (hand to hand) combat, or they're not. In the latter case, they can use missile weapons and ranged spells to attack enemies either in melee, or outside the brawl but within attack range. In the former case, it's mostly about hack-and-slash!

When combat begins, the DM tells the players the range between the party and the monsters. Since movement rates are based on the distance covered in a round, this lets them know how long it will take for both sides to close to melee range.

In a round, combatants can do one thing. During battle, this usually amounts to one of the following:

**If in melee:**
• Make a melee attack
• Cast a spell or call upon a Divine Power
• Drink a potion or use a magic item
• Go defensive (add +4 to their AC, but cannot take any other actions)
• Make a fighting withdrawal
• Make a retreat

**If not in melee:**
• Make a missile attack
• Cast a spell or call upon a Divine Power
• Drink a potion or use a magic item
• Go defensive (add +4 to their AC, but cannot take any other actions)
• Move up to as far as their movement rate allows
• Move up to half their maximum movement rate and make a melee attack
• Move up to half their maximum movement rate and take some other action

The above lists are not exhaustive. Other actions (such as trying to break open a door, operate a device, start a fire, untie a prisoner, swing from a chandelier, etc) may also be possible if the situation allows; see **Using Abilities In Combat** below.

Once a combatant enters melee, which they do by making a melee attack on an opponent at close range – or by *being* so attacked, however unwillingly – they are engaged in battle.

Because *TAAC* does not use any kind of positional system, all combatants in melee are considered to be part of one constantly-moving scrum of combat, where any participant can attack any other. [This may be 'unrealistic', but then, so are Hit Points!] Once engaged, the only ways to exit melee combat are by killing or incapacitating all melee opponents, all melee opponents fleeing or surrendering, making a successful fighting withdrawal or retreat, or using magic to escape. The DM must keep track of which combatants are in melee, but *TAAC*'s system is much simpler than most so-called 'theatre of the mind' battle systems.

As an optional rule, if a combatant makes a missile attack on an enemy in melee with members of their party and rolls a natural 20, then they may have hit one of their allies! The DM makes a random roll to decide which, then rolls the d20: on a score of 11 minus the victim's AC or lower, the luckless ally takes the hit.


## COMBAT SEQUENCE

1: Unless one side has the advantage of surprise, each side rolls for initiative. When everyone on all sides has acted in order, that round ends and the next begins.

2: The side currently taking action:
  A: makes Morale checks, if needed
  B: moves each combatant not in melee up to their maximum move value if they are not going to make a melee attack, or up to half their maximum movement value if they are. Those engaged in melee may only move defensively (see below). Casters may not move and cast spells/use powers. Those outside melee may not move and make a missile attack
  C: makes missile attacks:
    i: choose targets (any within range of the chosen weapon)
    ii: rolls 1d20 to hit Target Number (attacker's DEX minus target's AC, with adjustments for range, cover and magic, etc) or lower
    iii: roll damage (with any DEX and magic or other adjustments)
  D: uses magic, whether from spells, scrolls or magic items, or Divine Powers (roll to-hit or saves, as needed)
  E: makes melee attacks:
    i: choose opponents (in melee only)
    ii: roll 1d20 to hit Target Number (attacker's STR minus target's AC, with adjustments for magic, etc) or lower
    iii: if successful, roll damage (with any STR and magic or other adjustments)

3: The next side then acts; repeat step 2 until one side has died, surrendered or fled.

### Defensive Movement

To escape from melee, combatants can make two kinds of move: a fighting withdrawal, and a retreat. The former is slower but safer, while the latter is quicker but leaves its user wide open to attack. In either case, a character who successfully exits melee moves to missile range, and may now attack accordingly.

**Fighting Withdrawal:** a melee combatant who makes a fighting withdrawal backs out of battle at half their normal movement rate, keeping their weapons and defences up. They can make an attack while withdrawing – however, if an enemy makes a successful attack on them before their next round starts, they are considered to have been re-engaged in melee and the attempt to withdraw fails. (There is no limit on the number of times a combatant can try to make a fighting withdrawal.)

**Retreat:** a melee combatant who makes a retreat turns and flees at their full running speed. However, any enemies in melee who try to attack them do so at +2 to hit, and the retreating character cannot retaliate or take any other actions. Whether they are attacked or not, retreating characters automatically escape melee and begin their next round at missile range.

Combatants who wish to re-engage an opponent who has successfully left melee can try to pursue them by also making a fighting withdrawal or retreat; whether they catch up is dependent on their relative speeds – and also on whether other adversaries attack them as they too try to leave melee!

**Making Attacks**

There are three basic types of attack: melee (hand-to-hand), missile (thrown or fired) and magic (a spell, or the effect of a wand, staff or other magical device).

Melee and missile attacks both require an attacking PC to make a successful Ability Roll to hit, with the opponent's AC as a negative modifier. Melee attacks use STR as the ability, while missile attacks use DEX. If the d20 is roll is the same as or lower than the Target Number once any other relevant bonuses (such as a +1 magic weapon, or a Cleric's Bless power) or penalties have been applied, the attack is successful and scores damage.

Unless stated otherwise in the description, spell attacks that do not require the caster to touch the chosen target automatically hit if the target is within the area of effect or in range. 'Touch' spells require a successful melee attack to hit an unwilling opponent. In most cases, victims of a spell are allowed to make an Ability Save (or simply a Save for monsters) to reduce or even negate the effects.

In the case of monsters, rather than use an Ability Roll, their Attack score is used instead (adjusted by their target's AC and other modifiers as above).

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# OPTIONAL COMBAT RULES

Combat in the Original Game (and all its successors), particularly with low-level characters or against enemies with a high Armour Class, had an annoying tendency to play out like this: "I roll to hit."/"Miss." "I roll to hit."/"Miss." "I roll..." (etc). Since *TAAC* is based on the OG, this frankly tedious and annoying process is likely to be repeated here. To that end, *TAAC* offers three options that will hopefully minimise the problem:

**Option 1: Grazing Strikes**

If an attack roll misses the Target Number by a small margin (up to 4 is suggested), then it is considered to have grazed the enemy and caused a single Hit Point of damage, no matter what damage bonuses the attacker may have. A roll of a natural 20 still misses, as always.

**Option 2: Heat of Battle**

In the first round of combat, participants make their attack rolls as normal. In the second, however, all to-hit rolls (for both sides) get a +1 bonus as the heat of battle intensifies. In the third they get +2, and so on, all the way up to +6. (A six-sided *die* can be used by the DM to show this *escalation*...)

**Option 3: I Never Miss**

Similar to Grazing Strikes, but with the difference that even if an attack roll misses by a large margin, it still delivers a single Hit Point of damage to the target (except on a natural 20). Consider it to be a gradual whittling down of the opponent's stamina and luck as they have to actively work to avoid injury.

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**'Grenade' & Thrown Attacks**

Certain substances like oil, holy water and potions created by the optional Alchemist class may be contained in flasks and vials, and thrown as weapons. They can be thrown up to 40', with each extra bonus point of damage gained from a high STR adding an extra 10' (so a character with 18 STR could throw a flask 70').

Flasks and vials smash on impact with solid objects and splash their contents over a 5' radius. If the attack roll succeed with a natural 1, then another creature besides the one targeted (assuming there is more than one enemy) is also caught in the splash.

Whether or not oil ignites depends on the situation and the ingenuity of the players, and is decided by the DM.

Melee weapons that are not intended to be thrown (those without a range listed) can be used as missile weapons with a -4 to-hit penalty to the attacker's maximum throwing range by the following classes: Dwarf, Elf, Fighter, Thief. If using the optional classes from Part 8, the following can also throw melee weapons as an attack: Assassin, Barbarian, Devilborn, Paladin, Warforged, Warlord. If a weapon is thrown, the user will need to remember to recover it!

**Damage**

Damage is determined by rolling the relevant dice for the type of weapon or attack. For example, a dagger rolls 1d4, while a warhammer rolls 1d10. Any applicable STR bonuses are added for melee attacks, while DEX bonuses are added for missile fire. Thrown weapons add whichever of the two is higher, not both.

Damage caused to PCs by monsters is listed in their descriptions; for example, a bugbear can use a weapon or an unarmed attack. The former delivers damage of the weapon's type, plus an extra 1 point of damage gained from the creature's strength, while the latter causes 2d4 damage. If an attack is listed in a format such as claw/claw/bite, then a successful attack delivers each type of damage in turn (for example, a bear with two claw attacks and a bite would inflict 1d4, 1d4 and then 2d6 damage in total).

**A successful attack always scores at least 1 point of damage**, even if modifiers would push it lower (for example, if a character had STR of 8 or less, reducing the damage they can inflict in melee, and rolled a 1 for damage). Damage inflicted upon a combatant is immediately subtracted from their HP, and remains until healed (whether magically or naturally over time).

Combatants can declare that they are trying to deliver subduing rather than lethal damage, such as if they want to knock out an opponent and capture them alive. This must be done every time they make an attack; if the opponent's HP is dropped to 0 or below by a successful non-lethal attack, they are rendered unconscious, and when they wake up will do so with 1HP. If a player forgets to declare that they are making a subduing attack and reduces their opponent to 0HP, the enemy is killed.

Damage can be inflicted by natural hazards as well as attacks:

**Acid:** in small amounts (such as if hit by a thrown flask), acid inflicts 1d6 damage. Larger quantities cause 1d8 damage.

**Cold:** extremely cold environments (such as blizzard conditions) inflict 1d4 damage per full turn (not round) of exposure. Characters in extremely cold water can resist the cold for a number of rounds equal to their CON (Attack for NPCs and monsters), after which they take 1d4 damage per round until they find a source of warmth (even after they leave the water if their surroundings are cold).

**Drowning:** characters can hold their breath underwater for a number of rounds equal to their CON (for NPCs and monsters, their Attack). For every round they remain submerged beyond that time, they take an increasing amount of damage – in the first round 1d4, then 1d6, etc, up to 1d20 per round.

**Falling:** creatures take 1d6 damage for every full 10' they fall.

**Fire:** a flaming object such as a burning torch inflicts 1d6 damage on contact. Burning oil, or other substances that stick to a target, inflicts 1d8 damage per round the fire remains burning. A creature surrounded by flames takes 1d10 damage per round from the combination of fire, heat and smoke.

**Holy Water:** this inflicts 1d8 damage to undead creatures.

**Poison:** anyone who ingests or has introduced into their system a poison must make a (CON) save or suffer 3d12 damage. The DM may allow weaker (or stronger) poisons.

**Suffocation:** survival time and damage as per drowning.

**Death**

Any monster reduced to 0HP or lower is killed (or in the case of unliving monsters, destroyed). In the case of player characters (or NPCs whom the DM considers important enough to give a chance of survival, such as a person the PCs are meant to be protecting), anyone reduced to 0HP or lower is rendered unconscious and must make a CON save at the end of each round in which they do not receive assistance (either by being treated using a healing kit, which brings them up to 1HP, or by being magically healed) or die. The save becomes more difficult in each round after the first; the save at the end of the second round is at -1, the third round at -2, and so on.

A character already at 0HP who takes additional damage from any source is killed, with no save.

## Cover

The DM may give combatants making missile attacks on opponents in cover penalties to their to-hit rolls. Targets in partial cover (such as crouching behind a low wall) are at -2 to hit; targets in full cover (such as behind a large tree or around a corner) can only be hit if they have not/are not going to make an attack in that round, or by area weapons such as flaming oil. In these cases, the attack is made at -4 to hit.

Combatants must declare that they are making use of cover (if available) at the start of each round. Anyone involved in melee combat cannot use cover. Those in cover can make a ranged attack at -1 to hit; they are considered to 'pop up' just long enough to take their shot before withdrawing again.

Blindfiring (where the general position of a target is known but they cannot be seen, such as if they are within the area of effect of a Fog spell, or they are in darkness but have revealed themselves by making noise) puts a -4 penalty on missile attacks. Attacks made when the attacker knows there is an enemy somewhere but only has the most vague idea where have a -8 to-hit penalty.

## Healing Wounds

Immediately after a battle in which the PCs were victorious, a small amount of Hit Points can be recovered in the clean-up period that takes up the remainder of the turn; since HP are not a purely physical measure of health, this is considered as the characters recovering from the exertion of combat. The amount of HP regained in this way is one-quarter of the character's base Hit Die size plus their CON bonus, rounded down. So a Wizard with a CON of 10 would regain a single Hit Point (1d4/4 = 1, with no CON bonus), while a Fighter with a CON of 18 would regain 5HP (1d10/4 = 2.5, rounded down to 2, plus 3 for their CON bonus). Hit Points recovered this way cannot bring a character above their maximum HP, and the level of a character has no effect on the number of HP regained; in the example above, the Wizard would recover 1HP whether he was L1 or L10.

Otherwise, injuries can be healed either by magic, or by resting. In the former case, the results are usually immediate and require no further recovery. In the latter, the wounded creature must be in a safe place, and take none but the most trivial of actions (eating and drinking, redressing wounds, etc) for a full day. Doing so restores an amount of HP equal to a quarter of the creature's current maximum hit points, plus 1. For example, a PC with 11HP who had been reduced to 3HP on an adventure would on the first day of rest recover 3HP (11/4, rounded down = 2, +1 = 3), bringing her total to 6. Two more days of rest and recovery would bring her back to her full 11HP. If the rest is interrupted by any strenuous or stressful activity, only 1HP is restored on that day.

[This differs from the OG, where HP recovery was both random and slower. The change is purely because having characters laid out for days – or even weeks, because the rate of recovery didn't increase as PCs gained levels and hence had more HP – is boring. The game is about the players' adventures, not downtime. That said, it's entirely possible that the players may become involved in interesting events when they're *trying* to relax and heal...]

Natural and magical healing methods may be combined, so a character could recover HP as above and also take a potion of healing to restore even more on the same day.

**Morale**

In the OG this was an optional rule, so it is here too – although it is recommended! During a battle, rather than all monsters mindlessly fighting to the death (although some kinds of creatures will do just that), they may become fearful – and more likely to turn and flee, or surrender – if the party seems too dangerous. The likelihood of this happening is determined by their Morale score.

The OG used a scale of 2 to 12 to determine Morale. **Part 5: Converting the Original Game** contains details of how to change this to a 1-20 scale to be used with a d20, but in either case it works the same way in play. When a Morale check is made, if the result is lower than the monster's Morale score, they will fight on, otherwise they will attempt to escape the battle (see Defensive Movement).

In both cases, a creature with the lowest possible Morale score (2 in the OG, 1 in *TAAC*) will *never* fight, and will always try to flee. A monster with the highest possible Morale score (12 in the OG, 20 in *TAAC*) will *always* fight on to the death, no matter what – it may be unintelligent and attacking on pure aggressive instinct (such as slimes and oozes), or be acting according to a code of honour that refuses to allow surrender (lizardmen), or it may be so powerful and arrogant that the possibility of defeat never even occurs to it (minotaurs).

Morale is checked at two critical points during combat:

1: when a side suffers its first death
2: when half the side is incapacitated (either dead or affected by a Sleep spell, trapped by a Web spell, etc)

If the monsters pass both these checks, they will fight to the death.

It is recommended that if there are different kinds of monsters facing the party, each type rolls its own Morale checks rather than the entire group at once. So kobolds might flee after losing one of their number, but the goblins with them would fight on.

Morale is also checked when a Fighter or Dwarf uses their Battle Cry ability to terrify an opponent, but this applies only to a single targeted creature, not the whole group.

**Using Abilities In Combat**

STR and DEX are the most commonly used abilities in battle, as they decide whether or not an attack is successful, but the others can also be used. A successful INT roll could identify a newly-encountered monster. WIS could be used to spot an environmental advantage, like a weak ceiling support or a pile of loose rocks that could be knocked on to an enemy below. Even after combat has started, CHA can still be used to try to negotiate a cease-fire. And so on. The only limits are the players' imaginations.

# PART 5: CONVERTING THE ORIGINAL GAME

Taking the OG's rules and numbers and converting them to TAAC's system is straightforward.

**Armour Class**
In the OG, a completely unarmoured character had AC9, and the AC number decreased the better the protection they had. In *TAAC*, unarmoured characters have AC0 (in other words, giving a modifier of zero to the Target Number to hit them), with AC *increasing* (making the modifier larger) as they gain protection.

An L1 character in the OG had to roll 10 or higher to hit an unarmoured (AC9) opponent. Ten or higher on a d20 equals 11 chances out of 20 to hit. When converted to *TAAC*'s roll-under system, that 11/20 chance conveniently means a player has to roll 11 or less to hit an unarmoured character.

So, using an ability score (STR or DEX, depending on the type of combat) of 11 as a base gives a character with the same chances to hit targets of a particular AC as an L1 character (with no attack bonuses) from the OG; the numbers to roll are different, but the odds of success are the same. ACs can therefore be converted as follows:

| OG | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 |
|------|---|---|---|---|---|---|---|---|---|---|----|----|----|
| TAAC | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

Converting ACs from the *advanced* edition of the OG does not get the same results, since that version added AC10 to represent an unarmoured character, while oddly the ACs of most of its monsters are the same as in the 1981 OG. The end result of this is that an orc, which had AC6 in both editions, is actually harder to hit (by one number on a d20, or 5%) in the advanced game. If converting advanced adventures to *TAAC* you might therefore want to increase their AC by one to match this increase in difficulty, but it would probably be easier (for the DM, and the PCs!) to consider the advanced game's ACs to be the same as the basic edition's.

**Saving Throws**
The Saving Throw tables have been replaced by figures derived directly from a PC's ability scores, as detailed in Character Creation. Exactly which ability save should be used in place of a particular type in the OG is not always as straightforward to work out, as saves in OG adventures were sometimes assigned seemingly at random. One famous adventure requires PCs to save vs Death Ray to avoid the magical aura of a statue that would cause them to fall into an uncontrollable fit of laughter; why not save vs Spells, since it was a magical effect, or save vs Paralysis, since they were unable to do anything but laugh if affected? (For that matter, why do magic wands have different saving throws from magic rods and staffs? They all cast spells, after all...)

In general, when directly converting from OG adventures the following guidelines should be used:

| | |
|---|---|
| Death Ray or Poison | CON save |
| Magic Wands | INT save |
| Paralysis or Turn To Stone | STR save |
| Dragon Breath | CON save |
| Rods, Staves or Spells | INT save |

However, these are just rules of thumb. Clerical powers are better suited to a WIS than INT save, for example, and *TAAC* recommends that when a PC requires willpower to make a save, they use CHA. If it makes more sense for a PC to make a DEX save to avoid a falling stone than a CON save (as per a falling stone trap in the OG adventure above, which required a save vs Death Ray to escape harm), then do so.

**Monsters**

The monsters featured in the OG can be used in *TAAC* with very few adjustments. Their ACs need to be changed (see above), and since they don't have ability scores, a way needs to be found to determine their attack rolls. Fortunately, this is easy: simply add their number of Hit Dice (rounded down) to 10, and add this number after their HD stat for ease of checking. For example, an ogre has HD4+1, which is rounded down to 4; adding 4 to 10 gives an Attack of 14. (Monsters with less than one HD round down to zero, giving them an Attack of 10.)

[This system gives a small change in numbers compared to the OG, where characters of even L3 were only equivalent to a sub-1HD monster like a kobold when attacking. The adjustment in *TAAC* makes such puny monsters slightly less of a threat to adventurers, though they are still on a par with a normal, untrained human.]

Their Saving Throws are then worked out in almost the same way as PCs; add the Attack stat and the number of Hit Dice (ignoring any plusses or minuses), then halve the result and round down. So the ogre above would have a Saving Throw of 9 (14+4 = 18, divided by 2 = 9).

This change in approach actually allows DMs to do something that was not possible under the original rules as written – separate a monster's HP from its attack level. In the OG, a monster with a low number of Hit Dice always had low HP, and high HD always had high HP, period. *TAAC* now gives the option of 'juggernaut' or 'glass cannon' monsters, respectively ones with high HP but a low attack, such as giant placid herbivores, and low HP but an extremely dangerous attack, for example a magically animated glass statue.

To convert a creature's movement rate, take the figure in brackets – eg, (30') – to get its speed per round, and multiply by 10 to get its speed per turn (in feet if underground or indoors, and in yards if outdoors). Running speed is three times the number, on whatever scale.

The remaining part of a monster's stats that needs to be changed is Morale. In the OG, Morale was measured on a scale of 2 to 12: a monster with a Morale of 2 would never fight and would always try to flee, while a Morale of 12 meant the creature would fight to the death. Morale was checked by rolling 2d6. This is not consistent with *TAAC*'s standard use of a single d20 for task resolution, so how is Morale converted?

There are two choices: the first is simply to use the OG's system of rolling 2d6, where if the result is equal to or lower than the monster's morale, it (or they, if rolling for a whole group) will try to escape. Alternatively, in order to keep a consistent use of the d20 for task resolution, the Morale scores for the OG's monsters can be adjusted to convert the 2d6 number to 1d20, as follows:

| 2d6 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 10 | 10 | 11 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1d20 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

When the 2d6 number can be converted to one of two numbers, if the monster has a plus to its Hit Dice (eg, HD3+1) use the higher number, otherwise use the lower.

# PART 6: MONSTERS

Rather than include the full list of monsters featured in the OG, along with their descriptions, a small selection are featured here to show how their stats have been converted to *TAAC*. Full details of monsters from the OG (and its advanced cousin) are widely available online with a little searching. Apart from the addition of Attack and Save numbers, the formats and details of monster stats are the same as in the OG.

Some creatures may have Attacks of more than 20; in these cases, a roll of 20 is still always a failure.

Bugbear
AC: 2   HD: 3+1   Attack: 13   Save: 8   Speed: 30'   Morale: 14
Attacks: 1 weapon   Damage: 2d4 or weapon+1

Dragon, Red
AC: 10   HD: 10**   Attack: 20   Save: 15   Speed: 30' (80' flying)   Morale: 16
Attacks: Claw/claw/bite plus breath weapon   Damage: 1d8/1d8/4d8 plus special
Breath weapon: 90x30' cone of fire, damage equals dragon's current HP (CON save for half). Can be used 3x a day.

Dragon, White
AC: 6   HD: 6**   Attack: 16   Save: 11   Speed: 30' (80' flying)   Morale: 12
Attacks: Claw/claw/bite plus breath weapon   Damage: 1d4/1d4/2d8 plus special
Breath weapon: 80x30' cone of cold, damage equals dragon's current HP (CON save for half). Can be used 3x a day.

Horse, Riding
AC: 2   HD: 2   Attack: 12   Save: 6   Speed: 80'   Morale: 10
Attacks: 2 hooves   Damage: 1d4/1d4

Invisible Stalker
AC: 6   HD: 8*   Attack: 18   Save: 13   Speed: 40'   Morale: 20
Attacks: 1   Damage: 4d4

Kobold
AC: 2   HD: ½ (1d4 HP)   Attack: 10   Save: 5   Speed: 20'   Morale: 8
Attacks: 1 weapon   Damage: 1d4 or weapon-1

Normal Human
AC: 0   HD: ½ (1d4 HP)   Attack: 10   Save: 5   Speed: 40'   Morale: 8
Attacks: 1 weapon   Damage: by weapon

Ogre
AC: 4   HD: 4+1   Attack: 14   Save: 9   Speed: 30'   Morale: 17
Attacks: 1 club   Damage: 1d10

Orc
AC: 3   HD: 1   Attack: 11   Save: 6   Speed: 40'   Morale: 12
Attacks: 1 weapon   Damage: 1d6 or weapon

Rat (Giant)

AC: 2    HD: ½ (1d4 HP)       Attack: 10          Save: 5         Speed: 40'     Morale: 12
Attacks: 1 bite         Damage: 1-3 (1d2/2) + disease
CON save to avoid infection.

Rat (Normal)
AC: 0   HD: 1HP   Attack: 10     Save: 5                        Speed: 20'     Morale: 6
Attacks: 1 bite per pack        Damage: 1d6 + disease
CON save to avoid infection.

Skeleton
AC: 2    HD: 1        Attack: 11     Save: 6     Speed: 20'   Morale: 20
Attacks: 1 weapon   Damage: 1d6 or weapon

Zombie
AC: 1    HD: 2        Attack: 12     Save: 6     Speed: 40'   Morale: 20
Attacks: 1 weapon   Damage: 1d8 or weapon
[This is the monster as written in the OG; I would be inclined to take away the zombie's weapon attack and give then some form of bite attack instead, to make them more like the modern image of a disease-ridden, brain-eating horror.]

# PART 7: TREASURE

Allocation of treasure in *TAAC* is considered to be the same as in the OG; there are numerous sources online for the random treasure tables relating to what monsters may be carrying or have in their lairs, so they are not included here.

## MAGIC ITEMS

The nature of a magic item may be obvious – it might glow, or be covered with mystical runes – or it could be disguised as something mundane, in which case Detect Magic would be the only way to discover its true nature... short of using it! Rings, potions, scrolls and wands are the most common types of magic items, but they can also be items of clothing, bags, ropes, jewellery – and of course weapons and armour.

Even when the magical nature of an item is known, that is not the same as knowing its function. They only way to find that out is to use it – and hope that it isn't cursed. In the latter case, cursed items (and the curses they inflict) cannot be removed or otherwise disposed of without the use of Remove Curse, or a powerful reality-altering spell such as a wish.

To use a magic item, it must be held or worn in a way appropriate to its type (rings go on fingers, wands are held and aimed, etc). Some magic items (such as armour or a Ring of Invisibility) provide their effect automatically, while others require concentration from the user. Using the latter type in combat requires one round, and the user cannot take any other action in that time.

Some types of magic items have a limited number of charges, becoming useless once all are spent. There is not normally any way to know how many charges remain in such an item, and they cannot be recharged.

'Slots' for magic items are: Weapon, Armour, Shield, Jewellery, Clothing, Gloves, Footwear. Only one of each type can be used or active at once – so, for example, a character couldn't use Boots of Speed and Socks of Silence at the same time (neither item would function), but they could wear a Cape of Invisibility with either the socks or boots.

### Magic Weapons and Armour
These can be of any type. The former give bonuses to to-hit and damage rolls and the latter bonuses to AC, by anything from +1 upwards. For example, a +1 short sword would gain a +1 bonus to attack rolls (increasing the Target Number by 1), and deliver 1d6+1 damage, in addition to any other bonuses its wielder might have, while +1 leather armour would provide AC4 rather than AC3. (Anything providing a bonus of +3 or higher is extremely rare and valuable, and is likely only obtainable by forcibly removing it from its current owner – who will undoubtedly use it while trying to stop such an attempt!)

The same restrictions as normal weapons and armour apply, so a Cleric could use a +2 mace, but not a +2 longsword, and a Wizard cannot use even enchanted armour.

### Cursed Weapons and Armour
These appear to be magical weapons and armour with bonuses as above, even in testing – but when used in actual lethal combat reveal their true nature. All cursed armour reduces the wearer to AC0 and cannot be taken off (or dropped, in the case of cursed shields) until the curse is removed. Cursed weapons give *penalties* on to-hit and damage rolls (from -1 to -3, or even lower), and once used cannot be got rid of; whenever the owner tries to draw any weapon they will always find themselves holding the cursed item, and if they try to discard it, it will magically reappear in their hand the next time they make an attack.

### Potions

Potions are usually found in glass or pottery vials. It is impossible to tell what a randomly discovered potion does by sight, smell or taste, as even ones with the same effect can be made from different ingredients. The only way to know for sure is to drink it!

Potions can be drunk in full, or merely sipped to determine their effects. Sipped potions affect the character for just a moment, long enough to find out what it does but not to make any practical use of its effects; fully-consumed ones last for 1d6+6 turns (rolled by the DM).

Drinking a second potion while a first is still in effect will cause the character to become extremely sick and unable to take any actions for 3 turns; in addition, the effects of both potions are lost. No form of healing will end the nausea.

Potions can have any effect the DM dreams up, but common ones include:

**Iron Hide:** gives a temporary increase of 6 to AC.

**Healing:** restores 1d6+1 lost HP. A very common (and useful) potion.

**Invisibility:** effects as per the Invisibility spell.

**Poison:** if so much as sipped, the user must make a (CON) save or take 3d12 damage. Success still results in the same effect as if two potions had been combined (see above).

**Shrinking:** reduces the imbiber to one-twelfth of their normal size. Objects worn or carried shrink with them, but not creatures held by them. They gain +10 to all stealth rolls, but their speed is divided by 10 (so a shrunken Fighter could only move 4' per round). They also cannot inflict more than 1 point of damage when attacking a creature of Halfling-sized or larger.

**Spider Climbing:** the drinker can climb any surface (even ceilings and other overhangs) and only fall on a DEX roll of a natural 20.

**X-Ray Vision:** allows the user to see through solid objects as much as 10' thick, to a distance of 60'.

**Magic Scrolls**

Scrolls are sheets of paper or parchment on which a magic spell has been written by a high-level Wizard. Any character with an INT or 9 or higher has the ability to read and thereby activate the spell on a scroll; however, only Wizards can actually do so in the case of spell scrolls unless a Read Magic spell has been cast upon it first. There must also be enough light for the user to read the scroll.

**Spell Scrolls:** These contain one Wizard spell, which can be of any level – so a Scroll of Disintegrate would be a very valuable item indeed! If they are read out loud (which takes one round), the spell is activated immediately, with exactly the same effects as if cast by a magic-user. Once used, the magical text vanishes from the scroll, leaving it blank. The first line of a spell scroll describes its function; this line can be read (by anyone) without using the spell.

Spell scrolls that are found but not used during an adventure can be kept for future use, sold, or transcribed into a Wizard's spellbook. To do this, the Wizard must cast Read Magic upon the scroll (the spell's normal duration does not apply in this case), and then spend one uninterrupted hour per level of the spell copying it into the book, using a special magical ink costing 100GP per level of the spell to make. Once the spell has been transcribed, the scroll becomes blank and is useless, but from then on the Wizard can memorise the spell from their book (as long as they are of a high enough level to use it). If the Wizard is interrupted during the transcription process, the spell is lost.

**Cursed Scrolls:** These appear to be spell scrolls, but when actually read out their true malevolent nature becomes clear! A Cleric's Detect Evil power will reveal that a scroll is cursed, but not its effect – unfortunately, the only way to find this out is by reading it out loud. A curse from a scroll can only be removed with Remove Curse. Cursed scrolls go blank after being used.

Curses may range from merely annoying or even amusing, all the way up to instantly lethal (though a save should always be allowed by the DM in cases where the immediate result of the curse is damage or death, or the effect is extreme). Examples may include:

• A cursed Light spell that causes the caster to glow brilliantly, making it impossible for them to hide.
• A monster of the reader's level is teleported to right next to them and attacks with surprise.
• The caster's sex changes.
• The reader is stricken with hideous boils and pustules, reducing their CHA by 6.
• An energy blast from the scroll hits the caster and causes them to lose a roll of one Hit Die (as per their class) of HP, which cannot be recovered by any form of magical healing, only by a lengthy rest.
• A modified Magic Mouth appears on the back of the caster's head and makes loud and insulting comments about anyone around it.
• The character loses one level, as if drained by a wight; L1 characters will die unless they make a successful CON save.
• One of the reader's possessions (usually the most valuable!) is teleported to a random location within 300'.
• The spell is what it appears to be (such as Lightning Bolt), but if used against an enemy instead targets an ally, and vice versa.

**Protection Scrolls:** these can be used by any class without needing Read Magic to be cast. When read, they create a protective circle 20' in diameter, centred on the reader and moving with them, that repels certain types of monsters. The affected creatures cannot enter the circle, but they can make missile attacks and cast spells through it. If anyone inside the circle makes a melee attack on any of the given creatures, the spell is instantly broken.

Protection scrolls can force back creatures of up to 1d6+4 Hit Dice for 6 turns. Creatures with higher HD than the result (rolled by the DM) can break through the circle in 1d4 rounds.

These scrolls most commonly provide protection against lycanthropes (were-creatures) and the undead, but can force back any kind of creature – even humans!

### Magical Jewellery
Magic rings are the most common type, but other items like bracelets, necklaces or crowns may also be encountered. Only one piece of magical jewellery can be used at a time; if more than one is put on, all will fail to function until the excess items are removed. All character classes can use magic jewellery. Items usually provide an ongoing effect that continues for as long as it is worn. The effect will generally duplicate a spell or Divine Power, but others are possible at the DM's whim. Examples are:
**Bracelet of Protection:** increases the wearer's AC by +2.
**Crown of Idiocy:** a cursed item that drops the wearer's INT and WIS to 3, and cannot be taken off without using Remove Curse.
**Ring of Charm:** gives +3 to all CHA rolls.
**Ring of Magic Reading:** allows any character with an INT of 9 or greater to use spell scrolls without needing Read Magic to be cast upon them first.

### Magical Apparel
Like jewellery, these can be of any kind, although only one type in each 'slot' can be used at once. Magical apparel has three slots available to a character: clothing, footwear and gloves. All classes can use these items.

### Wands, Staffs and Rods
These are magic items with multiple 'charges' of a spell or magical effect (typically 1d10 if found during an adventure). Wands can only be used by Wizards, Staffs by Clerics. Rods can be used by any character. They are usually activated by using a power word; this may be obvious (or even inscribed on the item), or could require research or experimentation to discover.

**Miscellaneous Magic Items**

All the usual favourites of the OG – Bags of Holding, Crystal Balls, Ropes of Climbing, and so on – can be placed in a *TAAC* adventure by the DM.

# PART 8: ADDITIONAL CHARACTER CLASSES

This section contains ten optional character classes for *TAAC*: Alchemists, Assassins, Barbarians, Bards, Devilborn, Paladins, Shamen, Warforged, Warlocks and Warlords. Use any, all or none of them in the game as you see fit – and if one of them turns out to be ridiculously unbalanced, let me know!

## Alchemists

Alchemists use science (of a sort) rather than magic to craft their wondrous concoctions. The nature of their ingredients forces them to head into the wilds and confront monsters to obtain them, accounting for their greater combat skills than Wizards. However, they are often regarded with caution by other classes, if only for the strange smells that tend to accompany them.

### Special Abilities
• Alchemists use d6 for their Hit Dice, and get +1 to INT and WIS.
• They can use all missile weapons and one-handed melee weapons, but only wear light armour.
• They begin the game with two minor alchemical potions of their choice.
• They can use their training in Alchemy to create potions and other chemicals.
• They get a +4 bonus on all INT and WIS rolls relating to the identification of plants, animals and other potential alchemical ingredients.
• They get +4 to all CON saves against poison.
• They can move 40' per round.

### Restrictions
• Alchemists get -1 to their initial STR score.
• They cannot use two-handed melee weapons or wear medium or heavy armour.
• They get a +2 reaction adjustment with members of the following races: bugbears, doppelgangers, dragons, giants, gnolls, mermaids, minotaurs, ogres, orcs, pixies, troglodytes, trolls, vampires and werewolves (to name but a few), because of the tendency of Alchemists to desecrate the bodies of their dead to obtain ingredients.

### Alchemy

Alchemists can create potions and other chemicals of three different levels; Minor, Major and Master. The higher the level, the more powerful the potion – but also the more expensive, rare, and potentially dangerous to obtain the ingredients!

To create a potion, the Alchemist needs all the ingredients and an Alchemy Kit, which contains all the pots, beakers, flasks and measuring equipment needed to mix them. The Potion Creation Times table below shows how long it takes an Alchemist of a certain level to create a potion, and also what kinds of potions they can attempt to create. The Alchemist needs a quiet place to set up their equipment and to be undisturbed for the duration of their work; if they are interrupted, the potion is ruined. As long as they have time, they can attempt to make as many potions in a day as they desire.

### Potion Creation Times (Turns)

| Level | Minor | Major | Master |
|-------|-------|-------|--------|
| 1 | 6 | – | – |
| 2 | 5 | – | – |
| 3 | 4 | – | – |
| 4 | 3 | 6 | – |
| 5 | 2 | 5 | – |

| 6 | 1 | 4 | – |
|---|---|---|---|
| 7 | 1 | 3 | 6 |
| 8 | 1 | 2 | 5 |
| 9 | 1 | 1 | 4 |
| 10 | 1 | 1 | 3 |
| 11 | 1 | 1 | 2 |
| 12 | 1 | 1 | 1 |

Even if an Alchemist has all the ingredients and sufficient time to make a potion, there is still a chance they have made a mistake – as much as they have tried to minimise the risks, alchemy is not yet an exact science. The DM (*not* the player!) makes a secret d20 roll. If the result is equal to or under the Alchemist's WIS, the potion has been brewed successfully. If the roll fails, a roll on the Potion Failure table below is made. The reason the result is a secret is that it is impossible to know if a potion has been correctly brewed without testing it!

**Potion Failure**

| Roll | Effect |
|---|---|
| 1 | Potion has double duration |
| 2-5 | Potion is inert and does nothing |
| 6-7 | Potion diluted; duration and effects only half as effective |
| 8 | Potion of Delusion: user *thinks* it has desired effect, but it does nothing |
| 9 | Potion has effect of random Minor formula |
| 10 | Potion has effect of a minor, inconvenient curse chosen by the DM |
| 11 | Potion sends user to sleep for 1d6 turns |
| 12-13 | Potion makes user violently ill; -2 to all rolls for one turn |
| 14 | Potion is dangerously unstable; explodes for 1d6 damage when the person carrying it first takes damage |
| 15-20 | Potion is poison |

The substances that can be made by Alchemists are listed below. The cost listed amongst the ingredients for each potion is that of the numerous more mundane, easily obtained components required for each one. (Mundane ingredients for a particular potion can be bought at the start of the game.) Other ingredients have to be found on adventures. Unless otherwise stated, potion durations are as per the rules in Part 7: Treasure; ie, 1d6+6 turns.

Alchemists of L4 and above may attempt to substitute other ingredients for hard-to-obtain ones. This doubles the cost of the mundane ingredients used, and the replacements should come from a creature of roughly the same Hit Dice as the original. In addition, the secret WIS roll to determine if the potion is a success or failure is made with a -4 penalty. If the potion is successfully brewed, the Alchemist may use the replacement ingredient(s) in future with no penalties.

**MINOR ALCHEMICAL FORMULAE**
Acid
Animal Control
Antitoxin
Entanglement
Explosive
Fog
Glue
Healing
Iron Hide

Poison
Remove Paralysis
Resist Cold
Resist Fire

## MAJOR ALCHEMICAL FORMULAE
Enlargement
Giant Strength
Haste
Heroism
Invisibility
Love
Regeneration
Repel Lycanthropes
Repel Undead
Shrinking
Spider Climbing
Water Breathing

## MASTER ALCHEMICAL FORMULAE
Flight
Gaseous Form
Invulnerability
Polymorph
Quicksilver
Stoneslurry
Transmutation
Treasure Finding
X-Ray Vision
Youth

## MINOR ALCHEMICAL FORMULAE

**Acid**
Ingredients: 30GP
A straightforward corrosive chemical that does 1d6 damage. Can be used to burn through relatively weak objects like ropes, vines, thin wood, etc.

**Animal Control**
Ingredients: Bear heart, 100GP
Allows the user to command 1d6+6 Hit Dice-worth of non-magical animals.

**Antitoxin**
Ingredients: Giant snake venom, 80GP
Neutralises all poisons.

**Entanglement**
Ingredients: Strangle weed tendril, 140GP
When thrown at an area containing vegetation, has the effect of an Elf's Entangle spell.

**Explosive**

Ingredients: 50GP
When uncorked and thrown at a target, explodes on impact for 1d6+level damage.

### Fog
Ingredients: Orc ear, 100GP
Has the same effect as an Elf's Fog spell.

### Glue
Ingredients: Giant frog tongue, 90GP
A target that fails a (STR) save becomes stuck fast for the duration of the potion. If drunk, glues the user's mouth shut; in addition, if they fail a (CON) save they take 1d4 damage as they suffer breathing difficulties.

### Healing
Ingredients: Holy water, 100GP
Recovers 1d6+1 HP.

### Iron Hide
Ingredients: Ogre skin, 150GP
Gives a temporary increase of +6 to AC.

### Poison
Ingredients: 30GP
Does 3d12 damage on a failed (CON) save if ingested or injected. Often produced by accident when an alchemy attempt fails.

### Remove Paralysis
Ingredients: Ghoul claw, 100GP
Negates paralysis effects.

### Resist Cold
Ingredients: Yeti heart, 150GP
Provides immunity to damage from intense cold, such as blizzard conditions or submersion in freezing water, and halves damage from cold-based magical attacks such as a white dragon's breath.

### Resist Fire
Ingredients: Flame salamander tongue, 120GP
Provides immunity to damage from normal fires, and halves damage from intense heat such as lava, dragon breath, etc.


## MAJOR ALCHEMICAL FORMULAE

### Enlargement
Ingredients: Ogre heart, orc scalp, 250GP
Doubles the size of the drinker. Also doubles their movement speed and gives +6 to all STR rolls and damage.

### Giant Strength
Ingredients: Giant toe, orc flesh, 300GP

For the duration of the effect, the user will only fail STR rolls on a natural 20, gets +6 to melee damage and can throw up to 120'.

**Haste**
Ingredients: Blink dog tail, gnoll snout, 400GP
Has the same effect as a Wizard's Haste spell.

**Heroism**
Ingredients: Minotaur horn, bugbear tongue, 400GP
Gives +6 to all Ability Rolls and Saves, and halves all damage inflicted.

**Invisibility**
Ingredients: Horned chameleon horn, troglodyte skin, 350GP
Effect as per the Wizard spell Invisiblity.

**Love**
Ingredients: Dryad hair, songbird feather, 300GP
The drinker falls in head over heels in love with the first being they see of similar race and opposite sex (or the same sex, if they are so inclined). They act as if under a Charm spell for the duration of the potion, but remain in love until Dispel Magic is cast upon them. If they cannot be with the object of their desire, they become incredibly morose (and prone to writing bad poetry), suffering -2 to all rolls.

**Regeneration**
Ingredients: Troll teeth, giant frog tongue, 250GP
When consumed, the user regenerates 1d4 HP per round, for 1d6+level rounds.

**Repel Lycanthropes**
Ingredients: Werewolf pelt, wolfsbane, 400GP
Has the same effect as a Protection from Lycanthropes scroll.

**Repel Undead**
Ingredients: Wight claws, garlic, 400GP
Has the same effect as a Protection from Undead scroll.

**Shrinking**
Ingredients: Lycanthrope blood, kobold heart, 250GP
Reduces user to one-twelfth normal size. They gain +10 to all stealth rolls, but speed is divided by 10, and cannot inflict more than 1HP damage to creatures of Halfling size or larger.

**Spider Climbing**
Ingredients: Giant spider blood, goblin blood, 250GP
User can climb any surface (even ceilings) and only fall on a DEX roll of a natural 20.

**Water Breathing**
Ingredients: Mermaid heart, giant fish scale, 250GP
Effect as per the Wizard spell Water Breathing.


**MASTER ALCHEMICAL FORMULAE**

**Flight**

Ingredients: Pixie wings, harpy claws, pegasus feather, 1200GP
Effect as per Wizard spell Flight.

## Gaseous Form

Ingredients: Vampire fangs, green dragon scale, ghoul skull, 800GP
The user turns into a cloud of greenish gas, and can fly at up to 40' per round. They have full control over their movements, and can move through any opening that is not airtight. In this form, user has AC9 and can only be harmed by magical weapons, but takes double damage from electrical attacks, and can also be carried helplessly away by strong winds if they fail a (CHA) save.

## Invulnerability

Ingredients: Giant skin, any dragon scale, Iron Hide potion, 1500GP
The user takes no physical damage from any attacker of fewer than 5HD.

## Polymorph

Ingredients: Doppelganger heart, lycanthrope blood, troglodyte heart, 1200GP
Has the effect of a Wizard's Polymorph spell.

## Quicksilver

Ingredients: Jar of ochre jelly (living), giant spider venom, hobgoblin heart, 800GP
Turns the drinker into a thick, mercury-like liquid that can flow at will through any gap that is not watertight and even ooze up walls and ceilings. In this form, user has AC9 and can only be harmed by magical weapons, but takes double damage from fire.

## Stoneslurry

Ingredients: Purple worm sting, jar of grey ooze (living), acid, 400GP
This powerful acid (1d8 damage) also has the ability to dissolve stone, affecting a maximum volume of 5x5x5'. The glutinous liquid produced resolidifies after 6 turns.

## Transmutation

Ingredients: Gold dragon scale, gnome ear, gold dust, 1000GP
Turns twenty pounds (200 coins) of lead into gold per level of the Alchemist who made the potion.

## Treasure Finding

Ingredients: Red dragon scale, jar of yellow mould, diamond (500GP+ value), 500GP
The user can sense the location and distance of all treasure (whether as a hoard or individual items) of over 1000GP value within 240'.

## X-Ray Vision

Ingredients: Blue dragon eye, giant bat wings, lead bar, 750GP
See through solid objects up to 10' thick, to 60' distance.

## Youth

Ingredients: Mummy wrappings, treant root, baby kobold skull, 1500GP
Reduces the drinker's age by 1d4 years.

## ALCHEMIST EQUIPMENT

|  | Cost |  |
| --- | --- | --- |
| Alchemy Kit | 50 | Necessary to make potions |
| Mundane ingredients | As per potion, above | |

## ASSASSINS

Assassins are humans trained in the dark arts of murder and assassination. They share many characteristics with Thieves, but their profession of killing for profit makes them inherently evil in nature. Their Prime Requisite is DEX.

## Special Abilities

• Assassins use d6 for their Hit Dice, and get +2 to their initial DEX score.

• They can use all missile weapons and one-handed melee weapons, but only wear light armour due to their need for stealth and mobility.

• They get a +4 bonus on all to-hit rolls for sneak attacks (where the victim is unaware of their presence), and inflict double the damage rolled on a successful strike. In addition, if they roll a natural 1 on the sneak attack, they instantly kill a victim with 3 or fewer HD; victims with higher HD must make a (CON) save to survive. At L6 and higher, instant kills on sneak attacks can be scored on a natural 1 or 2.

• They get +2 to all rolls relating to stealth and disguise.

• They get +2 to all rolls relating to perception – eg, spotting traps, listening at doors, etc.

• They can use the following Thief skills without penalty: Open Locks, Hide In Plain Sight, Climb Sheer Surfaces.

• They get +2 to all CON saves against poison.

• They can move 40' per round.

## Restrictions

• Assassins get -1 to their initial CON score.

• They can only wear light armour and are restricted to one-handed melee weapons.

• They can only fully use their Open Locks skill if they have with them a set of Thieves' Tools; without these, they suffer a -4 penalty.

• They must be Evil in alignment.

## ASSASSIN WEAPONS

|  | Damage | Cost | Range |
|---|---|---|---|
| Blowpipe | 1d2 (1d4/2) | 5 | 30' |
| 5 blowdarts |  | 5 |  |
| Blowdart poison (5 doses) |  | 50 |  |
| Garrotte | 1d8 | 40 |  |

Anyone struck by a poisoned blowdart must make a (CON) save or take 3d12 damage. Garrottes are only useable for sneak attacks.

## BARBARIANS

Barbarians are furious human berzerkers who eschew heavy armour and magic for sheer brute force in battle. They mistrust all users of spells, and much prefer the simple freedoms of the harsh wildness to the crowds and constricting social conventions of towns and cities. Their Prime Requisite is STR.

### Special Abilities

• Barbarians use d10 for their Hit Dice, and get +2 to their initial STR.
• They can use all weapons, but only light armour.
• They get +2 to their AC when wearing no armour.
• They get +1 to damage when using a two-handed melee weapon.
• They can Rage during battle to boost their combat abilities.
• Like Fighters, they can make Cleaving Attacks when they slay an enemy to carry over excess damage to other targets.
• Barbarians, like Dwarves and Fighters, can use a Battle Cry to terrify opponents.
• They get +2 to all CON saves.
• They get +2 to all Ability Rolls relating to wilderness survival.
• They can move 40' per round.

### Restrictions

• Barbarians get -1 to their initial INT score.
• They get -1 on all WIS saves against magic.
• They cannot use spell scrolls, even if Read Magic has been cast upon them.

### Rage

Barbarians can go into a Rage in battle after they have taken damage. While Raging, they get +2 to their AC, +2 to all STR attack rolls and +1 melee damage; this increases to +4/+4/+2 at L6, and +6/+6/+3 at L12. However, at the end of each round in which they do not inflict melee damage upon an enemy, they must make a CON save to maintain their fury; if they fail, the Rage ends and another cannot be started until the Barbarian has rested.

   While Raging, Barbarians take -4 penalties to all INT, WIS and DEX rolls. However, enemies facing them while they are in a Rage take +2 to Morale checks. The number of times per day a Barbarian can Rage is equal to their level+1; at L1 they can Rage twice a day, at L2 three times, etc.

## BARDS

Bards are humans who are a combination of entertainer, storyteller and magician, often found travelling from village to village and singing tales of the outside world in return for bed and board. They record their journey in their songbook, their most prized possession along with their lyre. They have limited magical abilities, and with their skills at oratory and persuasion are sometimes employed as spies. Their Prime Requisite is CHA.

### Special Abilities
• Bards use d6 for their Hit Dice, and get +2 to their initial CHA.
• They can use all weapons, and up to medium armour.
• They can use a limited set of Wizard spells, and can read magic scrolls without needing a Read Magic spell to be cast upon them.
• In combat, Bards can sing a Battle Hymn to inspire their allies.
• They can also sing to negate the effect of songs by Harpies and similar monsters, and soothe and silence Shriekers.
• They get +1 on all INT rolls relating to the recollection of history, politics and lore. At L6 this increases to +2; at L12, it becomes +3.
• They get +1 on all CHA rolls relating to persuasion, diplomacy and bluffing. At L6 this increases to +2; at L12, it becomes +3. If they sing and play their lyre while attempting such tasks (and the DM judges that it is appropriate to do so), these bonuses are doubled.
• They get an additional Reaction Adjustment of -1 over that normally provided by their CHA.

### Restrictions
• Bards get -1 to their initial STR.
• To use spells, they must have first transcribed them into their songbook; without access to this they can no longer memorise spells. They must also have an INT of at least 9 to cast spells.
• Without their lyre, they cannot play a Battle Hymn or get the doubled bonuses for certain CHA rolls.

### Battle Hymn
In combat, a Bard can choose as their action to sing a Battle Hymn. They must play their lyre (or a lyreshield) as accompaniment for its effects to work. While performing prevents them from attacking (they can still move at their normal speed, but cannot run, retreat or go defensive), the hymn's inspiring lyrics give all their allies +1 to their ability rolls and saves for that round. At L6 this increases to +2, and at L12 to +3. The Bard must declare at the start of each round that they are singing, and begin the Battle Hymn immediately no matter what they rolled for their initiative.

    If a Bard takes damage while singing a Battle Hymn, they must make a CHA save to continue the song uninterrupted. If they fail, any allies who have not yet acted in that round lose the ability bonus.

    Note that playing a lyre requires both hands, so AC bonuses from shields are not available while doing so unless using a lyreshield (where the strings are built into the rear of the shield).

### Bard Spells
Bards can read and use magical scrolls without needing the use of a Read Magic spell, and have the ability to learn a limited number of Wizard spells (listed below) from them. However, they are not at any time automatically granted these spells; they must transcribe them from the scrolls into their songbook (at a cost of double that of what it would cost a Wizard to do so).

    Bards have a far smaller number of daily spell slots than Wizards; even at L12, they can only prepare five spells per day. Spells are prepared by memorisation in exactly the same way as Wizards.

### Bards: Spells

| Level | Spell Slots | Learnable Spells |
|---|---|---|
| 1 | 1 | Ventriloquism, Comprehend Languages |
| 2 | 1 | Shield, Detect Magic |
| 3 | 2 | Charm, Light |
| 4 | 2 | Magic Missile, Swole's Mighty Blow |
| 5 | 2 | Flame Finger, Shocking Grasp |
| 6 | 3 | Sleep, Phantasmal Force |
| 7 | 3 | Invisibility, Rope Trick |
| 8 | 3 | Levitate, Communicate |
| 9 | 4 | Telepathy, Locate Object |
| 10 | 4 | Dispel Magic, Knock |
| 11 | 4 | Haste, Mirror Image |
| 12 | 5 | Fly, Hold Person |

## BARD EQUIPMENT

|  | Cost | |
|---|---|---|
| Lyre | 25 | |
| Lyreshield | 150 | Gives +1 to AC while still playing |
| Songbook (blank)* | 50 | |

* Bards begin the game with their songbook; this is the cost of a replacement.

## DEVILBORN

Devilborn are the offspring of demonic monsters who have impregnated human women. They are not necessarily evil, but are generally perceived as such by most humans. They have skin that ranges in tone from dark orange to deep red, and have prominent horns growing from their foreheads. Their Prime Requisites are STR and DEX.

### Special Abilities
• Devilborn use d8 for their Hit Dice, and get +1 to their initial STR, DEX and CON scores.
• They can use all weapons and armour.
• Once per turn, they can spit a stream of corrosive black bile up to 30', for 1d10 damage on a successful DEX attack roll. Against metallic objects, it acts as an L3 Wizard's Rust spell.
• They take only half damage from acid and fire.
• They have Devil's Blood, which can damage opponents who spill it in battle.
• They have infravision, so can see in the dark (above or below ground) to a distance of 100'.
• As well as Common, Devilborn can speak all demonic languages.
• They can move 40' per round.

### Restrictions
• Devilborn get -1 to their initial WIS and CHA scores.
• They get a +3 reaction adjustment against all human enemies.
• Powerful demonic creatures (of 6HD or more) can Charm Devilborn (as per the Wizard spell) if they fail a CHA save; the saving roll has a negative penalty equal to the number of Hit Dice the demon is above the Devilborn's level. For example, an L6 Devilborn attempting to resist the commands of a Bone Devil (9HD) would have a -3 penalty to the roll. If the Devilborn makes the save, that demon cannot attempt to regain control for one hour (6 turns).

### Devil's Blood
The blood of all Devilborn is almost black rather than red, and contains a powerful toxic substance. Any opponent who inflicts damage upon them with a bladed melee weapon runs the risk of splattering themselves with this blood; if they fail a (DEX) save, they take 1d2 (1d4/2) damage.

## PALADINS

Paladins are virtuous human warriors who live by a strict code of honour, pledging themselves to protect the innocent, defend the weak, and fight evil and injustice wherever they find it. Of all the classes, they are the most limited in terms of alignment: they must be Lawful Good, and always behave accordingly. (Note that 'lawful' in this sense does not mean blindly following the laws of the land, as such laws may be corrupt and unjust, but rather acting in the interests of justice, altruism and honour.) Their Prime Requisites are STR and CHA.

### Special Abilities
• Paladins use d8 for their Hit Dice, and get +1 to their initial STR and CHA scores.
• They can use all weapons and armour.
• They get +2 to all WIS and CHA saves.
• They are immune to all forms of disease.
• All Evil enemies in melee range take -2 on Morale checks in battle.
• They can use their Lay On Hands ability to heal others.
• At L3 and above, they can Turn undead, much like Clerics.
• At L6 and above, they can call upon Clerical divine powers.
• At L9 and above, when using a holy sword they gain the effect of the Protection, 10' Radius divine power.
• They can move 40' per round.

### Restrictions
• Paladins get -1 to their initial INT score.
• They must at all times remain Lawful Good; if they act contrary to their alignment, they lose all their special abilities until they atone. Knowingly allowing evil acts to be perpetrated is considered as bad as carrying them out personally. (DM note: Paladins who are on shaky moral ground should receive some sort of warning from the gods and a chance to redeem themselves, rather than simply losing their powers on the spot.)
• They must donate at least half of all GP they earn on an adventure (*before* any has been converted into XP) to Good-aligned charitable causes.

### Lay On Hands
Paladins can channel divine energy through their touch once per turn to heal the sick and injured. If the recipient is conscious, they recover 1d4 HP (to their maximum); if they are at 0HP, they are stabilised and brought to 1HP. In addition, a Paladin of L6 or higher can cure disease with their touch.

### Turning Undead
Paladins can attempt to Turn the undead in the same way as Clerics, with the following difference: the Hit Dice of the undead that can be affected are up to two *lower* than the Paladin's level, not higher. So on gaining the ability to Turn at L3, a Paladin can only affect skeletons and other 1HD undead monsters; at L4 they can also Turn zombies (2HD), and so on.

### Atonement
If a Paladin loses his or her powers as a result of acting against their alignment, the gods will give them a quest on which they can atone. The nature of the quest is up to the DM, but it will always be in the interests of Lawful Good, and should conveniently fit into the party's current adventure. Examples may include rescuing a prisoner, righting an injustice, recovering a holy relic, exposing corruption, defeating a hidden evil, and so on.

### Paladins: Divine Powers Per Day

| Level | 1 | 2 | 3 | 4 |
|-------|---|---|---|---|

| | | | | |
|---|---|---|---|---|
| 6 | 1 | – | – | – |
| 7 | 2 | – | – | – |
| 8 | 2 | 1 | – | – |
| 9 | 2 | 2 | – | – |
| 10 | 2 | 2 | 1 | – |
| 11 | 2 | 2 | 2 | – |
| 12 | 3 | 2 | 2 | 1 |

Unlike Clerics, no additional divine powers are gained from a high WIS score.

**Holy Swords**

Holy swords are magic weapons of at least +2, but which only provide the bonus in the hands of someone of Lawful Good alignment. The DM can make such weapons available at a time of their choosing, most likely as an object to be retrieved on a quest. When wielding one, a Paladin automatically gains the effect of the Protection, 10' Radius divine power for him/herself and all Good-aligned allies within range.

## SHAMEN

Shamen are human mystical wanderers, seeking to attune their souls with the cosmos. They have a special affinity with nature and the spirits within it, and can survive in extreme conditions. They have no interest in wealth or power, instead searching for knowledge and enlightenment. Their Prime Requisites are WIS and CON.

### Special Abilities
• Shamen use d6 for their Hit Dice, and get +1 to their initial WIS and CON scores.
• They can use all weapons, but only wear light armour.
• They get +1 to their AC if not wearing armour.
• They get +2 to all CON saves.
• They get +2 to all WIS rolls relating to nature and wilderness survival.
• They can take on Animal Form.
• They can Meditate to seek guidance from nature.
• They can learn spells in the same manner as Elves, the total number they can learn being equal to their INT.
• They only need to rest for half as long as other human classes.
• They can move up to 40' per round.

### Restrictions
• Shamen get -1 to their initial INT score.
• They get no bonus spell slots from a high INT.
• They may have no possessions other than what they can carry, and no single possession of more than 30GP in value, or possessions of 100GP in total.
• They start the game with a maximum of 100GP.

### Animal Form
Shamen can take on the form of a non-magical animal of their choice at will. The animal must have a number of Hit Dice equal to or lower than the Shaman's level. Transforming to or from animal form takes one round (during which time they can take no other actions), and the Shaman can stay in their animal form for a number of turns equal to their level. At L1, they can transform once per day; at L3, twice per day; at L6 three times per day; at L9 four times per day; and at L12, six times per day. While transformed, the shaman has all the abilities of the animal (such as flight, a poisonous bite, swimming, etc), while retaining their own current Hit Points. They cannot cast spells while transformed, but can speak.

### Meditation
By meditating undisturbed for one full turn, once per day a Shaman may ask a single question of the cosmos (represented by the DM) concerning the natural world around them. The question must be answerable in a single word, and be in relation to a physical object or creature within ten miles at the moment of asking, but it will be answered truthfully. Questions about the past or future, or the intent or hidden thoughts of intelligent beings, will not be answered. Examples could be: "In which direction is the nearest spring?" "Southeast"; "Is there a dragon in the forest to the west?" "Yes."

### Shaman: Spells Per Day*

| Level | 1 | 2 | 3 |
|-------|---|---|---|
| 1 | – | – | – |
| 2 | 1 | – | – |
| 3 | 2 | – | – |
| 4 | 2 | 1 | – |
| 5 | 2 | 2 | – |

| | | | |
|---|---|---|---|
| 6 | 2 | 2 | 1 |
| 7 | 3 | 2 | 1 |
| 8 | 3 | 2 | 2 |
| 9 | 3 | 3 | 2 |
| 10 | 3 | 3 | 3 |
| 11 | 4 | 3 | 3 |
| 12 | 4 | 4 | 3 |

\* Unlike Elves, the number of spells a Shaman can use per day is *not* increased by a high INT score.

## SHAMAN SPELLS

The details of most Shaman spells are as per the relevant Cleric power or Wizard or Elf spell. Spells marked with **†** are unique to Shamen, and are detailed below. The spells available to Shamen are as follows:

## FIRST LEVEL SHAMAN SPELLS

Cure
Nature's Bounty**†**
Neutralise Poison
Pass Without Trace**†**
Resistance
Speak With Animals
Speak With Plants

### Nature's Bounty
Range: 30'      Duration: immediate
Produces 1d6+the Shaman's level magical berries that not only provide enough sustenance for one person for a whole day, but also each heal 1HP of damage when eaten.

### Pass Without Trace
Range: 0      Duration: 1 turn/level
This spell allows Shamen to travel through any environment, indoors or out, without leaving any kind of detectable trail – footprints, scent, bent branches and so on.

## SECOND LEVEL SHAMAN SPELLS

Animal Ally
Create Water
Cure Disease
Entangle
Sleep
Snake Charm
Speak With Undead**†**

### Speak With Undead
Range: 0      Duration: 1 turn
Lets the caster communicate with undead creatures and spirits, even those normally incapable of speech. The responses will be in keeping with the undead's level of intelligence, so the likes of skeletons and zombies will only give very simple answers. Being able to talk to undead does not mean they can be commanded, though it may be possible to bargain with more intelligent monsters.

## THIRD LEVEL SHAMAN SPELLS

Charm Monster
Hold Monster
Move Earth
Spirit Walk[†]
Tree Shape
Water Breathing

**Spirit Walk**
Range: 0        Duration: 1 turn
When cast, the Shaman goes into a trance while their spirit form leaves their body and is able to travel up to 300' from it at normal movement speeds. The spirit can pass through solid objects, even the ground, and can see (as if it has starsight) and hear everything around it. It is invisible and invulnerable to living creatures, but can be seen (and attacked) by incorporeal monsters such as ghosts – in such circumstances, it has the same AC and HP as the mortal body. Damage taken by the spirit is repeated on the physical body (and vice versa), and if the spirit form is killed, the Shaman also dies. When the Shaman wills it, or when the turn is up, the spirit automatically returns to its body.

## WARFORGED

Warforged are sentient magical constructs, made from a mixture of organic and metallic components. They are humanoid in form (though somewhat larger than humans, and of many different designs) and so can use any weapons and equipment available to humans and demi-humans. However, their armour is built into their bodies and can only be upgraded when they increase in level. Their Prime Requisites are STR and CON.

### Special Abilities
• Warforged use d12 for their Hit Dice, and get +3 to their initial STR and +1 to their initial CON.
• They can use all weapons; however, the only additional armour they can use beyond that incorporated into their body is a shield. At L1, Warforged have a basic AC of 3 (plus any DEX bonuses).
• They deliver an extra +1 damage on all melee attacks.
• Warforged deliver 1d6 damage (plus all other bonuses) on unarmed attacks.
• They can score Critical Hits, and at L6 can also score Double Criticals.
• They are immune to poison, paralysis and disease.
• They are immune to level draining attacks by the likes of Shadows, Wraiths and Vampires.
• They do not need to sleep.

### Restrictions
• Warforged get -1 to their initial INT, WIS and CHA scores.
• They cannot wear armour, and can only increase their AC as they rise in level.
• They only recover half the amount of HP from magical healing (make any roll as normal, then divide by two and round down to a minimum of 1). However, they recover HP after winning a battle or through resting over a period of days in the same way as other classes.
• They take double damage from acid.
• They are highly vulnerable to corrosive attacks from Rust Monsters and Rust spells: a successful attack by the former delivers 1d10 damage, and the latter 2d10+the caster's level damage, with a CON save halving the damage in both cases.
• Their heaviness and bulk gives them a -2 to all DEX rolls relating to balance, acrobatics and stealth.
• Their weight also limits their movement speed to 30' per round.

### Warforged: Armour Class and Bonuses

| Level | AC* | Intimidation Bonus |
|-------|-----|--------------------|
| 1 | 3 | – |
| 2 | 4 | – |
| 3 | 4 | +1 |
| 4 | 5 | +1 |
| 5 | 5 | +2 |
| 6 | 6 | +2 |
| 7 | 6 | +3 |
| 8 | 7 | +3 |
| 9 | 7 | +4 |
| 10 | 8 | +4 |
| 11 | 8 | +5 |
| 12 | 9 | +6 |

* DEX bonuses apply to a Warforged's AC.

The Intimidation Bonus applies when enemies facing a party containing a Warforged make a Morale check. This bonus stacks with any Intimidation Bonuses gained by Fighters using their signature weapon.

## WARLOCKS

Warlocks are humans who have made pacts with demonic creatures so as to gain access to infernal powers. The cost is their immortal soul: when they die, they are claimed by their underworld master and may never return. Their Prime Requisite is CON.

### Special Abilities
• Warlocks use d4 for their Hit Dice, and get a +2 bonus to their initial CON.
• They can wear up to medium armour, and use shields.
• They can cast invocations, which become more powerful as they gain levels. The number they can cast per day, and the cost in CON points, are listed below.
• They have a -2 reaction adjustment with demonic beings.
• They can move 40' per round.

### Restrictions
• Warlocks get -1 to their initial WIS.
• They are limited to using the same kinds of weapons as Wizards.
• They cannot be Good in alignment.
• When they die, their souls are claimed by the powerful demonic forces with which they have made a pact, and they cannot be resurrected.

### Invocations
Unlike spells, invocations are 'fuelled' by the caster: in this case, using their CON points. Using an invocation temporarily consumes CON, with more powerful invocations exhausting the Warlock more severely. The number of points of CON needed to power an invocation is equal to the invocation's level+1.

   One point of CON consumed by an invocation is recovered at the end of each full turn. If a Warlock drops below a CON of 3, they fall unconscious until they recover to at least 3. If they fall to 0 or lower, they die and cannot be revived by any means.

   Like a Cleric's divine powers, a Warlock can use any invocation available to them at their current level. A difference is that they can also use invocations of the next level higher (so a Warlock of L3 or L4, who can use invocations of level 1 and 2, can also cast level 3 invocations). Doing so, however, costs double the amount of CON points.

   While CON lost by casting invocations recovers quickly, any Ability Rolls or Ability Saves made on CON use the *current* score, not the normal one (with CON+level/2 as the Target Number). However, a reduced CON does not affect a Warlock's Hit Points.

### Warlocks: Invocations

| Level | Invocations/day | Invocation levels useable* |
|-------|-----------------|----------------------------|
| 1     | 4               | 1                          |
| 2     | 5               | 1                          |
| 3     | 6               | 2                          |
| 4     | 7               | 2                          |
| 5     | 8               | 3                          |
| 6     | 9               | 3                          |
| 7     | 10              | 4                          |
| 8     | 11              | 4                          |
| 9     | 12              | 5                          |
| 10    | 13              | 5                          |
| 11    | 14              | 6                          |
| 12    | 15              | 6                          |

\* Invocations of the next level higher can be cast at double the CON cost.

**FIRST LEVEL WARLOCK INVOCATIONS**
Disguise
Eldritch Blast
Impish Whispers
Nightmare
Shimmer
Uncanny Shroud

**SECOND LEVEL WARLOCK INVOCATIONS**
Abomination
Blackness of the Pit
Caustic Fog
Despair
Devil's Hint
Warlock's Curse

**THIRD LEVEL WARLOCK INVOCATIONS**
Baleful Command
Charm
The Dead Shall Rise
Infernal Chains
Rebuke
Warrior of the Underworld

**FOURTH LEVEL WARLOCK INVOCATIONS**
Black Fire
Consuming Darkness
The Devil's Nails
Eldritch Seal
Endure the Flames
Eyes of the Maniac

**FIFTH LEVEL WARLOCK INVOCATIONS**
Blink
Reveal the Unseen
Pentagram
Shadowy Passage
Third Eye
Uncanny Barrier

**SIXTH LEVEL WARLOCK INVOCATIONS**
Bane of the Undead
Demonic Vigour
Devil's Dice
Life Drain
My Master's Voice
Screaming Banishment


**FIRST LEVEL WARLOCK INVOCATIONS (COST: 2 CON)**

**Disguise**

Range: 0          Duration: 1 turn

An illusion that makes the Warlock appear to be another person or being of their choosing. Any intelligent creature that makes a (WIS) save will see through the deception.

**Eldritch Blast**

Range: 60'          Duration: immediate

Hits a single target within the Warlock's sight with a bolt of infernal energy for 1d6+level damage.

**Impish Whispers**

Range: 120'          Duration: 1 round

A form of ventriloquism that causes the muted mutterings of devilish creatures to originate from a point of the Warlock's choosing.

**Nightmare**

Range: 100'          Duration: 1+level rounds

Causes a single target within the Warlock's sight to experience a hallucination of their worst fears if they fail a (CHA) save, paralysing them with terror. In addition, if the target rolls a natural 20 on the save, they take 1d4 damage from the shock.

**Shimmer**

Range: 0          Duration: see below

Blurs the Warlock's form, making them harder for opponents to target. They gain +2 to AC for 1+level rounds.

**Uncanny Shroud**

Range: 0          Duration: 1 turn

Surrounds the Warlock with a dark energy that increases their AC by 2.

## SECOND LEVEL WARLOCK INVOCATIONS (COST: 3 CON)

**Abomination**

Range: 0          Duration: 1 turn

Summons a demonic creature (chosen by the DM) of the same HD as the Warlock to fight alongside them. At the end of battle, if it is not dismissed by the caster, the creature may turn on any Good characters in the party.

**Blackness of the Pit**

Range: 120'          Duration: 1+level turns

Details as the Cleric power Darkness, the only difference being the duration.

**Caustic Fog**

Range: 120'          Duration: see below

Effect and duration as per the Elf spell Fog, with the addition that all creatures inside the fog suffer 1d6 damage per round.

**Despair**

Range: 60'          Duration: immediate

A single living creature subjected to this invocation must make an immediate Morale check at +2. If they fail, they collapse into a helpless, sobbing heap and will not recover until the end of the turn.

### Devil's Hint

Range: 0            Duration: immediate

Causes a flaming arrow to appear on the ground before the caster that points directly towards an object or location (not a creature) they seek. (Note that this does not indicate the distance, and ignores any intervening obstacles!)

### Warlock's Curse

Range: 60'            Duration: 1 turn

The Warlock and their allies gain +1 on attacks and damage against any target who has been subjected to this invocation. Multiple targets can be cursed, but an individual cannot have more than one Warlock's Curse upon them at once.

## THIRD LEVEL WARLOCK INVOCATIONS (COST: 4 CON)

### Baleful Command

Range: 30'            Duration: immediate

If the targeted creature fails a (CHA) save, it must obey a single-word command given to it by the Warlock. Victims cannot be commanded to harm themselves, or the invocation fails. Examples might include: "Stop!" "Retreat!" "Disarm!" Can be used against undead.

### Charm

Range: 120'            Duration: 1+level turns

Details as per the Wizard spell Charm, the difference being the duration.

### The Dead Shall Rise

Range: Touch       Duration: immediate

Raises one creature that has died within the past 24 hours as a member of the undead that obeys the Warlock's commands. The type of undead depends on the caster's level: at L5 it rises as a skeleton; at L7 a zombie; at L9 a ghoul and at L11 a wight.

### Infernal Chains

Range: 60'            Duration: 1+level rounds

Causes a single target within the Warlock's sight that fails a (CHA) save to become weighted down with chains of searing infernal metal, giving them -4 on all STR and DEX rolls (including attacks), reducing their movement speed by half and inflicting 1d4 damage per round. The chains vanish when the effect ends.

### Rebuke

Range: 0            Duration: see below

If the Warlock makes a (CON) save, the damage from the next attack that hits them is reflected back upon the attacker and the caster loses no HP. If the save fails, they take damage as normal and the invocation is wasted.

### Warrior of the Underworld

Range: 0            Duration: 1 turn

Temporarily grants the Warlock all the special abilities of a Fighter of the same level, including being able to use all weapons and armour, as well as increasing their STR by 2 (to a maximum of 18).

## FOURTH LEVEL WARLOCK INVOCATIONS (COST: 5 CON)

**Black Fire**
Range: 60'        Duration: immediate
Shrouds a single target within the Warlock's sight with seething dark flames for 2d8 damage.

**Consuming Darkness**
Range: 120'        Duration: 1+level turns
Details as Blackness of the Pit, except that for every round a creature is inside the zone of darkness, they take 1HP damage per level of the Warlock.

**The Devil's Nails**
Range: 60'        Duration: 1+level turns
Has the effect of a Wizard Lock spell upon any lockable portal or object within range, the only difference being the duration.

**Eldritch Seal**
Range: Touch        Duration: until activated/dispelled
Details as the Cleric power Glyph of Warding.

**Endure the Flames**
Range: 0        Duration: 1+level rounds
Gives the Warlock total resistance to fire and heat damage.

**Eyes of the Maniac**
Range: 60'        Duration: 1+level turns
Drives a single living creature within the Warlock's sight into a maniacal rage, in which they are incapable of distinguishing friend from foe, if it fails a (CHA) save. If the target is in melee with the Warlock's party, there is a 50% chance of it attacking a random ally. If it is not in melee, it will attack its nearest ally.


## FIFTH LEVEL WARLOCK INVOCATIONS (COST: 6 CON)

**Blink**
Range: 0        Duration: immediate
Allows the Warlock to instantly teleport to any visible location within 60'.

**Reveal the Unseen**
Range: 0        Duration: 1+level rounds
Allows the Warlock to see any invisible objects or creatures.

**Pentagram**
Range: 0        Duration: 1+level rounds
Creates a pentagram 10' in radius on the ground around the caster. Any Good creature who attempts to enter it takes 2d8 damage from a blast of infernal power.

**Shadowy Passage**
Range: 0        Duration: 1+level rounds
Turns the Warlock into a shadowy form that can pass through solid objects. The caster can move at normal speeds while in this state. They cannot be harmed by any physical attack, but are vulnerable

to attacks from incorporeal creatures like ghosts and shadows. If they are inside a solid object when the invocation ends, they die.

**Third Eye**
Range: 240'          Duration: concentration
Details as the Wizard Eye spell.

**Uncanny Barrier**
Range: 120'          Duration: 1+level turns
Creates a flat barrier of shimmering infernal energy that can block a passageway or entrance. The barrier is impenetrable by any physical object, and can be up to 20x20' in size.


## SIXTH LEVEL WARLOCK INVOCATIONS (COST: 7 CON)

**Bane of the Undead**
Range: 60'          Duration: immediate
The Warlock unleashes a blast of dark power that dazes and renders incapable of action a number of Hit Dice-worth of undead equal to the caster's current CON (before the invocation is cast) for one round. The undead with the lowest HD are affected first. For example, a Warlock with a current CON of 12 facing four zombies (2HD each) and two wights (3HD each) could stun all the zombies (for a total of 8HD), and one of the wights (making the total 11HD). Since there is not enough power left over to stun the last wight, it is unaffected.

**Demonic Vigour**
Range: 0          Duration: 1+level rounds
Halves all damage inflicted upon the Warlock.

**Devil's Dice**
Range: 0          Duration: immediate
Gives a +6 bonus to the next Ability Roll or Ability Save made by the Warlock.

**Life Drain**
Range: Touch     Duration: immediate
On a successful STR attack roll, if the target fails a (CON) save they lose 1d6+level HP, and the Warlock gains the same amount (to their maximum).

**My Master's Voice**
Range: 120'          Duration: immediate
The terrifying voice of the demon with whom the Warlock has made a pact booms out from where the caster is standing. All living creatures within range who are not allied with the Warlock must make a (CHA) save or be frozen by fear for one round.

**Screaming Banishment**
Range: Touch     Duration: immediate
On a successful STR attack roll, if the victim fails a (CHA) save they are sent hurtling through a dimensional rift into a hellish realm for 1d6+level rounds, suffering 2d8 damage per round before returning. If they make the save, they still take 2d8 damage from infernal rift energy.

## WARLORDS

Warlords are human warriors who have specialised in combat tactics and leadership. They do not have quite as much pure damage potential as Fighters, but make up for this by being able to assist and inspire their allies in battle. Their Prime Requisites are WIS and CHA.

### Special Abilities
• Warlords use d8 for their Hit Dice, and get a +1 bonus to their initial WIS and CHA.
• They can use all weapons and armour.
• They get +1 to their AC.
• Like Fighters, they can make Cleaving Attacks when they slay an enemy to carry over excess damage to other targets.
• Like Fighters and Dwarves, they can use a Battle Cry to terrify opponents.
• They can score Critical Hits from L4 and above.
• They get +2 to all CHA saves.
• They and all allies gain a -1 initiative adjustment at the start of battle.
• They can use their Inspiring Presence in battle to help allies recover lost HP.
• They can use their Retaliatory Strike to inflict damage upon enemies who harm them.
• They can Mark an enemy in melee combat, gaining a bonus attack against them under certain circumstances.
• They can move 40' per round.

### Restrictions
• Warlords get -1 to their initial INT score.

### Inspiring Presence
Warlords can use this ability in battle to inspire an injured ally and help them regain lost HP. This is not a form of magical healing; instead, it reflects the fact that Hit Points are as much a measure of self-confidence, determination and luck as of physical strength and resilience. Using the ability takes one combat round (so the Warlord cannot move, attack or take any other actions) and the ally must be conscious and in the same combat state – melee or missile – as the Warlord. The act recovers 1d4 HP, up to the ally's maximum; at L4, this is increased to 1d6; at L8, to 1d8; and at L12, to 1d10. (Note that a Warlord cannot use Inspiring Presence to recover their own HP.)

### Retaliatory Strike
When an enemy inflicts melee damage on a Warlord, if the attacker fails a (DEX) save they leave themselves open to a counter-strike. At L1, the Warlord inflicts a single point of damage to the attacker; at L5, the damage is half that of their current weapon (make a roll and divide the result by two, to a minimum of 1); and at L10 it is a full roll. STR and other bonuses do not apply to a Retaliatory Strike.

### Marking
A Warlord may Mark a single opponent of their choice in melee at a time, in essence declaring them as their primary target. If the Marked enemy attacks anyone other than the Warlord, then if the Warlord is still in the fight (ie, not disabled or restrained in any way) they get a free melee attack, rolled as normal, upon their opponent. If the Warlord makes a melee attack on a different enemy, the Mark is lost. If a Marked enemy is killed, the Warlord can Mark a new adversary at the start of the next round.