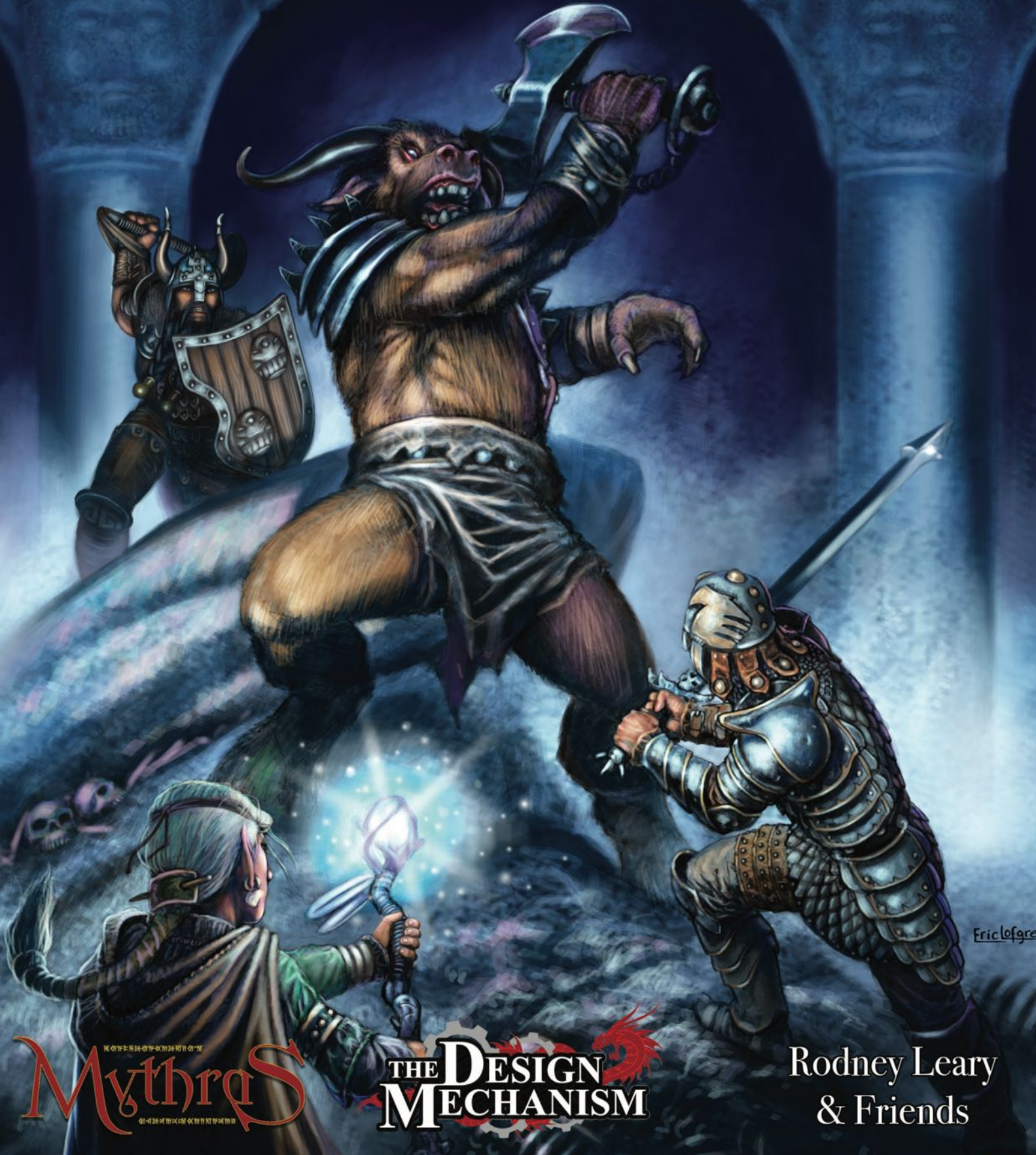


Classic Fantasy

Dungeoneering Adventures, droo Style!



Eric lofgre

Mythras

THE DESIGN MECHANISM

Rodney Leary & Friends

CLASSIC FANTASY

Dungeoneering Rules for
Percentile Roleplaying

By
Rodney Leary

With

Pete Nash, Lawrence Whitaker
& Carol Johnson

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Published under license in the UK by Aeon Games Publishing
www.aeongamespublishing.co.uk

ISBN 978-1-91147-104-2

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Printed in Great Britain



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Eric Lofgren, Aaron Palsmeier and Chris Yarborough appear courtesy of Outland Creative Entertainment

Special Thanks

Anthony Lewis for providing editorial feedback for almost every incarnation of these rules. He had to start over almost as many times as I did. Thanks for sticking with me.

Christopher J E Brann for running one of the most thorough playtests I have ever had the fortune of benefiting from.

Dedication

I would like to dedicate this book to my wife Carmen Leary, whose weekly mantra of... 'is it done yet?' kept me going for the last 8 years. Thanks, dear.

I would also like to dedicate this book to my best friend Sam Bernier, who is responsible for getting me involved in role playing games almost 40 years ago. All his talk of killing orcs and rescuing princesses finally prompted me to ask, 'What the hell are you talking about?' and changed what I do with my free-time forever.

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Mythras and RuneQuest

CLASSIC FANTASY was developed for use with the RUNEQUEST (RQ6) rules. The system has since been renamed MYTHRAS, although the game rules remain the same. CLASSIC FANTASY is therefore fully compatible with both RQ6 and MYTHRAS. For simplicity we use MYTHRAS throughout this book, but if you own RQ6 and are using CLASSIC FANTASY with that edition of the core rules, you have everything you need to gain the most from this supplement.

Strike Rank & Initiative

MYTHRAS has renamed Strike Rank, a RUNEQUEST term, to *Initiative*. It still works in precisely the same way; it is simply the name that has changed to better reflect the mechanic. Initiative is used throughout this book in place of Strike Rank.

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Introduction

CLASSIC FANTASY is a return to the golden age of roleplaying, a period between the late 1970s through the 1980s. During this time, the concept of roleplaying was relatively new and it had an almost magical feel. There were only a handful of popular fantasy games on the market during this time, with *Advanced Dungeons and Dragons* and *RUNEQUEST* being two of the biggest. *CLASSIC FANTASY* takes us back to a time when we would gather with our friends and spend countless hours bashing down doors, slaying hordes of orcs and goblins, and throwing another +1 Ring of Protection into our Bag of Holding. Those were the “classic” adventures that my friends and I still talk about to this day. Those were the days of *CLASSIC FANTASY*.

This is not the first iteration of *CLASSIC FANTASY*, which had its start as a Monograph for Chaosium’s versatile Basic Roleplaying system. However, when playing *CLASSIC FANTASY* using that system, I found myself always choosing the options that best mimicked my then favourite version of *RUNEQUEST*, third edition by Chaosium and Avalon Hill published in 1984. Now with the release of *MYTHRAS*, something that did not exist when I wrote the original *CLASSIC FANTASY*, I have a set of rules that captures all the things that made *RUNEQUEST* great, while modernising and streamlining them.

Back in the early 1980s, I spent many a night converting my “level-based” fantasy campaigns over to *RUNEQUEST* 3rd Edition. Now, almost 40 years later, I have the opportunity and privilege to do it again, but this time in a professional capacity and for what has become my all-time favourite set of roleplaying rules. With this in mind, my aim was to capture the feel of two completely different games and merge them into a workable whole. I do not claim *CLASSIC FANTASY* to be original; *CLASSIC FANTASY* echoes many great games and I walk humbly in the footsteps of their designers who are the inspiration for all that follows. This is an homage to the classic dungeon delve and earliest fantasy roleplaying games. The following games were inspirational: *Advanced Dungeons & Dragons* 1st and 2nd Edition, *The Fantasy Trip*, and of course, the various editions of *RUNEQUEST*. The following authors helped to define the way I have spent my weekends for almost 40 years: Bob Bledsaw, Warren James, Steve Jackson, Steve Perrin, Sandy Petersen, Ray Turney, and of course Gary Gygax and Dave Arneson. Finally, I would like

to acknowledge The Design Mechanism and its fantastic game system, particularly authors Lawrence Whitaker and Pete Nash, without whose excellent work, this game would not be possible.

Without the aforementioned games and their creators, *CLASSIC FANTASY* would be but a shadow of the game I hope it will become.

Rip open the Cheetos and pass out the Mountain Dew. It’s time to play some CLASSIC FANTASY!

Rodney Leary, April 2016

Which Rules?

This is not a standalone game. Games Masters and players will need access to either the *MYTHRAS* or *RQ6* rules to play *CLASSIC FANTASY* (although other d100 rule systems may suffice). Aside from rules, you need only this book, your imagination (and the imaginations of some friends), some dice, and a desire to adventure in the exciting high fantasy worlds of *CLASSIC FANTASY*.

Using Classic Fantasy

Not everything in *MYTHRAS* is necessary nor appropriate for a *CLASSIC FANTASY* campaign, and quite simply much of the core system won’t be used; specifically the other magic. This includes Chapters 8-14.

To avoid incorporating elements of *MYTHRAS* that are unnecessary for *CLASSIC FANTASY*, it is preferable to reference this book first, and refer to *MYTHRAS* when needed or directed. For this reason, many elements of the core rules are duplicated here, sometimes with little modification, to facilitate play.

Experienced Games Masters should feel free to add additional core elements as they become more comfortable with *CLASSIC FANTASY* on a case-by-case basis.

Organisation

CLASSIC FANTASY is divided into 13 chapters and a set of appendices.

Chapter 1: Character Creation

Everything you need to create a player character, referring to chapters 2 and 3 as needed for additional rules on races and classes.

Chapter 2: Race and Culture

In CLASSIC FANTASY, players have the option of creating characters of several different races, and where humans are concerned, cultures. This chapter details them in full.

Chapter 3: Character Classes and Development

Here are introduced the various classes of CLASSIC FANTASY. Classes differ from Careers as found in the game, in that they come with several special abilities. Many of these abilities are acquired during character creation; others become available in play as characters increase their rank. The available classes are Bard, Berserker, Cavalier, Cleric, Druid, Fighter, Magic-User, Monk, Paladin, Ranger, Thief, and Thief-Acrobat.

Chapter 4: Skills

This chapter details several new skills unique to CLASSIC FANTASY or pre-existing skills that are needed but are not included in the MYTHRAS rules.

Chapter 5: Economics and Equipment

For convenience, this chapter summarises much of the information detailed in the MYTHRAS rules.

Chapter 6: Game Mechanics

The introduction of several new rules unique to CLASSIC FANTASY as per chapter 4.

Chapter 7: Combat

Chapter 7 looks at combat from a slightly different angle than either the MYTHRAS rules, that of the miniatures gamer. It includes a basic miniatures combat system for playing out your engagements on the table top.

Chapter 8: Magic

This is the introductory chapter for CLASSIC FANTASY's magic system. It explores the fundamentals of magic in its various forms. The chapter offers suggestions and advice on how to structure magic in

a CLASSIC FANTASY campaign; create spell scrolls; and gain, manage, and restore Magic Points.

Chapter 9: Arcane Spells

Full descriptions of a myriad of Arcane spells.

Chapter 10: Divine Spells

Full descriptions of a myriad of Divine spells.

Chapter 11: Monsters!

Over 80 monsters and creatures native to the World of Greymoor are the focus of this chapter.

Chapter 12: Treasure!

You killed them, here's their stuff.

Chapter 13: Cosmology

Cosmology details the universe and the deities and demigods of the World of Greymoor.

Appendix

This section contains Wandering Monster tables, Master Spell List, a guide to weights and measures, and a character sheet.

Imperial Weights & Measures

In a departure from other Design Mechanism supplements, CLASSIC FANTASY attempts to facilitate the use of both imperial and metric units. Where possible, both are provided; however, exact conversions are ignored in favour of gameplay. For example, 10 metres is converted to 30 feet, not 32.8 feet. This is an exception to the normal rounding methods previously set down in MYTHRAS. Weights can be exact conversions, such as the weight of a character, or approximate conversions, such as the weight of a rock, as determined when needed.

Most miniatures combat assumes the use of 1.5 metre (5 foot) squares. Simply divide all movement rates, weapon ranges, etc., by 1.5 to determine the actual number of squares.