

# Classic Fantasy

*Dungeoneering Adventures, d100 Style!*



A Special Preview of Classic Fantasy for  
Mythras & RuneQuest 6

Mythras

THE DESIGN  
MECHANISM

RUNEQUEST

# 0: 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 the RUNEQUEST 6th Edition rules (and soon to be renamed to 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, December 2015*

## Which Rules?

This is not a standalone game. Game Masters and players will need access to either the RUNEQUEST 6th Edition or Mythras 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.

## Organisation

Classic Fantasy is divided into 13 chapter 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 R<sub>U</sub>N<sub>E</sub>Q<sub>U</sub>E<sub>S</sub>T of Mythras rules.

## Chapter 5: Economics and Equipment

For convenience, this chapter summarises much of the information detailed in the R<sub>U</sub>N<sub>E</sub>Q<sub>U</sub>E<sub>S</sub>T of Mythras rules.

## Chapter 6: Game Mechanics

The introduction of several new rules unique to Classic Fantasy or pre-existing rules that are needed but are not included in the R<sub>U</sub>N<sub>E</sub>Q<sub>U</sub>E<sub>S</sub>T of Mythras rules.

## Chapter 7: Combat

Chapter 7 looks at combat from a slightly different angle than either the R<sub>U</sub>N<sub>E</sub>Q<sub>U</sub>E<sub>S</sub>T or 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!

The insects, mammals, fish, and monsters native to the World of Greymoor are the focus of this chapter. In addition to providing detailed statistical entries for well over 80 creatures, extensive notes are given on how to use creatures in Classic Fantasy games, including how to design your own.

## 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.

## Appendices

This section contains a table summarising all the spells contained in this book in one convenient location, as well as a character sheet and resources.

### 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 the R<sub>U</sub>N<sub>E</sub>Q<sub>U</sub>E<sub>S</sub>T and 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.

## Valamir's Gale

Characteristics assigned, Mark now figures Valamir's attributes based on his STR 13, CON 13, SIZ 14, DEX 12, INT 13, POW 12, and CHA 14.

**Action Points:** With an INT and DEX totalling 25, Valamir has 3 Action Points. He can think and act quickly in perilous situations.

**Age:** Rolling 1d4 and adding the result to 15, we determine that Valamir begins the game at 19 years of age.

**Damage Bonus:** Valamir's STR 13 and SIZ 14 give a total of 27, which means he has a Damage Bonus of +1d2. His above average strength and size allow him to strike with extra force when attempting to damage something.

**Experience Modifier:** Valamir, as a human with a CHA 14, gains a +2 Experience Modifier. He has a commanding presence and finds it easy to make friends and gain the trust of others.

**Healing Rate:** Valamir's CON 13 results in a Healing Rate of 3. He is above average in terms of fortitude and endurance, healing from his wounds faster than the average adventurer.

**Height & Weight:** Mark has decided that he would like Valamir to be of average build. So he cross references Valamir's SIZ on the Medium column for his Weight. At SIZ 14, he is between 5'11" and 6' tall – Mark settles on 6' – and he weighs between 196 and 210 lbs. Mark decides that Valamir is at the upper end of the scale and opts for 210 lbs. Mark reasons that Valamir is fit and well-muscled, but not overly so.

**Hit Points:** CON 13 and SIZ 14 mean Valamir's Hit Points will be above average. Adding CON and SIZ gives a result of 27, which denotes that he has 6 Hit Points in his Head and Legs, 8 in his Chest, 7 in his abdomen, and 5 in his Arms. Valamir's above average fitness and size means he can take a fair bit of punishment.

**Luck Points:** Valamir has a POW of 12, which grants him 2 Luck Points plus another Luck Point for being human. As Valamir is a player character at Rank 1, he gains a further Luck Point for his class. Thus, four times a game session, he can call upon these Luck Points to aid him in a variety of ways.

**Magic Points:** POW 12 gives Valamir 12 Magic Points. For now, these aren't all that important to him, but later when he has advanced as a paladin, he'll gain the ability to cast Divine spells. At that point, he'll be glad he has them.

**Movement Rate:** Being human, Valamir possesses a Movement Rate of 6 metres (20 feet).

**Strike Rank:** With INT 13 and DEX 12, Valamir has a Strike Rank Bonus of 13. His average intelligence is offset by his above average reaction speed, sometimes allowing him to seize the initiative

## Class Restrictions and Cultural/Racial Prerequisites

In a typical Classic Fantasy campaign some species are restricted from choosing certain classes, and classes require characters to meet certain prerequisites. This is summarized on the following table. The Game Master may choose to ignore some or all of these restrictions dependent upon the needs of the campaign.

<i>Class</i>	<i>Prerequisites</i>	<i>Common Species/Culture</i>
Bard	STR 11, CON 11, DEX 12, INT 13, POW 11, CHA 12	Human: Barbarian, civilized, nomadic, or primitive. Elf or half-elf
Berserker	STR 12, CON 14, DEX 12, POW 12	Human: Barbarian or primitive. Dwarf or half-orc
Cleric	POW 11	Any
Druid	POW 11, CHA 11	Human Barbarian, civilized, or primitive. Half-elf
Fighter	STR 11, CON 11	Any
Magic-user	INT 14, DEX 11, POW 12	Human: Civilized or nomadic. Elf, gnome (illusionist only), or half-elf
Paladin	STR 11, CON 12, INT 13, POW 12, CHA 14	Human: Civilized
Ranger	STR 11, CON 12, INT 14, POW 12	Human: Barbarian, civilized, or nomadic. Elf or half-elf
Thief	DEX 11	Any

Language, or Lore, offer choice of a specialisation. In these cases, the speciality chosen should be one that suits that culture.

## A Note on Characters and Rank

Keep in mind that many classes require a skill level of at least 50% in five Prerequisite Skills to begin at Rank 1. A character may choose to start at Rank 0 with lower prerequisites and attain Rank 1 in play, if desired, but to begin with, in order to cast spells, use class traits, and gain the first bonus Luck Point, these prerequisites must be met. Prerequisite Skills are not to be confused with proficiencies, which advance faster than normal skills, but instead determine when a character has advanced sufficiently to increase in Rank. Proficiencies are detailed in Chapter 3. While a player may not spend points during this step on skills that are not part of the character's race or culture, some Prerequisite Skills may still be available. Assuming players have decided on a character class, they may want to start developing those skills now. Players are given additional points in the Character Class and Development chapter (3) to expand their characters further. The Prerequisite Skills for all classes are listed



below and should be noted and accessed during the remainder of character creation:

- ⇒ Bard (Arcane): Arcane Casting, Arcane Knowledge, Athletics, Influence, Sing
- ⇒ Bard (Druidic): Athletics, Channel, Influence, Piety (Nature Deity), Sing
- ⇒ Berserker: Brawn, Combat Style (Berserker), Endurance, Evade, Unarmed
- ⇒ Cavalier: Combat Style (Cavalier), Courtesy, Endurance, Ride, Willpower
- ⇒ Cleric: Channel, Influence, Insight, Piety (Specific Deity), Willpower
- ⇒ Druid: Channel, Locale, Perception, Piety (Nature Deity), Willpower
- ⇒ Fighter: Brawn, Combat Style (Fighter), Evade or Endurance, Lore (Strategy and Tactics) or Craft (any weapon or armour related), Unarmed
- ⇒ Magic-user: Arcane Casting, Arcane Knowledge, Perception, Insight, Willpower
- ⇒ Monk: Acrobatics, Evade, Mysticism, Unarmed, Willpower
- ⇒ Paladin: Channel, Insight, Combat Style (Paladin), Piety (Specific Good Deity), Willpower
- ⇒ Ranger: Athletics, Channel, Combat Style (Ranger), Piety (Specific Nature Deity), Stealth
- ⇒ Thief: Conceal, Deceit, Evade, Slight, and Combat Style (Any\*)
- ⇒ Thief-Acrobat: Acrobatics, Athletics, Lockpicking or Mechanisms, Perception, Stealth

## Humans

Humans can inhabit just about any location in a fantasy world, and can have had contact with any and every species at one point or another. Some of demi-humans and humanoid races look upon Humans as their staunchest of allies, others view them as the most vindictive of enemies. Humans can reach ages close to 100 years, sometimes even exceeding it, though rarely naturally. Humans tend to be fast learners and are more adaptive to change than any of the other races. Many believe that humans are the “chosen” race of the gods, a belief that is not without some merit, as the Demi-Humans seem to be on the decline in comparison to humans. Of course, some demi-human races attribute this to the voracious of the human vermin.

Proficiencies may have been acquired outside of a character's class as a part of one's culture or bonus skills. As long as these skills are included in the list of proficiencies, they can benefit from the advancement noted above. It is also possible to possess a proficiency in a skill that has not been actually acquired yet. In this case, the bonus is applied to the skill's base score when and if the skill is actually taken. No single-classed character may exceed their allotted number of proficiencies unless otherwise noted, while multi-class characters may combine the proficiencies of each class. However, while they retain the +5% bonus, they sacrifice the 1d6+1% increase to compensate for greater versatility. See Multi-Class Characters at the end of this chapter for additional information. Some character classes possess an Armour proficiency, which is a talent that operates under a different set of rules.

## Class Rank Structure

Classic Fantasy uses the rules RUNEQUEST 6th Edition and Mythras's Cults and Brotherhood rules to determine a character's rank. However, these organisations are now referred to as "orders" and "guilds" in keeping with a more medieval theme.

Rank is used as a tool to guide character development and most class structures are arranged in a pyramidal hierarchy. Common members (Rank 0) form the base of the pyramid and are the most numerous members of a class. These are regarded as part-time supporters, affiliates, or retired comrades who may associate in any number of orders and guilds, provided it is done in their spare time.

Higher ranks (Rank 1–5) represent professional members of the class, who are working or being educated full time under its edicts. Numbers diminish as one advances up through the ranks until only a handful of individuals, or even only one, occupy the upper echelons. Advancement brings greater privilege, prestige, learning, and sometimes, magic or other benefits.

### Increasing in Rank

Characters seek to rise in the ranks in the pursuit of greater respect, reputation, or responsibility, or simply out of a thirst for knowledge and power. Progression is sometimes limited by the nature of the class; all classes base advancement on the skills of the character. However, some classes, such as druids, block promotion until a space in the ranks opens up.

Each class requires 5 Prerequisite Skills for advancement. When the character is first created, these skills will determine the character's initial rank. Having all 5 skills at 50% or greater will place the character at Rank 1, since it demonstrates that the person is capable and



worthy of the talents and special abilities of that rank. Otherwise, the character begins at Rank 0. When the character finally becomes Rank 1, all Rank 1 abilities may be acquired at no cost in Experience Rolls, as the character can be assumed to have been practising these abilities in play.

When a specific degree of mastery is reached, based on the character's Prerequisite Skills, the character is increased in rank. At that point talents and spells rated at that rank and below may be learned, as the character has demonstrated the necessary level of comprehension and skill. Talents of Rank 2 or higher typically cost the character a number of Experience Rolls and require a period of training. This will be detailed in the specific write-ups. For the most part, as long as the character is in good standing with any oaths required of the class and possesses the required skills, the character will automatically increase to the appropriate rank. Each rank also allows characters to add another Luck Point to their total, giving them a better chance of surviving deadlier dungeons and tougher encounters without without needing to artificially increase their Hit Points.

Each class possesses a table detailing the Prerequisite Skills and requirements per rank, as well as a summary of any available ranked

## Valamir's Gale

Coming from the civilised village of Dunfel, Valamir's player has a nice selection of classes he can choose from. Having been raised with a strict belief in the values of honour and valour, it was an easy guess that Valamir would opt for paladin.

As a young teen, Valamir had reoccurring dreams in which he explored the edge of a secluded, mist-enshrouded lake, deep within some unknown forest. These dreams persisted for several years, until at the age of 16, while out exploring, Valamir found they were true. Wandering far beyond the borders of his little village, Valamir pushed through an especially thick patch of overgrown vegetation and found himself standing on the banks of an enchanted lake enshrouded in mist – the very one from his dreams! The fog began to swirl and Valamir fell asleep.

Weeks later, Valamir emerged from the fog a changed man, a paladin of Nimue, the Lady of the Lake. From the paladin class, Mark selects the following 3 Professional Skills for Valamir: Channel 25% (INT+POW), Courtesy 27% (INT+CHA), and Piety – Nimue 24% (INT x2).

Mark then spends his 100 points, dividing it amongst the available class skills thusly: Customs +10, Influence +15, Insight +10, Locale +5, Willpower+15; Channel +10, Courtesy +10, Piety (Nimue) +15; Combat Style (paladin) +15.

The paladin Combat Style consists of all melee weapons and shields, except those that are commonly associated with the lower social classes or deemed dishonourable. As such, it excludes the use of polearms and missile weapons.

After applying the class modifiers, Valamir's skills are now Athletics 35%, Boating 26%, Brawn 37%, Common Tongue 27%, Conceal 24%, Customs 36%, Dance 26%, Deceit 27%, Drive 24%, Endurance 36%, Evade 24%, First Aid 30%, Influence 53%, Insight 40%, Locale 31%, Perception 25%, Ride 39%, Sing 26%, Stealth 25%, Swim 26%, Unarmed 30%, Willpower 49%; Channel 35%, Courtesy 52%, Language (elven) 27%, Lore (Geography) 26%, Piety (Nimue) 39%; Combat Style (Paladin) 55%.

talents and/or abilities. The following provides a description of each element within these tables:

- ⇒ **Prerequisite Skills:** The skills important to class that determines at what point the character increases in rank.
- ⇒ **Rank:** A numerical representation of the character's rank.
- ⇒ **Title:** The title granted a character of the appropriate rank.
- ⇒ **Max Spell:** If applicable, this shows the highest level of spell



able to be cast by the character in question.

- ⇒ **Prerequisites:** The number of Prerequisite Skills and the required skill level needed to gain the relevant rank.
- ⇒ **Luck Points:** Each rank above Rank 0 grants the character an additional Luck Point. Therefore, most player characters will begin the game with 1 additional Luck Point over and above their starting quota.

## Oaths

Many character classes require loyalty to either an order or guild, and failing that loyalty results in repercussions ranging from rebuke to death, depending on the nature of the group and the degree of infraction. Loyalty is pledged in the form of an oath.

An oath is more than just a promise to abide by the organisation's rules. It is a pledge of allegiance and commitment on a par with making a lifelong devotion to a god, which, in some cases, is exactly what is occurring. The oath itself does not accord any special powers or provide access to magic. What it does is bind the swearer to the brethren, and is viewed as a deep and sacrosanct commitment. Throughout history and across all types of societies, oaths are taken very seriously: breaking such an oath is an extremely serious matter.

Each class that requires an oath, details the specific requirements that oath entails. Failing in any one of these commitments results in

ammunition may be made 1 grade easier with a successful casting of Detect Magic.

A separate roll should be made for each different type of ammunition used over the course of the battle by the character, such as a character that shot four normal arrows and three +2 arrows. Where only one piece of ammunition was used in the battle or a special piece of ammunition is being sought after, like an arrow of giant slaying. A standard success or better indicates the ammunition has been found, while a failure or worse results in the ammunition not being recovered. Ammunition not recovered can be assumed to have been lost or broken in the chaos of battle.

*Example: Sorack Blackwolf attempts to recover all the arrows he used during an engagement with an orc patrol. He fired one +1 arrow and five normal arrows over the course of the battle and each type will require its own roll. Sorack's ally Lilly Tanglefoot is present and offers help to him recover his spent arrows. Lilly's Perception of 60% allows her to add a further +12% (20% of 60 = 12) to Sorack's Perception of 72, bringing it to 84%. He first chooses to find his +1 arrow and rolls an 89, a failure. The Games Master informs him that the arrow broke when the patrol leader fell on it. Finally, he and Lilly search for the five normal arrows. He rolls a 9, which under normal circumstances would be a critical success. However, as Sorack's skill is currently being augmented by Lilly helping him, his critical range is unchanged and remains an 8. He rolls a standard success and recovers 75% of his normal arrows. Sorack has lost only one normal arrow in the battle; however, he also lost his favoured magic arrow.*

## Repairing Damaged Weapons & Armour

Damaged weapons and armour may be repaired using suitable Craft skills and requires that the item did not take more than half its Armour or Hit Points in damage, as that signifies too great a loss of structural integrity for the repairs to hold. Each repair attempt typically takes anywhere from as little as 5 minutes to as long as several hours, depending on the type of material and degree of damage. A successful roll will repair 1d3+1 Armour Points in the case of armour, with each location requiring a separate roll, or 1d3+1 Hit Points in the case of weapons.

A critical result repairs 5 Armour or Hit Points with no roll necessary.

A fumble actually weakens the structure of the item being repaired, causing an additional 1d4 points of damage. If this reduces the items total Armour/Hit Points below half, the item is rendered unrepairable.

*Example: After the battle, Sir Valamir Drake looks over the damage to his kite shield (4 AP, normally 15 HP). It took a sundering hit during the battle bringing it down to 8 HP while attempting to parry the massive club used by the now twitching corpse of the ogre chieftain. Later after returning to Dunfel, Valamir visits Fimerick, the dwarf armour and weapon smith, to see what can be done to*

*save it. The Games Master informs Mark, Valamir's player that it will require Fimerick 1 hour per attempt to repair the shield.*

*Fimerick's first roll is a success, and rolling 1d3+1, repairs 4 of the shield's lost Hit Points. However, Fimerick's second roll is a fumble, resulting in the loss of 2 HP to the shield.*

*If the fumble had been Fimerick's first roll, the shield's Hit Points would have been reduced below half, resulting in an irreparably damaged kite shield. Luckily, Fimerick can continue with the repairs.*

## Searching Rooms & Finding Secret or Concealed Doors

When exploring a dungeon environment, the characters will be on the lookout for traps, hidden items, and both secret and concealed doors. Traps are covered in more detail on page 93, but additional information related to finding them can be found under Searching below. Secret doors are those that are designed to blend with the surroundings of the dungeon, while a concealed door is typically camouflaged by placing an object of some type, such as a mirror, dresser, or bookcase, in front of it. It is also very common to conceal a trapdoor in the floor with a large rug. Also it is not out of the question to find a secret door behind such camouflage, increasing the odds of it going unnoticed.

### Searching

It typically requires 1 minute to thoroughly search a 1.5 square metre (5 foot) area, and if the characters are searching an entire room, the Games Master should just determine the total area to calculate how long the search will take. This requires 1 roll per character for the entire area, rather than once per 1.5 metres, and assumes each character is double checking where the others have already looked, increasing the chance of success.

If time is of an issue, they may divide the area of the room between them. In this case, the Games Master should ask each player which section of the room that character is searching to determine which character has the chance to actually find an item of interest, if any. In either case, the Games Master should roll these dice out of sight of the players so as not to give away whether there is actually anything to find there or not.

### Secret Doors

The only chance a character has to spot a secret door is to actively search the area for one; it is impossible to just stumble across it. Therefore, players are required to tell the Games Master whenever they are searching an area. Though they do not have to specify that they are looking for secret doors, a successful roll will turn up





a secret door if one is present, along with anything else a successful Perception roll will reveal. The actual Perception roll is opposed by the original designer's appropriate Craft skill, in the case of simple secret doors made of wood or stone. Larger and more complicated secret doors involving trip levers, pulley systems, recessed sliding walls, etc., would require an opposed Perception roll with a Difficulty grade of Hard vs. Engineering.

Sometimes finding a secret or concealed door is not as easy as just pulling out a dresser or spotting the secret door, as some portals may only be opened if a hidden trigger of some type is first found. This could be anything from a loose brick that, when depressed, causes the bookcase to slide into the wall revealing a hidden chamber, to a torch sconce that, when pulled down, causes a section of the dungeon wall to swing away, revealing a descending stairwell beyond. The Games Master should exercise judgment in these cases, for example, ruling that finding the correct brick to open the bookcase requires a Perception roll of Hard Difficulty, while finding the torch sconce requires a player specifically telling the Games Master the character is actually pulling on it to see what happens. It is possible to find the lever or button without even finding the secret or concealed door. In this case, the door is automatically found when and if the trigger is activated.

## Concealed Doors

Concealed doors are generally easier to find than secret doors, assuming the characters think to look for them. Of course, both elves and half-elves are allowed a Formidable Perception skill test to notice a concealed door when merely passing within 3 metres (10 feet) of one. In this case, the character's keen senses have noticed an anomaly rather than the actual concealed door, for example, a dresser pulled out just a little too much on one side, a rug flipped up on one corner, or a mirror slightly askew. Actively searching allows an opposed Perception roll vs. the Conceal skill of the character that hid the door. However, at any time, the player can tell the Games Master that they are looking behind a particular object to see if there is anything there, and if present, a concealed door will be automatically revealed. See the Conceal skill in *Mythras* or *RUNEQUEST 6* for additional information.

Moving the concealing object generally only takes 1 Round for items with a SIZ equal to up to half the character's STR, like a small rug or a mirror. For anything with a SIZ of up to twice the character's STR, like a dresser or desk, it takes 1 minute and requires a standard Difficulty Brawn roll. Anything larger than this will require a Brawn roll with a Difficulty grade of Hard and takes 5 minutes.

Two characters may work together to move large objects, following the rules set forth under the general rules for Augmenting Skills. This reduces the time required by half. There is no roll required to find a door concealed behind an object unless it is a secret door, in which case, follow the rules on secret doors above.

As a reminder, average objects possess 1 SIZ for every 3 ENC.

## Securing a Door

Sometimes the party wants to get through a door, other times they want to keep others from doing so, such as an angry basilisk or an irate ogre. There are several methods of keeping a door shut and these are discussed below.

### Lock the Door

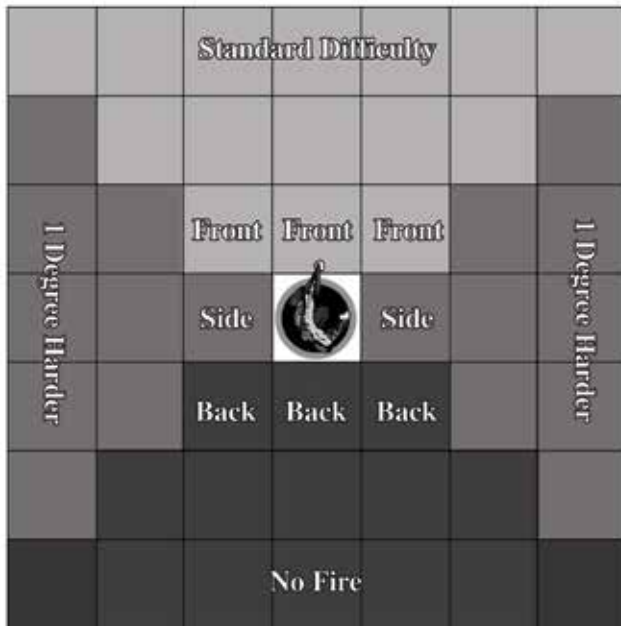
This is the most obvious method, though unless the characters possess a key, this can prove difficult. Even so, several solutions still exist. First, if the door has a deadbolt, it can be set using a single Action Point, assuming it's on the same side of the door as the character is. A padlock may simply be 'closed' to lock a door, though it would need to be picked later if no key exists. Securing a padlock also takes but a single Action Point, assuming the lock is already in place, otherwise it requires another Action Point to first attach the lock to the door. Without a key, a recessed lock can still be secured with a successful Lockpicking skill roll in the same way it would be used to open it, opposed by the Mechanisms skill of the lock's designer, as usual.

**DISTANCE PENALTIES (IMPERIAL)**

Distance	10 or less	11-20	21-40	41-80	81-150	151-300
1-60 ft.	1 Step Harder	No Effect	1 Step Easier	1 Step Easier	2 Steps Easier	2 Steps Easier
61-120 ft.	1 Step Harder	1 Step Harder	No Effect	1 Step Easier	1 Step Easier	2 Steps Easier
121-180 ft.	2 Steps Harder	1 Step Harder	1 Step Harder	No Effect	1 Step Easier	1 Step Easier
181-240 ft.	2 Steps Harder	2 Steps Harder	1 Step Harder	1 Step Harder	No Effect	1 Step Easier
241-300 ft.	3 Steps Harder	2 Steps Harder	2 Steps Harder	1 Step Harder	1 Step Harder	No Effect
301-360 ft.	3 Steps Harder	3 Steps Harder	2 Steps Harder	2 Steps Harder	1 Step Harder	1 Step Harder
361-420 ft.	4 Steps Harder	3 Steps Harder	3 Steps Harder	2 Steps Harder	2 Steps Harder	1 Step Harder

**Arc of Fire and Field of Vision**

When using a ranged weapon, attackers have an arc of fire, which is simply an expanded facing diagram. Attacks into their front arc are at their unmodified Combat Style skill, while attacks into their side arc are 1 degree more difficult, as illustrated below. A character's field of vision is simply the front arc and both side arcs combined. This represents what the character can see and therefore react to. This diagram assumes characters are craning their neck and/or twisting their torso, not simply standing and looking straight ahead.



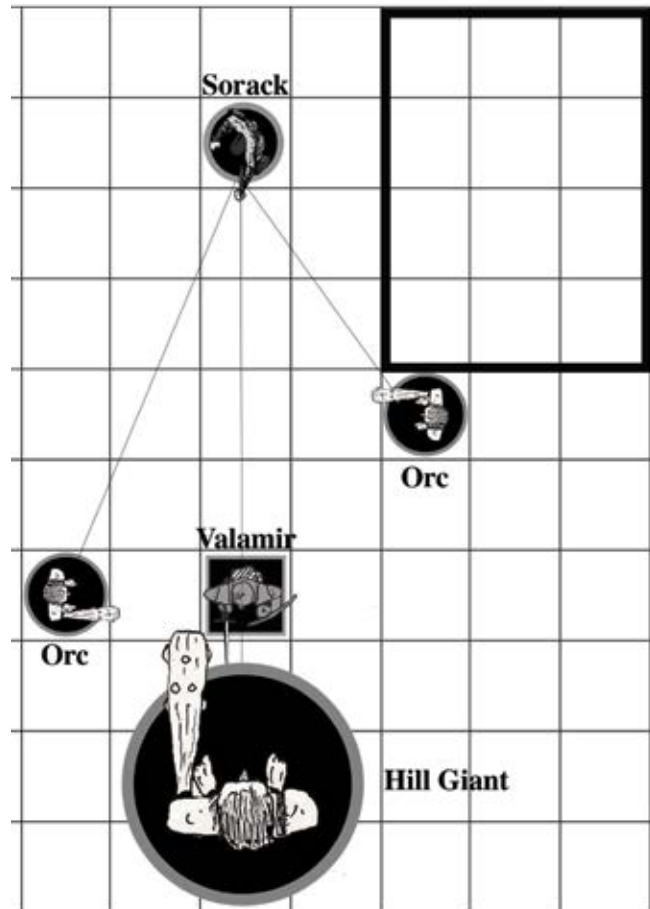
**Line of Sight**

When attacking with a ranged weapon, the first thing that must be determined is whether the character has line of sight to the target. The best way to determine line of sight is to imagine a straight line

from the centre of the character's square to the centre of the target's square. This can actually be determined on the battlemat with a piece of string, ruler, tape measure, or even a piece of paper if the distance is short enough. If this 'line' does not intersect with any Obstacles, then there is line of sight. Obstacles include other creatures, friendly or otherwise. If only partial line of sight is achieved, like the target is blocked partially by tree, stone, or even an ally, the character may still make the shot as normal, but a hit is treated in the same way as if the target has cover. In other words, the Games Master determines which hit locations are blocked, and when a hit location roll is made, if one of the blocked locations, the tree, rock... or ally, takes the hit.

The diagram below shows some examples of Line of Sight.

*Sorack the Ranger wishes to attack with his long bow. His target choices are the orcs (one of which lurks at the corner of the dungeon wall) or the hill giant, which is being engaged by the brave Valamir. Line of sight to the orc at the corner is blocked completely by the dungeon wall and therefore is not a possible target while line of sight to the hill giant is partially blocked by Valamir Drake. The remaining orc is wide open to attack, so Sorack lets an arrow fly at the hill giant (he's impetuous like that). The Games Master determines that both of the hill giant's legs are blocked by Valamir so if the hit location rolled is either leg, then Valamir takes the hit. Good luck Val.*



## Attacking Flyers in Miniatures Combat

In miniatures combat, it becomes a little more difficult measuring the true range to a flying target. The easiest way to do this is to compare the flying target's placement on the battlemat, with its actual elevation. The actual range will be the larger of these two distances, plus half that of the shorter. For example, a griffin miniature that is placed 30 metres (100 feet) away from a player character on the battlemat and noted by the Games Master as being 60 metres (200 feet) in the air would be at a distance of 75 metres (250 feet) for things such as ranged attacks and spell casting. This system does not calculate true range, but is simple and close enough for game purposes.

## Thrown and Missile Weapons in Dungeons

Most missile weapons in Classic Fantasy that target opponents at ranges beyond Effective do so by firing the projectile in a parabolic arc, while attacks at closer ranges are typically move at a relatively horizontal trajectory. This means that using weapons in areas with low ceilings, such as the typical dungeon, can seriously reduce the weapon's potential range. As a simple approximation, the Games Master can assume that attacks within the weapon's Effective range may be made without penalty regardless of ceiling height. However, attacks at targets beyond the weapon's Effective range require at least 6 metre (20 feet) of ceiling height. Unless stated otherwise, most dungeons possess 3 metre (10 foot) ceilings.

## Missing with a Thrown Weapon

Some weapons and attacks have a radius of effect and thus can still be effective or dangerous even if they miss their original target. When making an attack, a successful roll means the attack has landed right on target, while a failed roll has missed, but still must land somewhere. The first step when missing with an attack with a thrown weapon is to find out where it has landed. In the accompanying diagram, X marks the location of the target. Roll 1d8 and use the number on the diagram to determine the direction in which the hurled object has missed the target.

The object misses based on the range of the initial throw as shown on the following table.

*\*A result of 0 squares means the object has missed the target but fallen in his square just the same.*

If the thrown weapon lands in an occupied square other than that of the target, it has a percentage chance of accidentally hitting the occupant equal to their SIZ.

4	5	6
3	X	7
2	1	8

## Missing With a Thrown Weapon

Distance Thrown in 1.5 metre (5 feet) Squares	1.5 metre (5 feet) Squares Missed by...
1 square	0*
2-5 squares	1
6-10 squares	1d2
11-15 squares	1d3
16-20 squares	1d3x2
21-25 squares	1d3x3
36-30 squares	1d3x4
Each additional 5 squares	As per above progression

## Missing with a Missile Weapon

While the rules for Firing into a Crowd in the Combat chapters of RUNEQUEST 6th Edition and Mythras cover missing the intended target and accidentally striking another, this rule covers what happens when a character simply misses. For example, just because the arrow misses the goblin the character shot at, doesn't mean it vanishes in a puff of smoke. It still has to go somewhere.

This will typically only apply to attacks made against targets at Effective range, as beyond this most ranged weapons are fired in a parabolic arc with a miss typically landing close to the target. These can be simulated using the rules for Missing with a Thrown Weapon above. However at Effective range, weapons are fired directly at their targets and misses tend to continue past for a significant distance.

A stray missile's trajectory can be determined by drawing an imaginary line from the centre of the attacker's square to the centre of the target's square. Now imagine that line continues beyond the target to the extent of its Close range. If it passes through any square occupied by an item, character, or creature, there is a chance that it has been hit by the stray shot. This chance is equal to its SIZ expressed as a percentage. Hit locations are determined normally; however, Special Effects may not be applied.

*For example, Sorack draws an arrow and fires at an orc 10 metres (30 feet) away and misses. 6 metres (20 feet) directly behind the original target is another of his kin. This is a total distance of 16 metres (50 feet) and well within the Effective range of the longbow. The Games Master confirms that the second orc is a potential target and rolls his SIZ of 16 as a percentage. With a roll of 11, the unfortunate orc takes the hit.*

Objects or creatures in front of the target instead provide it cover, which is handled in Line of Sight above.



## Detect Snares and Pits

**(Divination)**

*Sphere: Divination*

*Cost: 1/Intensity*

*Area: 3 m (10 ft) x 12 m (40 ft) Path*

*Casting Time: 2 Actions*

*Duration: 4 Minutes/Intensity*

*Range: 0*

*Resist: NA*

The caster gains the ability to instantly discern snares, pits, and deadfalls. This includes similar traps set by animals, giant insects, etc., as well as simple primitive traps of natural construction such as missile traps, mantraps, and hunting snares. Some natural hazards may be detected through this spell as well, such as quicksand, unsafe natural wall formations, and sinkholes. Poisonous plants or naturally flooding caverns are not detected by this spell, nor are magical traps of any type. This spell requires line of sight. Because the magical auras need time to form, no more than one 60° arc may be scanned during a Turn.

## Endure Heat/Endure Cold

**(Alteration)**

*Sphere: Protection*

*Cost: 1/Intensity*

*Area: 1 Target*

*Casting Time: 1 Round*

*Duration: 90 Minutes/Intensity*

*Range: Touch*

*Resist: NA*

This spell allows the cleric to protect one creature touched from normal extremes of heat or cold, as determined by the cleric when the spell is cast. The recipient of the spell is immune to mundane extremes of natural heat or cold, such as sub-zero temperatures or sweltering desert heat. With the exception of Heat Metal, to which this spell offers complete protection, any 'attack' by magical heat or cold, such as a red dragon's flame breath or a mage's cone of cold spell automatically dispels the protection, regardless of which element was protected against at the time. However, the protected individual may ignore the first 10 points of damage in the Round in which the spell fails, assuming the protection fits the attack type. In the case of area effect spells, the damage is reduced before being applied equally to each body location.

## Entangle

**(Alteration)**

*Sphere: Plant*

*Cost: 3, +1/additional Intensity*

*Area: 6 m (20 ft) Radius*

*Casting Time: 2 Actions*

*Duration: 10 Minutes/Intensity*

*Range: 75 m (250 ft)*

*Resist: Brawn*

When the druid casts this spell upon a spot on the ground, all vegetation animates and entangles any creature in the area of effect. To break free requires a Brawn roll with success indicating the victim is able to move at half the normal rate for the spell's duration or until out of the spell's radius. Those that fail the Brawn test are so entangled as to be unable to move for the duration of the spell. Only one attempt to break free is possible. It is also possible to cut oneself free assuming the use of bladed weapons. Each attempt takes 1 minute and requires a successful roll against Combat Style. Each level of success lowers the duration by 10 minutes, while a failure signifies no progress and a fumble entangles the weapon. An entangled weapon may be freed with a single attempt using the rules noted above.



## Faerie Fire

**(Alteration)**

*Sphere: Weather*  
*Cost: 1/Intensity*  
*Area: 12 m (40 ft) Radius*  
*Casting Time: 2 Actions*  
*Duration: 4 Minutes/Intensity*  
*Range: 75 m (250 ft)*  
*Resist: NA*

When this spell is cast, up to 6 SIZ points of creature(s) per Intensity within the area of effect are outlined with a faint glow. However, any leftover points are lost; one cannot cause a creature to only partially glow using insufficient points. Therefore, 3 Intensity of Faerie Fire (18 SIZ total) could cause one SIZ 13 human to be affected or three SIZ 6 kobolds, for example.

The caster does not have to see the target to cast this spell upon it; one just needs to know it's there and within range. Those under the effects of Faerie Fire are able to be seen even in complete darkness or if invisible, removing all penalties caused by either of these conditions. If the observer is standing in magical darkness, the glow can be seen as far away as 30 metres (90 ft); if in partial lighting, such as that of a campfire or torch, the glow can be seen up to 10 metres (30 ft) distant. The glow itself is harmless to the creature.

## Find Traps

**(Divination)**

*Sphere: Divination*  
*Cost: 3, +1/additional Intensity*  
*Area: 3 m (10 ft) x 30 m (100 ft) Path*  
*Casting Time: 2 Actions*  
*Duration: 10 Minutes/Intensity*  
*Range: 0*  
*Resist: NA*

This spell allows the caster to detect all traps, mundane or magical, within line of sight out to a distance of 30 metres (90 ft).

## Invisibility to Animals

**(Alteration)**

*Sphere: Animal*  
*Cost: 3, +1/additional Intensity*  
*Area: 1 Target*  
*Casting Time: 2 Actions*  
*Duration: 10 Minutes/Intensity*  
*Range: Touch*  
*Resist: NA*

This spell makes the recipient (the caster or someone else) completely undetectable by normal animals. This includes all non-sapient

animals and insects possessing the INS characteristic that have no powers or magical abilities. Giant versions of normal animals are affected as well.

Unlike Invisibility, this spell completely masks any noise or scent given off by the subject, including normal conversation. However, any attack made by the recipient of this spell voids the enchantment causing the subject to become noticeable again.

## Know Passions (Reversible)

**(Divination)**

*Sphere: Divination*  
*Cost: 1/Intensity*  
*Area: 1 or more Targets*  
*Casting Time: 1 Round*  
*Duration: 2 Minutes/Intensity*  
*Range: 10 m (30 ft)*  
*Resist: Willpower*

With the exception to the changes noted above, Know Passions functions in all ways as per the Rank 2 Arcane spell of the same name.

## Light (Reversible)

**(Alteration)**

*Sphere: Sun*  
*Cost: 1/Intensity*  
*Area: 6 m (20 ft) Radius*  
*Casting Time: 2 Actions*  
*Duration: 1 Hour/Intensity*  
*Range: 110 m (360 ft)*  
*Resist: NA (Willpower)*

With the exceptions noted above and in the following text, this spell is identical to the Rank 1 Arcane spell of the same name.

The Divine version of this spell may be reversed, causing a sphere of utter and total darkness, which functions in all ways as the Arcane spell Darkness with the exception that it possesses a lesser duration of 30 minutes per Intensity.

## Locate Animals or Plants

**(Divination)**

*Sphere: Divination, Animal, Plant*  
*Cost: 1/Intensity*  
*Area: 90 m (300 ft) Radius /Intensity*  
*Casting Time: 1 Round*  
*Duration: 1 Minute/Intensity*  
*Range: 0*  
*Resist: Willpower*

creatures only affected by magic. They are treated as +1 to +5 weapons and armour in all other respects.

**Drau Hand Crossbow**

The dark elf hand crossbow typically shoots a bolt envenomed with a special sleep poison. While these weapons do not do much physical damage when compared to other crossbows, they instead rely on the powerful poison to readily drop their victim. Dark elf hand crossbows are generally only of use against lightly armoured targets due to the small size of the bolt and the weak draw strength of the crossbow.

**Sleep Poison**

This toxin is used on crossbow bolts to assist in taking down adversaries.

*Application: Injection*

*Potency: The Potency of the poison is equal to the Craft (Alchemy) skill of the manufacturer, 60 in the case of the dark elf detailed above.*

*Resistance: Endurance*

*Onset time: Instant*

*Duration: 2d4 hours*

*Conditions: If not resisted, the victim will feel groggy, suffering a penalty of one difficulty grade to all skill rolls for 1d3 Rounds, after which the victim will fall into a deep sleep for the remainder of the duration. Even on a successful roll, the victim will suffer grogginess for at least 15 minutes.*

*Antidote/Cure: None, the poison must run its course; however, dark elf sleep poison is subject to Slow Poison and Neutralise Poison.*

**Spider Silk Cloaks and Boots**

All dark elves wear black cloaks and boots woven from spider silk and other unknown fibres and constructed into a material equivalent to a Cloak and Boots of Elvenkind. However, they differ in that they are fire resistant, offering 6 points of armour against all kinds of fire, both mundane and otherwise. This is in addition to them only granting the wearer an 80% chance of going unnoticed, and then only when underground or in shadow. The cloaks will only fit the SIZ of the dark elf they were made for, and while they may be altered by ±1 SIZ with a Craft (Tailor) roll, any failed attempt causes the material to unravel making the cloak useless. A spider silk cloak is treated in all other ways as a Cloak of Elvenkind as detailed in Chapter 12. In addition to cloaks, dark elves wear spider

silk boots equivalent to Boots of Elvenkind as detailed in Chapter 12, though manufactured from both spider silk and a fibre of unknown origin. Like the cloaks, these boots will only fit a character with the same SIZ as the dark elf they were designed for; however, unlike the cloaks; they may not be altered.

**Elf, Half**

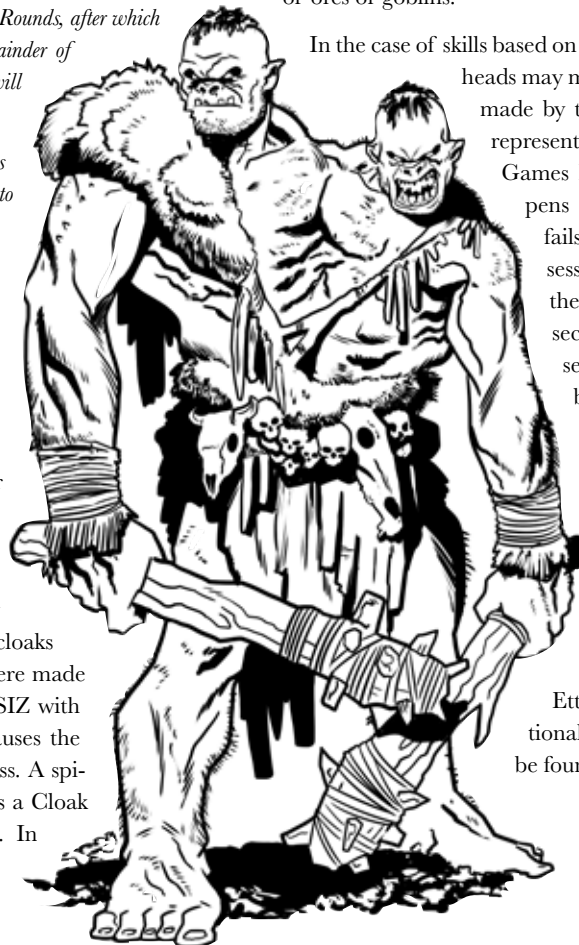
Half-Elves are detailed in Chapter 2.

**Ettin**

Ettins are nocturnal two-headed giants standing around 4 metres (13 ft) tall and resembling hill giants in appearance. However, most scholars agree that they are in fact genetically related to orcs. Their right head is dominant and controls their right arm while their left controls the other. Because of this, their right arm and leg are visibly stronger than the left. Since each head operates its own limbs, they may fight with both arms in combat without penalty. They typically duel-wield large one-handed weapons. Ettins prefer to live in remote locales and lair underground in ruins, dungeons, and caverns. While most of the time they live solitary lives, small ettin tribes are known to exist; however, these tribes never number greater than four or five individuals. They are fond of cave bears and sometimes use one or two to guard their dank smelly lairs. While they have no use for treasure themselves, they have been known to use it to buy the services of orcs or goblins.

In the case of skills based on INT, POW, and CHA, either or both heads may make the noted skill rolls. Any skill roll made by the left head is one grade harder to represent that heads lower intellect. It's at the Games Master's discretion as to what happens when one head succeeds and one fails on a case-by-case basis. Ettins possess two different Damage Modifiers, the first represents the right arm and the second the left. They also possess two separate Strike Ranks, with the lower being used if the right head is incapacitated. While each head controls a separate leg, if one of the heads is rendered unconscious or 'killed', the other head can operate both legs at a 2 metre (5 foot) movement penalty and a one grade difficulty penalty to any skill roll requiring movement.

Ettins are related to giants, and additional information concerning them can be found on page 225.



Ettin	Attributes
STR: 2d6+16 (23)	Action Points: 2
CON: 2d6+16 (23)	Damage Modifier: +1d10/+1d8
SIZ: 2d6+23 (30)	Magic Points: 11
DEX: 3d6 (11)	Movement: 6m (20')
INT: 2d6+2 (9)	Strike Rank: 9**/7**
POW: 3d6 (11)	Armour: Fur and Tough Skin
CHA: 1d6+2 (6)	Average Lair: 1 or 2-5

Treasure Type: A, (M)

Abilities: Infravision 30 m (100 ft), Multi-Headed, Trample

1d20	Location	AP/HP
1 – 3	Right Leg	1/10
4 – 6	Left Leg	1/10
7 – 9	Abdomen	2/11
10 – 12	Chest	2/12
13 – 15	Right Arm	1/9
16 – 18	Left Arm	1/9
19	Right Head	1/10
20	Left Head	1/10

## Skills

Athletics 54%, Brawn 83%, Endurance 76%, Evade 42%, Language (Ettin\*\*\*) 45%, Locale 48%, Perception 50%, Unarmed 64%, Willpower 42%

## Passions

Evil (Cannibalistic and Cruel) 52%

## Combat Style &amp; Weapons

Hill Giant Warrior (Giant-sized Club, Kick and Stomp) 63%

Weapon	Size/Force	Reach	Damage	AP/HP
Giant Club (x2)****	L	M	1d6+1d10/+1d8*	4/8
Kick	L	M	1d8+1d10/+1d8*	As for Leg
Trample	L	M	2d10	As for Leg

\*The Damage Modifier on the left represents that gained from the ettin's dominant arm, while the one on the right represents that of the weaker limb.

\*\*-1 SR Penalty already applied

\*\*\*Ettin is a blending of orcish, goblin, and giant; they have no true species language of their own. Any who speak one of the aforementioned languages can understand ettin with a successful Formidable skill roll.

\*\*\*\*Many ettins use clubs with one or more spikes. If these are used, add the Combat Effect: Bleed.

## Flocks, Hordes, Packs and Shoals

Whilst most small or passive animals are harmless to humans, collective groups of them can pose a significant threat due to their overwhelming numbers. Although not as noxious as a swarm of insects, a flock of birds, horde of small rodents, or shoal of piranha can pose as much, or more, danger. Dozens or hundreds of small creatures can overwhelm any normal defence, flowing, swimming, or oozing past weapons, and sometimes even penetrating armour and clothing. Unless there is some good reason, the collective can affect any and every Hit Location of a target who fails to Evade, Fly, or Swim clear (as applicable).

Melee weapons are useless against a flock, horde, pack, or shoal since each blow can only kill an insignificant proportion of the entire group. Each individual creature is considered so minor that it possesses no characteristics; however, the collective has a total number of Hit Points, which must be defeated to disperse it. Of course, the characters must use melee weapons that can be swung at the group as a whole. Thrusting attacks are generally useless, as are most missile weapons. Area effect attacks capable of damaging a volume rather than a single target are typically best. Crushing attacks and brute strength can also be effective.

Unlike insect swarms, these kinds of groups can inflict different types of injury rather than just poisonous stings. The size of the group determines the number of 'injuries' the mass delivers at the start of every Round. This damage is automatic and cannot be avoided if the group of creatures has engulfed the victim. Consult the chart below.

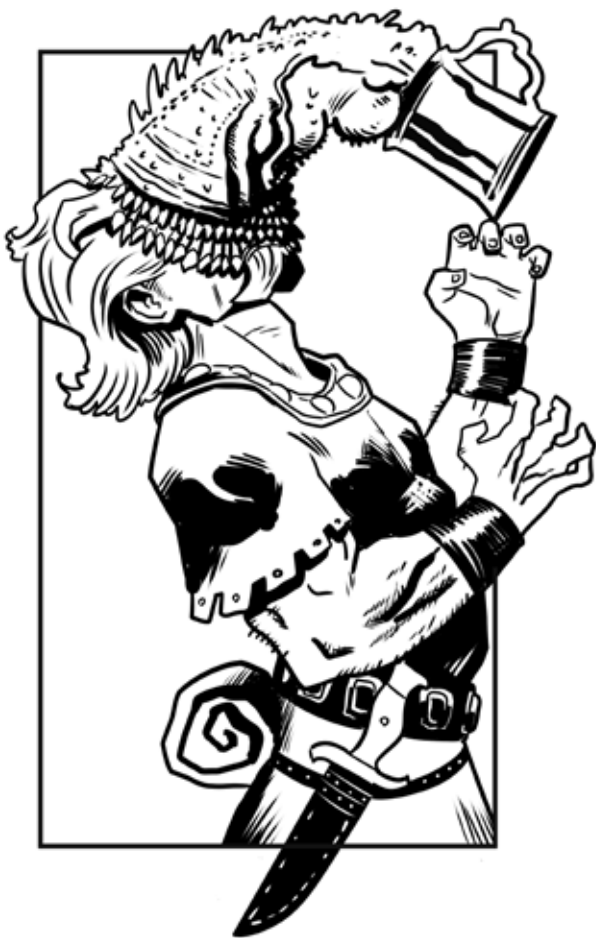
Group size	Injuries	Hit Points
Small	1d3	1d6+6
Medium	1d4	1d6+12
Large	1d6	1d6+18
Huge	1d8	1d6+24
Enormous	1d10	1d6+30

The best option when faced with a collective pack is to escape as quickly as possible: flee the area, leave the water, shelter within an enclosed area inaccessible to the creatures, etc. If the mass can move more quickly than the characters, such encounters can prove fatal. Even if the characters survive, their belongings and clothing may suffer irreparable damage.

## Bats

Although bats can carry disease, they do not generally attack people directly. Instead they tend to cause surprise and significant distraction due to the battering of hundreds, even thousands, of thrumming wings passing by in panic. This can interfere with actions from

# Mimic



These creatures live a completely subterranean existence due to their inability to function in sunlight. They constantly move about dungeons and caverns in search of prey, using their shape-changing ability to ‘mimic’ anything from a door, chest, stonework, chair, table, etc., posing as an innocuous bit of dungeon dressing while waiting for their next meal. When an unaware adventurer touches the mimic, it strikes out with a pseudopod striking its potential prey. In addition, the mimic secretes a natural bonding agent that instantly glues whatever part of the victim originally made contact with the creature to itself. This glue may be neutralised at any time the mimic desires. Attempts to break free on the part of the victim require a successful Opposed Brawn roll.

Mimics are not natural creatures, having been created by mages through forgotten magical arts long ago to protect their treasure vaults. However, they are now fully capable of reproducing naturally through fission. Mimics come in two varieties: the smaller sapient mimic, detailed below, and a larger non-sapient ‘killer mimic’. The sapient mimic is generally friendly towards those who offer it food.

The larger and more aggressive killer mimic will simply eat the offering, followed by the party.

The mimic’s provided Hit Location table should serve to represent most common shapes the mimic would likely assume; the Games Master should feel free to alter it as needed. The damage sustained by a mimic affects it as follows:

- ⇒ Damaging the Top is the same as damaging the Head
- ⇒ Damaging the Right or Left Side is the same as damaging a Leg
- ⇒ Substitute ‘Bottom’ for rare instances where the mimic is upside-down and ‘Top’ is rolled
- ⇒ Changing from one shape to another does not offer any benefit with regards to previous damage.

The Games Master should feel free to alter the table in small or significant ways, for example, a mimic that has assumed the shape of a door can ignore side and back hits if it’s closed and all attackers are in front of it.

A mimic of either type may shape change into any inanimate object with Hit Points equal to its SIZ or less. This transformation takes the mimic 1 Round. Sapient mimics speak their own language as well as Common, and can usually speak the languages of one or more other denizens of the dungeon they occupy. Killer mimics do not speak. To create a killer mimic make the following changes to the mimic stat block: STR: 2d6+24 (30), SIZ: 2d6+36 (41), INT becomes INS. Killer mimics lack both CHA and the Language skill. Finally, change Armour Points to 4.

Mimic	Attributes	
STR: 2d6+16 (23)	Action Points: 2	
CON: 2d6+12 (19)	Damage Modifier: +1d10	
SIZ: 2d6+24 (30)	Magic Points: 11	
DEX: 2d6+6 (13)	Movement: 3m (10')	
INT: 2d6+4 (11)	Strike Rank: 12	
POW: 3d6 (11)	Armour: Thick Hide	
CHA: 3d6 (11)	Average Lair: 1 or 2-4	
	Treasure Type: 01-75% (A), 76-00% (B)	
	Abilities: Camouflage, Grappler, Light Sensitive, Shape Change	
1d20	Location	AP/HP
1-5	Back	3/12
6-9	Right Side	3/12
10-13	Left Side	3/12
14-17	Front	3/12
18-20	Top	3/10
-	Bottom	3/10



**Skills**

Athletics 42%, Brawn 86%, Endurance 84%, Perception 60%, Willpower 42%

**Passions**

Neutral (Unbiased) 58%

**Combat Style & Weapons**

Bludgeon Surprise (Pseudopod, Bite) 66%

Weapon	Size/Force	Reach	Damage	AP/HP
Pseudopod	L	L	1d6+1d10	As for Top
Bite	L	S	1d8+1d10	As for Top

## Mould

There are numerous moulds and fungi found in the dark, dank, dungeons and caverns of the World of Grey Moor. Each possesses the familiar furry or woolly appearance; however, they differ in colour and most are quite harmless. The two detailed here are a couple of the more common of the dangerous variety.

### Brown Mould

This light to golden brown mould is found in dark subterranean locales, for exposure to sunlight can instantly kill it. The ambient temperature near a patch of brown mould is much cooler than the rest of the area, which can be a clue to its presence. It lives by absorbing heat, including the body heat of living creatures that stray too close. Those that move within 1.5 metres (5 ft) of a patch of brown mould require an Endurance roll or suffer the loss of one level of Fatigue. This continues as long as they remain within range. Those that succumb to this loss of body heat can find themselves quickly losing consciousness, where death will quickly follow. A ring of warmth would provide the wearer with complete protection from this fungus.

Heat causes brown mould to spread at a rapid rate. Typically, brown mould will increase in size equal to the fire's Intensity x2. For example: A torch (Intensity 1) would cause the mould to double in size, while a camp fire (Intensity 3) would increase it six fold. Fire spells such as Burning Hands and Fireball determine Intensity normally. This growth is fast, with the mould moving at a rate of 1.5 metres (5 ft) per Round. Creatures caught within this growth of mould will find themselves quickly covered themselves. See Fires in the Game Mechanics chapter of RENEQUEST 6th Edition or Essentials for the Intensity of various fires. Cold light sources such as the Light spell and Faerie Fire give off no heat, and therefore, do not benefit the growth of the mould.

The only spells that affect brown mould are appropriate plant-affecting magic, and spells of ice and cold. The casting of Wall of Ice or Ice Storm will cause it to go dormant for 5d6 minutes, while a Cone of Cold will kill any of the moulds caught in the area of effect,

as would the breath of a white dragon. The mould is also destroyed if hit with a Disintegration spell.

### Yellow Mould

This mould of pale yellow to golden orange in colour is considerably more common than its brown cousin. If rough contact is made with the mould, there is a 50% chance of it releasing a cloud of spores in a 3 metre (10 foot) radius. Those caught in the cloud require a successful Endurance roll to hold their breath before breathing in any of the spores; otherwise, they fill their lungs with the deadly spores and suffer the effects of Asphyxiation as detailed in Chapter 6 of RENEQUEST 6th Edition and Essentials. The required Endurance rolls continue for 1d3+1 Rounds after leaving the radius of the spore cloud. Those that manage to escape and still survive after inhaling the spores suffer the loss of one permanent level of Fatigue due to lung damage. A successful casting of Remove Disease will eliminate any ongoing lung damage if cast within 24 hours, while an individual that has died from spore inhalation must have Remove Disease cast before any attempt at raising them will be successful.

Yellow mould is rendered dormant for 2d6 minutes if exposed to a Continual Light spell and killed outright if exposed to fire.

Large patches of yellow mould, those in excess of 28 square metres (300 square ft), have been known to exhibit heightened levels of sapience along with psychic powers. The chance is only 15%, but those that are sapient are able to psychically sense creatures within 18 metres (60 ft). This psychic ability may be used at will. Within this radius, the mould is also able to assume control of one individual using a mutation of the Domination psychic discipline. In addition to functioning in all ways as the discipline of the same name, in addition to being controlled, the victim must succeed at a second Willpower roll or suffer the loss of 1 INT permanently. This intellect is devoured by the mould; however, Restoration may be used to recover this lost INT as normal. This ability may be used twice in a 24-hour period. Because of its unusual fungal intelligence, psychic mould is itself immune to outside psychic assaults; however, if aided by one that can communicate with plants, this immunity may be disregarded. Psychic yellow mould has an INS of 2d6+2 and POW 3d6 (11).

## Mummy

Mummies are as written in RENEQUEST 6th Edition and Mystras; however, they possess the following changes to better represent their Classic Fantasy counterparts.

Of the three types of mummies detailed in RENEQUEST 6th Edition and Essentials, Classic Fantasy mummies are closest to the vengeful variety. They differ in that they have an INT of only 2d6+3 (10) and POW of 3d6 (11). They are slower than their RENEQUEST equivalents, with a Movement of 4 m (15'). The change in characteristics means they now have a Perception of 51%, and Willpower of 62%.



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## Mythras

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*“When I open the book I swear I can hear the chant of ancient warriors and the sigh of forgotten magic...”*



*Mythras is the new name for  
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