Foreword

The supplement you are reading is a introduction to the larger Majestic Fantasy RPG. It is designed to familiarize you with the overall system. It includes only four classes: Burglar, Cleric of Delaquain, Fighter, and Magic-User. Five racial backgrounds are presented: Dwarves, Elves, Half-Elves, Halflings, and Humans. Only the details needed to create characters of up to 5th level are provided, including spells. These rules include an explanation of how combat works along with an ability system that details how good characters are at various tasks outside of combat and spellcasting. Finally, a short list of equipment is provided. For referees, later chapters provide useful lists for running a fantasy campaign using these rules. Monsters, NPCs, and treasures are all provided.

There has been a wealth of retro-clones written since the release of OSRIC and Basic Fantasy in 2006. Some are very close to the edition they emulate; others meld older edition concepts with newer mechanics or use original mechanics for a different genre. The Majestic Fantasy RPG is based on the original 1974 edition of the world's most popular roleplaying game and is grounded in the fantasy genre.

This system is not a clone. I wrote the Majestic Fantasy rules to detail the modifications I made to the original rules that reflect the reality of the setting I have been using for thirty-five years. Since the first appearance of these rules in the Majestic Wilderlands supplement released in 2009, I have continued to run campaigns in the same setting. Now, a decade later, I have more material to present—enough to warrant making the rules stand as their own system.

What makes this system unique? A central feature of my campaigns is allowing the players to "trash" the setting by making their mark. Sometimes they only impact a single locale; other times they impact entire regions. Because of this, what characters do outside of adventuring is important. To support this, I created an ability system to handle some of the many things players may attempt to do outside of combat or magic. Because my campaigns involve adventures resulting from cultural, religious, and political clashes, a list of common NPCs is included, and the concept of character races has been expanded into character backgrounds.

I continue to use the fantasy medieval setting of the original game as the foundation of the Majestic Fantasy Realms. The material herein should be useful in campaigns using similar settings. In addition, I still use many of the same mechanics and details of Swords & Wizardry, so this book also functions as a Swords & Wizardry supplement.

-Robert S Conley May, 2020

Creating Characters

The following sequence allows groups to quickly generate characters before or during a session. To get the most of this sequence, the referee needs to obtain and print out the character creation quick sheet. These quick sheets are available with the purchase of this book or freely downloadable from the author's website.

- Roll 3d6 six times.
- Look at the character class summary and pick out the character class that interests you.
- Arrange the six rolls accordingly.
- It is recommended that the highest roll be placed in your class's prime requisite.
- Dexterity will improve Armor Class.
- Constitution will improve your hit points.
- Charisma will improve your character's relations with the NPCs of the setting and increase the number of loyal henchmen you can have.
- Rogue classes like the Burglar have bonuses to distribute among different abilities. Abilities are affected by different attributes, so look at Rogue class abilities as a guide to arranging your rolls among your character's attributes.
- Look at the character background summary and pick out the background that you want to play. Keep in mind that human backgrounds get a 10% to 15% bonus to their earned experience in addition to their prime requisite bonus. Also keep in mind that some backgrounds come with complications when dealing with various cultures.
- Modify your attributes according to the background.
- Record your attribute modifiers, your background abilities, and your class abilities.
- Allocate your class' ability bonuses.
- Roll 3d6 + Charisma bonus and multiply by 100d (d = silver piece) .
- 1st level characters start at maximum hit points.
- Pull out the short equipment list and buy your weapons, armor, dungeon equipment, and starting magic items, if any. If you are starting above 1st level and are a Cleric or Magic-User, remember to reserve some of your starting wealth for ritual spell casting.
- Your character is now ready for adventuring.

Attributes

The basic attributes of a character are: Strength (muscle power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and reasoning), Wisdom (common sense), and Charisma (leadership). Human character attributes are rated from 3 to 18 with an average of 10.

Rolling Attributes

To roll the attributes of a new character roll 3d6 six times total, and arrange accordingly.

Attribute Modifiers

Attributes modify ability and combat rolls. After assigning your attribute, look up the modifier on the following chart. A score of 10 is average for human characters.

Score	Modifier
3, 4, 5	-2
6, 7, 8	-1
9, 10, 11	+0
12, 13, 14	+1
15, 16, 17	+2
18, 19, 20	+3
21, 22, 23	+4

Prime Requisite

Each of the four main classes (Fighting Men, Clerics, Magic-Users, and Rogues) have an associated prime requisite. A score of 13 or better will give the character +5% bonus to all experience.

Class	Attribute
Cleric	Wisdom
Fighting Men	Strength
Magic-User	Intelligence
Rogue	Dexterity

Strength

Strength represents the muscle power of a character. It is the prime requisite for Fighting Men. It has the following effects:

- Modifies saving throws involving danger that can be avoided by using muscle power.
- Modifies the following abilities: Athletics and Climbing.
- Modifies the chance to hit in melee combat
- Modifies a weapon's damage in combat.
- Modifies how much weight the character can carry.
- It is the prime requisite for Fighting Men, granting +5% to all earned experience if the score is 13 or better.

Weight Carried

If a character exceeds the listed pounds, reduce movement by half and the character is considered encumbered. If worn, the weight of clothing and armor is not counted as part of the total weight carried. Characters can carry up to the twice the listed pounds (see Max). See the Athletic ability to determine the maximum a character can lift.

Score	Pounds	Max
3, 4, 5	70	140
6, 7, 8	75	150
9, 10, 11	80	160
12, 13, 14	85	170
15, 16, 17	90	180
18, 19, 20	100	200
21, 22, 23	125	250

Dexterity

Dexterity represents the overall quickness and coordination of a character. It is the prime requisite for Rogues. It has the following effects:

- Modifies saving throws involving danger that can be avoided due to a character's quickness or coordination.
- Modifies the following abilities: Climbing, Legerdemain, and Stealth.
- Modifies the chance to hit in missile combat
- Modifies the character's initiative roll.
- Modifies the character's Armor Class.
- It is the prime requisite for Rogues, granting +5% to all earned experience if the score is 13 or better.
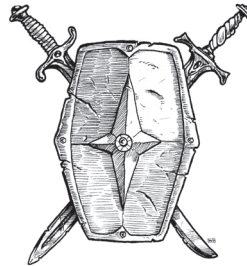
Constitution

Constitution represent the general health and hardiness of a character. It has the following effects:

- Modifies saving throws involving danger that can be avoided due to the character's health or hardiness.
- Modifies the following ability: Survival.
- Modifies the number of hit points rolled as result of gaining a new hit dice when a character levels up.

Burglar (Rogue)

Burglars are trained in abilities used by secret societies, thieves' guilds, and gangs. They learn these abilities at the expense of combat expertise. Burglars must possess a Dexterity score of 10 or better.

Burglars have the following:
- Gain 1d6-1 HP/level (minimum of 1 HP).
- Fight using the Magic-User combat table.
- Can use leather armor and shields.
- Can use the following weapons: hand axe, club, dagger, light mace, staff, short sword, light crossbow, dart, and sling. With any other weapons, the Burglar makes the attack roll at a disadvantage.
- A Burglar starts with eight ability bonuses that are distributed among the following Burglar abilities: Climbing, Eavesdrop, Legerdemain, Perception, and Stealth. The Burglar earns four additional Burglary bonuses for every three levels.
- A Burglar starts with two free ability bonuses that can be applied to any other ability and gains two free bonuses every three levels.
- At all levels, no more than half of a character's ability bonuses can be spent on a single ability.
- Prime Attribute Bonus: If Dexterity is 13 or greater, character earns +5% experience.
- At 5th level, 1d6 individuals from the local criminal underworld will seek out the Burglar to become henchmen. If the local boss is not an enemy, the Burglar will be offered a neighborhood or small rural territory where they have the exclusive right to conduct jobs.

Burglar Ability Bonuses

Level	Burglary Bonus	Free Bonus
1	+8	+2
2	+9	+3
3	+10	+3
4	+12	+4
5	+13	+5

Burglar Advancement Table

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6-1	+0	15
2	1,750	2d6-2	+0	14
3	3,500	3d6-3	+0	13
4	7,000	4d6-4	+1	12
5	15,000	5d6-5	+1	11

Burglary ability bonuses can be distributed among the following skills: Climbing, Eavesdrop, Legerdemain, Perception, and Stealth. The Burglar earns four additional Burglary bonuses for every three levels. Burglars also gain two free bonuses every three levels. At all levels, no more than half of a character's ability bonuses can be spent on a single ability.

Levels of Success

For some abilities, there are multiple levels of success. This is handed by rolling a number of d20s and counting how many are successes. The total number is the level of success. If a natural 1 is rolled, it counts as -1 success thus reducing the total number of successes the character has. If a natural 20 is rolled, it counts as 2 successes.

For example, Thil the Cowled needs to hurl himself over an 8' wall to get away from a pack of hungry wolves during combat. Looking up the entry for Athletics, the player sees that with one successful roll allows Thil to make a 4-foot-high jump. In addition, the player can roll three more d20s. Each additional success will add 2 additional feet for a maximum of 10 feet being cleared with a single jump.

The player then rolls 4d20 for the jump. They roll a 16, 10, 18, and 9. Thil was able to achieve two successes. The first counts as the initial 4-foot-high jump. The additional success adds 2 feet to the height that Thil jump. Bringing the total to 6 feet. This means that poor Thil only manages to clear six feet which is not enough. He slips back down and is devoured by the wolves.

Rolling levels of success with advantage means you add one additional d20, then discard the worst result after you roll. Rolling levels of success with disadvantage means you, again, add one d20, but then discard the best result after rolling.

Rob's Notes: Using successes this way imposes diminishing returns on very high skill levels. For example, even if you have a +15 in Physician, you only allowed to roll 2d20 for First Aid. Of course, having a +15 means that you are almost guaranteed to have at least two successes (90%) with First Aid. The general idea of the Majestic Fantasy RPG is "heroes not superheroes." For many things, there are hard limits that even the most able hero can't exceed.

Hirelings

Hirelings can be found in major settlements such as market villages, towns, and cities. A hireling may require an initial investment in order to properly use their skills. Afterwards, the hireling requires a monthly wage in coin, as well as a monthly upkeep cost in supplies.

	Wage Monthly	Upkeep Monthly	Initial Investment
Animal Trainer	80d	160d	animal

The initial investment is the animal that is to be trained. It generally takes one month per hit die to fully train a domesticated animal and two months per hit die to train a wild animal or monster. Even after training, wild animals and monsters have a chance of disobeying commands. After a command, the creature makes a saving throw at a disadvantage. If successful, the animal will either flee or attack the nearest person or creature. Another command can be attempted the next round if the creature remains nearby.

Porter	25d	25d	20d

A porter can carry 50 lbs. of equipment, gear, and treasure without fatigue. For short journeys of eight hours or fewer, a porter can carry up to 100 lbs. A porter also requires 20d worth of gear when hired.

Servant	25d	50d	0d

A servant can perform daily chores (like cooking) and maintain gear for up to six individuals.

Man-at-Arms	30d	45d	arms

A man-at-arms is a 1st level Fighter acting as a guard for their employer.

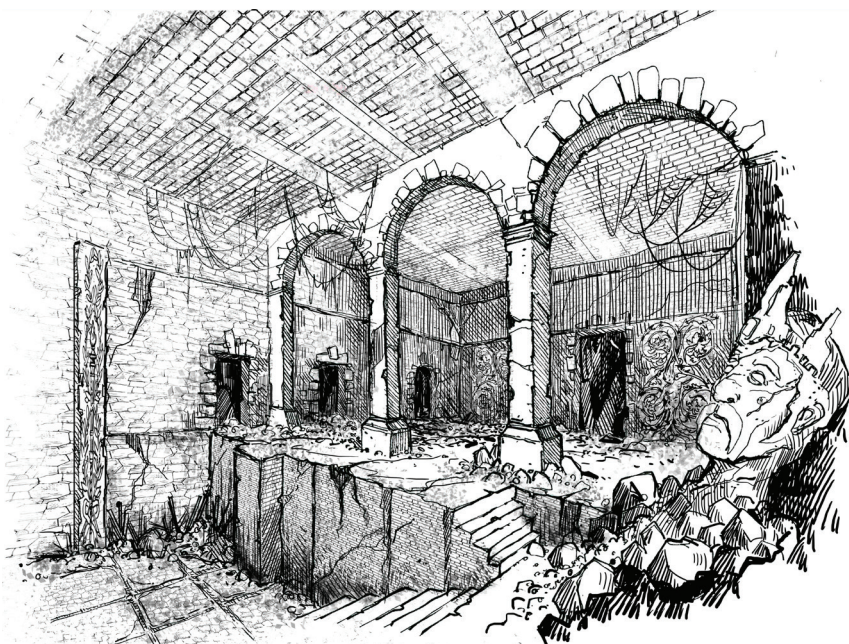| Medium Footman, Man at Arms, 1st Level Fighter |
|---|
| Init +1; AC 4[15]; HP 6; Save 14 |
| Move 90'; CL/XP 1/15 |
| **Attacks (×1)** |
| *Spear, 1H*; HTB +3/+2, DMG 1d6+1, RoF: 1, RNG: 20 ft; or |
| *Large Dagger*; HTB +3, DMG 1d4+1 |
| **Attributes** |
| Str 12 (+1); Dex 11 (+0); Con 10 (+0) |
| Int 10 (+0); Wis 10 (+0); Cha 10 (+0) |
| **Abilities** |
| Athletics +2, Intimidation +1, Strategy +1 |
| **Possessions** |
| Scale Armor, Medium Shield, 1H Spear, Large Dagger, 3 days' rations, bedroll, 10d. |

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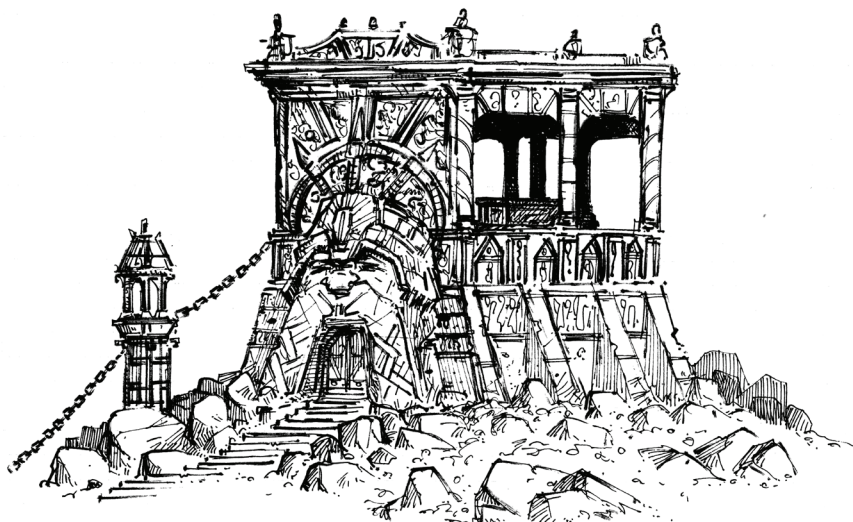
Tomb of the Dwarven Hero, Zephyrus Hammerguard
Savior and First Overlord
of the City-State of Eastgate

Invisibility 10-Foot Radius *(Arcane, 3rd Level)*

Range: 240 feet; Duration: Until dispelled or an attack is made

The target creature or object becomes invisible to both normal sight and darkvision. In addition, the spell throws a 10-foot radius of invisibility around the target which moves with it. The caster may choose any number of creatures or objects inside the radius to become invisible. They will remain invisible as long as they stay within 10 feet of the target.

Being invisible grants an advantage on Stealth checks. If others are aware of the presence of an invisible creature and choose to attack it, they are at a disadvantage to hit during their attack. If an invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Knock *(Arcane, 2nd Level)*

Range: 60 feet; Duration: Immediate

Unlock and unbar all doors, gates, and portals within its range, including those held or locked by magic.

Levitate *(Arcane, 2nd Level)*

Range: 20 feet/level; Duration: 1 turn/level

The caster can levitate themselves, moving vertically up or down 100 feet per turn, 10 feet per minute, or 1 foot per combat round. There is no lateral movement, but the caster can drag themselves along with anything they can grab like a wall or rope. The maximum change in altitude is limited by the spell range of 20 feet/level.

Light

(Divine, 1st Level) **Range:** *60 feet;* **Duration:** *2 hours*
(Arcane, 1st Level) Range: 60 feet; **Duration:** *1 hour (+10 minutes/level)*

Causes a person or object to glow with a bright light out to 20 feet. There is dim light and shadows out to 60 feet.

Lightning Bolt *(Arcane, 3rd Level)*

Range: 240 feet; Duration: Instantaneous

A bolt of lightning erupts within 240 feet of the caster. The bolt extends in a straight line 60 feet long and 10 feet wide starting from the target point. Any character or creature caught in the bolt suffers 1d6 damage per level of the caster. A successful save will reduce the damage by half (round down).

Any obstruction that blocks its path (like a wall) will cause it to ricochet at an angle to its full 60 feet length. If it meets the obstruction head on, it will ricochet backwards. A Thaumatology roll of 15 or better will allow the caster to control the angle of the ricochet precisely.

Combat

Overview
Majestic Fantasy combat is an abstraction of a six second combat round. Hit points are a measure of combat endurance represented by a number that combines not only tolerance to injury, but experience and luck as well.

Advantaged and Disadvantaged Rolls
When an advantaged roll is called for, the player rolls two d20s and takes the better result of the two. When a disadvantaged roll is called for, the player roll two d20s and takes the worse result out of the two. Sometimes a rule will call for a normal roll to distinguish it from a similar rule with a disadvantaged or advantaged roll. A normal roll is to roll a single d20.

Time
A combat round is six seconds of game time.
A combat turn is ten combat rounds or one minute.

Combat Sequence
- Everybody rolls initiative by rolling a d6.
- The referee organizes turn order, starting with any character or creature with an initiative higher than 10 as a result of bonuses.
- The referee counts down from 10, stopping to allow a creature or character to take a turn when they rolled that initiative number.

Rob's Note: Characters and creatures that able to roll higher than a 10 initiative are uncommon. I found it faster to just call out any initiative higher than 10 and handle it that way rather than do a formal countdown.

The Turn
- The player or referee takes their turn at the number they rolled on their initiative die. Ties go in the order of their initiative bonus. If still tied, then the tied characters/creatures take their actions at the same time.
- Every character can take up to two actions on their turn. The most straightforward sequence of actions is a half move and attack, or half move and cast spell.
- If attacking, the character rolls a d20 to see if they hit and inflict damage on their turn.
- If the roll equals or exceeds the target's Armor Class, roll for damage.
- Spell casters look at the spell description to see if there is damage and/or a saving throw involved. Roll any damage that is inflicted. Targets should roll any applicable saving throws; a favorable result for the spell caster means the spell took effect or damage is not avoided or reduced.
- The next number in initiative order is called.
- This is repeated until the last character has taken their action.
- This sequence is repeated until one side is dead or has successfully broken off combat.

# The World Outside the Dungeon

Breathing life into the world outside the dungeon is useful for campaigns that want the players' characters to leave a lasting mark on the setting. This could be building a wizard's tower and constructing levels of magical laboratories to discover magical secrets. Or perhaps constructing a castle and forging a new barony out of the wilderness. Maybe a character is appointed as high priest to defend the faithful. Another might become the supreme boss of a city-state's underworld.

This can be expanded to almost anything that has a lasting impact on the setting of the campaign: building a crossroad's inn, liberating of a city and joining the city council, or returning to one's liege with the secret of dragon powder.

Often these achievements have intermediate steps that can be accomplished at lower levels. For instance, taking charge of a rural temple, and helping the faithful in the surrounding village. Being promoted to captain of one of the king's company to undertake missions as royal agents. Gaining control of an entire neighborhood of a city-state with your gang. Or a Magic-User taking on their first apprentices to help them organize expeditions to explore ruins.

The key to making all of these happen is to breathe life into the world outside of the dungeon, particularly those who live within the setting.
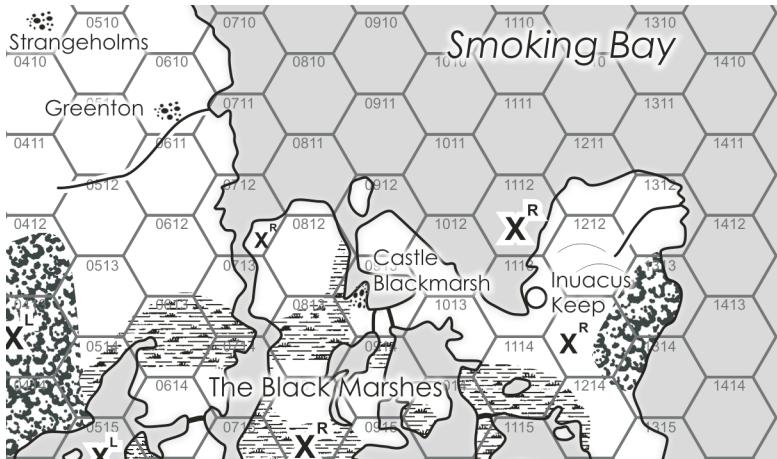
Silurians

During the Dawn Wars, the demons altered various types of animals into servitor creatures. Among these were the silurians, giant man-sized snakes created with two clawed arms and a painful, venomous bite. In addition, the demons successfully added in the wolf's pack instinct allowing the silurians to operate in large packs (2d6 silurians), hunting the enemies of the demons. Since the imprisonment of the demons in the abyss, these creatures inhabit the jungles of the Majestic Fantasy Realms. They like to swarm in the trees above before attacking their prey. They are often captured and bred to serve an evil master. Fortunately, silurians are quite rare.

Silurian
Init +1; AC 5[14]; HD 3; HP 12; Save 14
Move 120'/90' (climbing); CL/XP 4/120

Attacks (x3)
Bite: HTB +3, DMG 1d6 (*Poison Bite*)
Claws (×2): HTB +3, DMG 1d6

Special
Pack Hunter: When two or more silurians attack a single target together, they get +2 to hit.
Constriction: If a silurian hits with a successful claw attack, it will wrap its tail around the victim and continue to do 1d4 damage on subsequent rounds until killed or its victim escapes with a 15 or better Athletics ability check.
Poison Bite: If the silurian hits with its bite, the target must make a saving throw versus poison or suffer an additional 2d6 damage as their body is wracked with pain.

Harvest
Snakeskin 50d; Silurian Venom ×1d6 oz. 50d

Master Mage

At 6th level, the Magic-User is recognized as a master by most of the magical orders and will take on novices to train as apprentices.

Master Mage, 6th Level Magic-User
Init +0; AC 9[10]; HP 15; Save 10 (+2 versus spells)
Move 120'; CL/XP 7/600
Attacks (×1)
Staff: HTB +1, DMG 1d6
Large Dagger: HTB +1, DMG 1d4
Attributes
Str 10 (+0); Dex 10 (+0); Con 10 (+0); Int 13 (+1); Wis 10 (+0); Cha 10 (+0)
Abilities
Thaumatology +3; Research +2; Nat. Philosophy +3; History +2; Mathematics +2; Locution +1 *Ritual Magic*: Can cast 1st level spells as rituals
Possessions
Clothes; staff with Wizard's Touch; 60d ritual components; 3 viz (Pure Spring Water, Four Leaf Clover, Perfect Crystal); scroll of *Sleep*; Potion of Healing (*1d8+1*); spell book with *Charm Person, Create Scroll, Detect Magic, Fireball, Haste, Invisibility, Magic Missile, Shield, Sleep, Web*; 145d.
Master Mage Typical Spells
1st Level: *Charm Person, Magic Missile, Shield, Sleep*
2nd Level: *Invisibility, Web*
3rd Level: *Fireball, Haste*

Bracers of Defense AC 6[13]

Effect

The wearer's base armor is now 6[13]. If the wearer of the bracers is wearing armor, take the better of the two.

Costs

Creation: 1,500d; Sale: 3,000d

Cloak of Elvenkind

Effect

Anybody trying to spot the wearer of this cloak will have disadvantage on their Perception check.
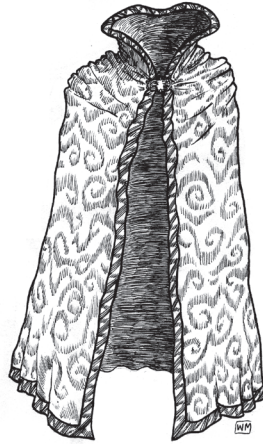
Costs

Creation: 1,000d; Sale: 2,000d

Cloak of Protection +1

Effect

The wearer gains a +1 bonus to Armor Class.
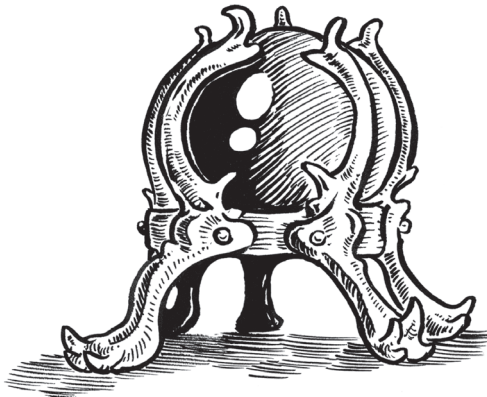
Costs

Creation: 1,000d; Sale: 2,000d

Crystal Ball

Effect

The Crystal Ball will allow the user to see what happening in any location the character desires to see. The distance is effectively unlimited. If used more than three times a day, the user needs to make a saving throw or suffers a bout of insanity for 1d6 days. Scryguard and other magic that protects against scrying will prevent the user of a Crystal Ball from seeing a location.

Costs

Creation: 2,000d; Sale: 4,000d

1,000d Treasure Assortment

Roll	Treasure
1	6 gp (120d), 1,373d
2	1 crown (320d), 1,143d
3	+1 Mace, 1 crown (320d), 1,008d
4	1 crown (320d), 467d
5	Charm of *Shield*, Potion of Invisibility, 33d
6	Scroll of *Sleep*, Potion of *Healing*, Potion of Growth, Potion of Gaseous Form, 20d
7	1 mark (240d), 820d
8	Scroll of *Protection from Evil*, Scroll of *Detect Magic*, Scroll of *Detect Evil*, Potion of Growth, Potion of Levitation, 1 mark (240d), 247d
9	Ring of Fire Resistance, 55d, 1 viz (Scarred Wyvern Claw)
10	7 gp (140d), 825d
11	Potion of Healing, Potion of Levitation, Potion of Levitation, 168d
12	Scroll of *Command*, 1 mark (240d), 813d
13	1 crown (320d), 1,098d
14	4 Bolts with +1 damage only, Potion of Levitation, Potion of Growth, Potion of Healing, 18d
15	+1 Shortsword, Potion of Levitation, Potion of Gaseous Form, Potion of Growth, 22d
16	Cloak of Protection +1, Scroll of *Charm Person*, 14d
17	1 crown (320d), 957d
18	Potion of Levitation, silver bracelet (120d), 1 crown (320d), 460d
19	Scroll of *Light*, Gem (10d), 1 mark (240d), 580d, 2 viz (Dead Man's Finger, Dryad Leaf)
20	1 crown (320d), 1,097d