A dramatic fantasy illustration. A large, dark-scaled dragon with glowing yellow eyes and a long, pointed tongue is breathing a powerful stream of fire. The fire is bright orange and yellow, with sparks and embers visible. In the lower-left corner, a knight in full plate armor stands on a rocky outcrop, holding a sword with a glowing blue hilt. The knight is looking up at the dragon. The background is a dark, stormy sky with swirling clouds. The overall tone is epic and intense.

First 5 Fantasy Roleplaying Player's Guide

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CREDITS

Inspired by the work of Timothy B. Brown and Troy Denning.

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INTRODUCTION

First Five Fantasy Roleplaying (F5FR) is a roleplaying game. Specifically, it is intended to be a restatement of the “black box” version of the world’s oldest roleplaying game. This version of the game, produced by Troy Denning and Timothy B. Brown, was my introduction to a hobby which I’ve enjoyed for over two and a half decades. *First Five Fantasy Roleplaying* is a simulacrum of that version of the game, which I created to help pass my love of this hobby onto my own children. I hope that it proves to be a doorway to a world of imagination, fun, and friendship for them, as the original was for me.

PLAYERS

First Five Fantasy Roleplaying requires 2 or more people to play - one *referee* and one or more players. The players play the roles of adventurers, exploring deep and dark dungeons in search of treasure. The characters they play are called *player characters* (PCs), and are created using the rules in [Part 1](#). There is no upper limit to the number of players except the tastes of the group and the size of the table. The referee describes the world, controls all the *non-player characters* (NPCs) and monsters, interprets the rules, and gives rulings to adjudicate the actions of player characters. The referee will also require a copy of the full *First Five Fantasy Roleplaying* book, which includes everything in this book and full rules for magic and treasure, rather than this book. Alternatively, the referee can use the popular rules encyclopedia for their reference during play - this Player’s Guide is completely compatible with that version of the game.

ABOUT THIS BOOK

This book is the *Player’s Guide* for *First Five Fantasy Roleplaying*. It includes all the rules required to create, equip, and play a *First Five Fantasy Roleplaying* player character from levels 1 to 5. It is intended to be a table reference for players to use in play. Note that this book is called a *player’s guide*. The final authority about the *First Five Fantasy Roleplaying* game is not a book, but the referee.

HOW TO PLAY

To play *First Five Fantasy Roleplaying*, you and the other players need to create player characters (rules for this are found in [Part 1](#)). Together, all the player characters are called “the party”. The referee will tell the players where the party starts, and perhaps give you an initial quest or mission, and from there, you will venture down into the dungeon! As a player, you need to decide what your player character will do in response to the situation the referee describes to you, and tell the referee. The referee will decide what happens and tell you. In effect, the referee is the party’s eyes and ears in the game world. It is a good idea to keep a map of the areas the referee describes to you, and notes about details which sound important. In effect the game is played as a conversation between the players and the referee about the party and the fantasy world of the game, with occasional use of dice as required.

DICE

Beyond a group of a few friends, some pencils and paper, you need special roleplaying game dice to play this game. By convention, roleplaying game dice are referred to with a

leading number indicating how many dice to roll, the letter d, then the number of sides of the dice to roll. For example, “roll 3d6” means that you are to roll three six-sided dice. You need at least 1d4, 1d6, 1d8, 1d10, 1d12 and 1d20 to play, and having several for each player is even better.



In addition, there are a few other dice you can simulate with these:

- 1d2, by flipping a coin, or by rolling any other dice with odd = 1, and even = 2.
- 1d100 or d%, by rolling 1d10 twice, the first roll for the “tens” column and the second for the “ones” column.
- 1d3, by rolling 1d6, with 1 or 2 = 1, 3 or 4 = 2, 5 or 6 = 3.

PART 1: CHARACTERS

In *First Five Fantasy Roleplaying* players take the role of adventurers exploring the depths of the underworld, braving terrible monsters and traps in the hope of escaping with treasure. These adventurers are the player characters (PCs). The rules given here are intended primarily for creating player characters, but can be equally used by the referee to create non-player characters as well. The most important information about a player character is recorded on a *character sheet*. The basic process for creating a character is as follows:

1. Roll ability scores
2. Choose character class (see [Part 2](#))
3. Adjust ability scores
4. Roll hit points
5. Choose alignment
6. Choose known languages
7. Buy starting equipment
8. Complete biographical details

Table 1: Prime Requisite Modification to Experience

Score	Modifier to Experience Points Earned
3-5	-20% from experience points earned
6-8	-10% from experience points earned
9-12	No modification to experience points earned
13-15	+5% to experience points earned
16-18	+10% to experience points earned

ABILITY SCORES

There are six abilities, with scores ranging from 3 to 18 (higher is better):

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

Roll 3d6 for each ability score in order and note the score on your character sheet. If you roll a character with very poor ability scores, the referee may allow you to discard the ability scores you’ve rolled and roll all six again.

Each character class has a *prime requisite* (or two prime requisites in the case of halflings and elves). The higher your prime requisite is, the faster your character will gain experience (see [Table 1](#)), and the better they will be at their chosen character class. It therefore makes sense to pick a character class based on the ability scores you rolled. The prime requisite for each class is listed below:

Class	Prime Requisite/s
Cleric	Wisdom
Dwarf	Strength
Elf	Strength and Intelligence
Fighter	Strength
Halfling	Strength and Dexterity
Magic-User	Intelligence
Thief	Dexterity

[Table 1](#) shows how prime requisite scores influence the experience points earned by the character. The higher their prime requisite, the faster the character will gain experience. Character classes with two prime requisites have slightly different modifications for experience, as explained in their class description.

Once you have selected a character class, you can raise your prime requisite by lowering other ability scores. For every two points by which an ability score is reduced, one point may be added to your prime requisite. The following restrictions apply:

- Only Intelligence, Strength, and Wisdom may be lowered in this way.
- No score may be lowered below 9.

Once you have noted your final ability scores on your character sheet, you can also note the modifiers to various other rolls as noted in the explanation for each ability which follows.

STRENGTH

Strength (STR) rates a character's brawn, muscle, and physical power. This ability is especially important for characters who focus on melee combat.

STR	Modifier
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

The character's Strength modifier applies to attack and damage rolls with melee weapons and to attempts to force open a stuck door.

DEXTERITY

Dexterity (DEX) measures hand-eye coordination, agility, reflexes, and balance. This ability is important for combat-oriented classes, as it affects Armour Class, and for characters who focus on missile combat.

DEX	Modifier
3	-3 (increase AC by 3)
4-5	-2 (increase AC by 2)
6-8	-1 (increase AC by 1)
9-12	None
13-15	+1 (reduce AC by 1)
16-17	+2 (reduce AC by 2)
18	+3 (reduce AC by 3)

The character's Dexterity modifier is applied to attack rolls (but not damage rolls) made with a ranged weapon and modifies the character's Armour Class (a bonus lowers AC, a penalty raises it).

CONSTITUTION

Constitution (CON) represents a character's health and stamina. A Constitution bonus increases a character's hit points, making this ability important for all classes.

CON	Modifier
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

The character's Constitution modifier applies when rolling a character's hit points (i.e. at 1st level and every time a level is gained thereafter). A character always gains at least 1 hit point per Hit Die, regardless of CON modifier.

INTELLIGENCE

Intelligence (INT) determines how well a character learns, remembers, and reasons. Intelligence also affects literacy and bonus languages known at character generation.

INT	Literacy	Bonus
3	Unable to read or write, broken speech	0
4-5	Unable to read or write	0
6-8	Can write simple words	0
9-12	Can read and write native languages	0
13-15	Can read and write native languages	1
16-17	Can read and write native languages	2
18	Can read and write native languages	3

If a character has bonus languages, they can be chosen from the list on p.5 and/or any campaign-specific language list the referee provides.

WISDOM

Wisdom (WIS) encompasses a character's willpower, common sense, perception, and intuition. Wisdom represents being aware of one's surroundings and understanding the wider world.

WIS	Modifier
3	-3 on magic-based saving throws
4-5	-2 on magic-based saving throws
6-8	-1 on magic-based saving throws
9-12	No modifier to saving throws
13-15	+1 on magic-based saving throws
16-17	+2 on magic-based saving throws
18	+3 on magic-based saving throws

The character's Wisdom modifier applies to saving throws versus magical effects. This normally does not include saves against Breath, but may apply to any other saving throw category.

CHARISMA

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, physical attractiveness, and ability to lead.

CHA	Reaction Modifier	Retainer Morale
3	-3	4
4-5	-2	5
6-8	-1	6
9-12	None	7
13-15	+1	8
16-17	+2	9
18	+3	10

The reaction modifier applies to rolls the referee makes when NPCs or monsters are encountered. The retainer morale is rolled against by the referee on 2d6 when retainers must make a morale check.



HIT POINTS

Determine your character's hit points by rolling the die type given in the class description. Modifiers for high or low Constitution apply. Your character always starts with at least 1 hit point, regardless of CON modifier.

SAVING THROWS

There are five types of saving throws which must be rolled whenever a character is targeted by certain special attacks, spells, or other effects:

- **Death** - rolled against poisons, death rays, and similar attacks.
- **Wands** - rolled against magic wands and similar attacks.
- **Paralysis** - rolled against paralyzation, petrification, and similar attacks.
- **Breath** - rolled against dragon breath and similar attacks.
- **Spells** - rolled against magic spells, rods, and staves.

To make a saving throw, roll 1d20 and compare it to the number given for that save for the character's class and level in [Part 2](#). Saving throws versus spells are modified by a character's WIS modifier. If the roll is equal to or greater than the number given for the save by the character's class and level, then the character passes their saving throw. If not, they fail, and may suffer ill-effects, depending on the situation.

ALIGNMENT

All beings, whether player characters, NPCs, or monsters, adhere to one of three philosophies or spheres of behaviour, known as alignments. These spheres are Law, Neutrality, and Chaos. A player must choose one of these paths when his or her character is created.

- **Law:** Lawful beings believe in truth and justice. To this end, they will follow laws and believe all things must adhere to order. Lawful beings also believe in sacrifice to a greater good and will choose the good of a larger group over the good of an individual.
- **Neutrality:** Neutral beings believe in a balance between the ideas of Law and Chaos and, in their actions, they tend to do what will serve themselves. They might commit good or evil acts in order to further their own ends and generally will not put others' needs ahead of their own.
- **Chaos:** Chaotic beings are in direct opposition to Law. These beings should seldom be trusted, for they tend to act in "evil" ways and will be much more selfish than a neutral being. Chaotic characters believe in chance and that there is no innate order to life.

The player must inform the referee of their character's alignment, but does not have to tell other players. When determining the character's actions, players should do their best to adhere to their chosen alignment. The referee will take note when behaviour deviates too much and may assign a new alignment more appropriate to actual character actions. Deviation from alignment may also be penalised, as the referee sees fit.

LANGUAGES

All PCs know the common tongue and their alignment language. Some classes grant further languages, as noted in the class descriptions, and characters with high Intelligence receive bonus languages, chosen at the referee's discretion. The following list of languages may be used:

1. Bugbear

2. Doppelgänger

3. Dwarvish

4. Dragon

5. Elvish

6. Gargoyle

7. Giant

8. Gnoll

9. Gnome

10. Goblin

11. Halfling

12. Harpy

13. Hobgoblin

14. Kobold

15. Lizard man

16. Medusa

17. Minotaur

18. Ogre

19. Orcish

20. Human dialect

ALIGNMENT LANGUAGES

All intelligent beings know a secret, unwritten language of gestures, signs, and code words associated with their alignment. This secret language allows beings of the same alignment to communicate. Beings of another alignment will recognise when an alignment language other than their own is being used, but will not understand. It is impossible to learn the alignment language of another alignment. If a character (or intelligent monster) changes their alignment, they will forget the alignment language of their old alignment, and immediately learn the alignment language of their new alignment.

STARTING EQUIPMENT

Your character starts play with 3d6 × 10 gold pieces. You may spend as much of this money as you wish to equip your character for adventure. See [Part 3](#) starting on p.13 for the list of equipment and prices. Remember that your character class may restrict your character's use of some equipment (e.g. weapons and armour).

Be sure to note the equipment you purchase on your character sheet. The equipment you select will also help you to determine your character's Armour Class, which should also be noted on your character sheet.

BIOGRAPHICAL DETAILS

You need to decide on some basic biographical details for your character. In some campaigns, there may be setting-specific guidance for determining social background, family details, and so on. Consult your referee to be sure. These details probably don't have an effect in game mechanic terms but can make a very big difference to your character's place in the world of the game!

You should decide on the character's gender and name. Neither has any impact in game mechanic terms but can influence social interactions with your character. There is no advantage or disadvantage in game mechanics to playing as any gender, for example, but some societies in the game world may have strong conventions about gender roles. Give your character a name which is appropriate for the campaign setting and the character's culture - although it has no impact in game mechanic terms, a "silly" name will surely colour your character's social interactions.

Table 2: Random Starting Ages

Race	Years
Human	14+1d6
Dwarf	35+1d20
Elf	75+1d100
Halfling	22+1d12

Table 3: Random Height and Weight

Race, Gender	Base Height	Height Mod.	Base Weight	Weight Mod.
Human, male	4'8"	+2d10	1000	×2d4 × 10
Human, female	4'5"	+2d10	850	×2d3 × 10
Dwarf, male	3'8"	+2d4	1300	×2d4 × 10
Dwarf, female	3'6"	+2d4	1170	×2d3 × 10
Elf, male	4'8"	+2d6	920	×2d3 × 10
Elf, female	4'6"	+2d6	680	×1d6 × 10
Halfling, any	2'8"	+2d3	580	×10

You should decide on your character's physical description, and even draw a portrait of them if you have the talent and inclination. When doing this, remember that a character's Charisma ability describes a combination of personal, emotional, and physical qualities. A character may be physically unattractive but still have a high Charisma score due to their personality and evident leadership qualities. Likewise, a physically attractive character with little emotional presence could have a mediocre Charisma score.

You should also decide on your character's height, weight, and age. Optionally, you may use [Table 2](#) to determine your character's starting age and [Table 3](#) to determine the character's physical dimension. Using [Table 3](#), roll the dice indicated in the "Height Mod." column. This indicates how many inches to add to the base height to determine your character's height. The same value rolled should then be multiplied by the dice indicated in the "Weight Mod." column to determine the number to be added to the base weight to determine the character's base weight. Note that weights given in [Table 3](#) are in coins - there are 10 coins in one pound.

LEVELS

Unless otherwise directed by the referee, all new player characters start play at level 1. As you read the class descriptions in [Part 2](#), you will note that the term level is used to describe two different things:

- Character level, which describes the power level of the character. Characters advance character levels by gaining experience points (see "[Experience Points](#)" on p.15).
- Spell level, which describes the power level of the spell. As magic-users, elves, and clerics gain levels, they gain the ability to cast spells of higher spell levels.

Referees will also note that the term level is also used for dungeon level and monster level, which describes how dangerous the dungeon/monster is. In the case of multi-level dungeons, deeper levels are generally of a higher dungeon level and will therefore be more dangerous.

PART 2: CLASS DESCRIPTIONS

CLERIC

Clerics are humans who have sworn to serve a deity. They conduct their lives in a way to further the will of their deity and channel the power of their deity. Clerics are trained for combat; they should be thought of as fighting holy crusaders, not as passive priests.

Prime Requisite: Wisdom
Hit Dice: 1d6

RESTRICTIONS

Clerics can wear any armour and use shields. Due to their religious beliefs, clerics can only use blunt weapons, e.g. clubs, maces, hammers, slings, etc.

ADVANCEMENT

Clerics advance quickly compared to most classes - only the thief advances more quickly.

Level	XP	Hit Dice	Lvl 1 spells/day	Lvl 2 spells/day
1	0	1d6	-	-
2	1,500	2d6	1	-
3	3,000	3d6	2	-
4	6,000	4d6	2	1
5	12,000	5d6	2	2

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-4	Level 5
Death	11	9
Wands	12	10
Paralysis	14	12
Breath	16	14
Spells	15	13

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-4	10	11	12	13	14	15	16	17	18	19	20	20	20
5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

In order to use their class special abilities, a cleric must carry a holy symbol of their deity.



Cleric Spells: Clerics gain the ability to cast a limited number of spells per day when they reach level 2 as shown in their advancement table. See [Part 8](#) for spell descriptions. The cleric's spell list is as follows (spells marked with an asterisk can be reversed to have the opposite effect as explained in [Part 8](#)):

1st Level Spells	2nd Level Spells
Cure Light Wounds*	Bless*
Detect Evil	Find Traps
Detect Magic	Hold Person*
Light*	Know Alignment*
Protection from Evil	Resist Fire
Purify Food and Water	Silence 15' Radius
Remove Fear*	Snake Charm
Resist Cold	Speak With Animals

Turn Undead: Clerics are able to call upon the name and power of their deity to repel or even destroy undead. This ability is known as *turning the undead*. [Table 4](#) lists a dash, a "T", a "D", or a number corresponding to the Hit Dice of an undead creature and the level of the cleric:

- A dash means an automatic failure.
- A number indicates that the player must roll that number or higher on 2d6 in order to successfully turn the undead.
- A "T" means that the turning automatically succeeds for this type of undead.
- A "D" means that the turning automatically succeeds for this type of undead and that the monsters are destroyed, not simply caused to flee.

If the turning attempt succeeds, the player rolls 2d6 to determine the number of Hit Dice of undead affected (either turned or destroyed). No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate, on a successful turning. Turned

Table 4: Turning Undead Table

Level	1 HD	2 HD	2+ HD	3 HD	4 HD	5 HD	6 HD
1	7	9	11	-	-	-	-
2	T	7	9	11	-	-	-
3	T	T	7	9	11	-	-
4	D	T	T	7	9	11	-
5	D	D	T	T	7	9	11

undead will leave the area, if possible, and will not harm or make contact with the cleric. If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

A cleric can do nothing else in the same round when they attempt to turn undead. If a cleric fails to turn undead during a particular battle, then they cannot successfully turn undead again through the course of that battle. So long as they are successful with their turning rolls, however, a cleric may attempt to turn undead every round until they fail or until the battle is over.



FIGHTER

Fighters are humans who dedicate themselves to mastering the arts of combat and war. In a group of adventurers, fighters are often particularly burdened because they are tougher and must take the lead to defend other characters.

Prime Requisite: Strength
Hit Dice: 1d8

RESTRICTIONS

There are no restrictions on the weapons and armour a fighter can use.

ADVANCEMENT

Fighters advance at a moderate pace.

Level	XP	Hit Dice
1	0	1d8
2	2,000	2d8
3	4,000	3d8
4	8,000	4d8
5	16,000	5d8

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	12	10
Wands	13	11
Paralysis	14	12
Breath	15	13
Spells	16	14

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20

MAGIC-USER

Sometimes called wizards, warlocks, or witches, magic-users are humans who study arcane secrets and cast spells. Magic-users are able to cast a greater number of increasingly powerful spells as they advance in level.

Prime Requisite: Intelligence
Hit Dice: 1d4

RESTRICTIONS

Magic-Users can only use daggers as weapons. They cannot wear armour or use shields.

ADVANCEMENT

Magic-Users advance slowly compared to most classes - only the elf advances more slowly.

Level	XP	Hit Dice	Lvl 1 spells/day	Lvl 2 spells/day	Lvl 3 spells/day
1	0	1d4	1	-	-
2	2,500	2d4	2	-	-
3	5,000	3d4	2	1	-
4	10,000	4d4	2	2	-
5	20,000	5d4	2	2	1

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-5
Death	13
Wands	14
Paralysis	13
Breath	16
Spells	15

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-5	10	11	12	13	14	15	16	17	18	19	20	20	20

SPECIAL ABILITIES

Magic-users carry spell books that hold the written formulae for magical spells. A magic-user can only memorize a certain number of spells at any given time, as per the advancement table. Thus, a 1st level magic-user has one spell in their spell book, selected by the referee (who may allow the player to choose). The rules for magical spell casting and spell books are described in [Part 7](#). The description of spells available to magic-users is provided in [Part 8](#). The list of spells available to magic-users is as follows (spells marked with an asterisk can be reversed):



1st Level Spells	2nd Level Spells	3rd Level Spells
Charm Person	Continual Light*	Clairvoyance
Detect Magic	Detect Evil	Dispel Magic
Floating Disc	Detect Invisible	Fire Ball
Hold Portal	ESP*	Fly
Light*	Invisibility	Haste*
Magic Missile	Knock	Hold Person*
Protection from Evil	Levitate	Infravision
Read Languages	Locate Object	Invisibility 10' Radius
Read Magic	Mirror Image	Lightning Bolt
Shield	Phantasmal Force	Protection from Evil 10' Radius
Sleep	Web	Protection from Normal Missiles
Ventriloquism	Wizard Lock	Water Breathing

A magic-user of any level may spend time and money to research new spells to add to their spell book.

As spell casters, magic-users are able to use magic scrolls of spells on their spell list. There are also items (e.g. magic wands) that may only be used by magic-users or elves.

THIEF

Thieves are humans who live by their wits and skills of deception and intrigue. Their range of unique skills makes them very handy companions in adventures. However, thieves are not always to be trusted.

- Prime Requisite: Dexterity
- Hit Dice: 1d4

RESTRICTIONS

A thief can use any one-handed melee weapon. They need to keep one hand free thus cannot use shields. They can use any missile weapon. They can only wear leather armour.

ADVANCEMENT

Thieves advance the most rapidly of all character classes.

Level	XP	Hit Dice
1	0	1d4
2	1,200	2d4
3	2,400	3d4
4	4,800	4d4
5	9,600	5d4

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-4	Level 5
Death	13	11
Wands	14	12
Paralysis	13	11
Breath	16	14
Spells	15	13

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-4	10	11	12	13	14	15	16	17	18	19	20	20	20
5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

Thieves can *backstab* their opponents. When attacking an unaware opponent from behind, a thief receives a +4 bonus to hit and doubles any damage dealt. The referee may require the thief to make a Move Silently or Hide in Shadows roll to achieve this.

Thieves also have a number of skills, expressed as a percentage chance of success (see [Table 5](#)). Note that dice rolls for these abilities are usually made by the referee, because a thief is not always aware that they have failed!



- Climb Sheer Surfaces:** Thieves are adept at scaling sheer surfaces, including walls or steep cliffs. A skill roll is required for each 100 feet to be climbed. If the roll fails, the thief falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.
- Find or Remove Traps:** A thief may only try one time to find or remove a trap in an area. Note that these are separate skills, for a thief must find a trap before they can remove it!
- Hear Noise:** Thieves can attempt to listen for noises in a cave or hallway, at a door, or in other locations, but the thief must be quiet and in a quiet environment.
- Hide in Shadows:** A thief will always think they are successful using this skill and will not know otherwise until others react to their presence. A thief must remain motionless when hiding.
- Move Silently:** When successful, others will not hear the movements of a thief. However, the thief always thinks they are moving silently and will only know otherwise by the reaction of others.
- Pick Locks:** A thief is skilled in picking locks, but needs thieves' tools to do so (see [Part 3](#)). They can only try to pick a lock one time and, if the roll fails, they may not try the same lock again before gaining an experience level.
- Pick Pockets:** This skill is the bread and butter of non-adventuring thieves; it is a quick (if perilous) source of income. Failure indicates that the thief could not grab what they were trying to pick-pocket. A roll of more than twice the percentage required for success means the intended target notices the thieving attempt!

Table 5: Thief Skills

Level	Climb	Find/Remove	Hear	Hide in	Move	Pick	Pick
		Traps	Noise	Shadows	Silently	Locks	Pockets
1	87	10	30	10	20	15	20
2	88	15	35	15	25	20	25
3	89	20	40	20	30	25	30
4	90	25	45	24	35	30	35
5	91	30	50	28	40	35	40

DWARF

Dwarves are stout, bearded demi-humans who average a height of approximately 4 feet and weigh about 150 pounds. Dwarves live underground and value precious metals, fine craftsmanship, and stones. Perhaps not surprisingly, they have skin, hair, and eye colours in earth tones. Dwarves have a reputation for having surly attitudes and are particularly gruff with elves. Dwarves are particularly hardy people and have a strong resistance to magic, as reflected in their saving throws.

- Requirements: Constitution 9 or higher
- Prime Requisite: Strength
- Hit Dice: 1d8

RESTRICTIONS

Dwarves can wear any armour and use shields. They can use any small or medium-sized weapons.

ADVANCEMENT

Dwarves advance at a moderate pace.

Level	XP	Hit Dice
1	0	1d8
2	2,200	2d8
3	4,400	3d8
4	8,800	4d8
5	17,000	5d8

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	8	6
Wands	9	7
Paralysis	10	8
Breath	13	10
Spells	12	9

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

Dwarves have two special abilities which they evolved as a result of living underground for most of their lives.

Detect Traps and Construction Tricks: From their experience underground, dwarves have a 2-in-6 chance of detecting non-magical traps, false walls, hidden construction, or sloping passages. A dwarf must be actively searching for these abilities to function.

Infravision: Due to their habit of living underground in great mines, dwarves have the ability to see in the dark with infravision up to 60'.

NATIVE LANGUAGES

Dwarves speak their alignment language, Common, dwarvish, gnome, goblin, and kobold.



ELF

Elves are slender, fey demi-humans with pointed ears. They are typically slightly built as compared to humans and are a little shorter than humans. Though a peaceful people, elves are very talented fighters and users of magic.

- Requirements:** Intelligence 9 or higher
- Prime Requisite:** Strength and Intelligence
- Hit Dice:** 1d6

Elves get an experience bonus of 5% if both their Strength and Intelligence are over 13. They get an experience bonus of 10% if their Strength is over 13 and their Intelligence is over 16.

RESTRICTIONS

Elves can use any type of armour, shield, or weapon.

ADVANCEMENT

Elves advance the most slowly of all the classes, since they have to improve their skills both as a warrior and as a mage.

Level	XP	Hit Dice	Lvl 1 spells/day	Lvl 2 spells/day	Lvl 3 spells/day
1	0	1d6	1	-	-
2	4,000	2d6	2	-	-
3	8,000	3d6	2	1	-
4	16,000	4d6	2	2	-
5	32,000	5d6	2	2	1

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	12	8
Wands	13	10
Paralysis	13	10
Breath	15	11
Spells	15	11

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

The elves are a long-lived race steeped in magic, and they have developed a number of special abilities as a result:

- Infravision:** Elves have the ability to see in the dark up to 60'.
- Detect Secret Doors:** When actively searching, Elves can detect hidden and secret doors with a 2-in-6 chance.



- Immunity to Ghoul Paralysis:** Elves are completely unaffected by the paralysis ghouls can inflict.
- Spell Casting:** Elves carry spell books that hold the written formulae for magical spells. An elf can only memorize a certain number of spells at any given time, as per the advancement table. A 1st level elf has one spell in their spell book, selected by the referee (who may allow the player to choose). An elf of any level may spend time and money to research new spells to add to their spell book. The rules for magical spell casting and spell books are described in [Part 7](#). The description of spells available to elves is provided in [Part 8](#). The list of spells available to elves is as follows (spells marked with an asterisk can be reversed):

1st Level Spells	2nd Level Spells	3rd Level Spells
Charm Person	Continual Light*	Clairvoyance
Detect Magic	Detect Evil	Dispel Magic
Floating Disc	Detect Invisible	Fire Ball
Hold Portal	ESP*	Fly
Light*	Invisibility	Haste*
Magic Missile	Knock	Hold Person*
Protection from Evil	Levitate	Infravision
Read Languages	Locate Object	Invisibility 10' Radius
Read Magic	Mirror Image	Lightning Bolt
Shield	Phantasmal Force	Protection from Evil 10' Radius
Sleep	Web	Protection from Normal Missiles
Ventriloquism	Wizard Lock	Water Breathing

As spell casters, elves are able to use magic scrolls of spells on their spell list. There are also items (e.g. magic wands) that may only be used by magic-users or elves.

LANGUAGES

Elves speak their alignment language, Common, elvish, gnoll, hobgoblin, and orcish.

HALFLING

Halflings are small, rotund demi-humans with furry feet and curly hair. They weigh about 60 pounds and only attain a height of around 3 feet. They are as diverse in appearance as humans. Halflings are gentle-natured and value relaxation, good food, and good drink. They love comfort and will spend their riches on the most extravagant items.

- Requirements:** Dexterity and Constitution 9 or higher
- Prime Requisite:** Strength and Dexterity
- Hit Dice:** 1d6

If the halfling has either Strength or Dexterity of 13 or greater, they will gain a 5% bonus to experience gained. If they have both Strength and Dexterity of 13 or greater, they will gain a 10% bonus to experience gained.

RESTRICTIONS

Halflings can only use small-sized weapons, like daggers, short swords, short bows, and so on. Halflings can wear any type of armor and use a shield, but these must be specially manufactured for halflings in order to fit them.

ADVANCEMENT

Halflings advance at a moderate pace.

Level	XP	Hit Dice
1	0	1d6
2	2,000	2d6
3	4,000	3d6
4	8,000	4d6
5	16,000	5d6

SAVING THROWS

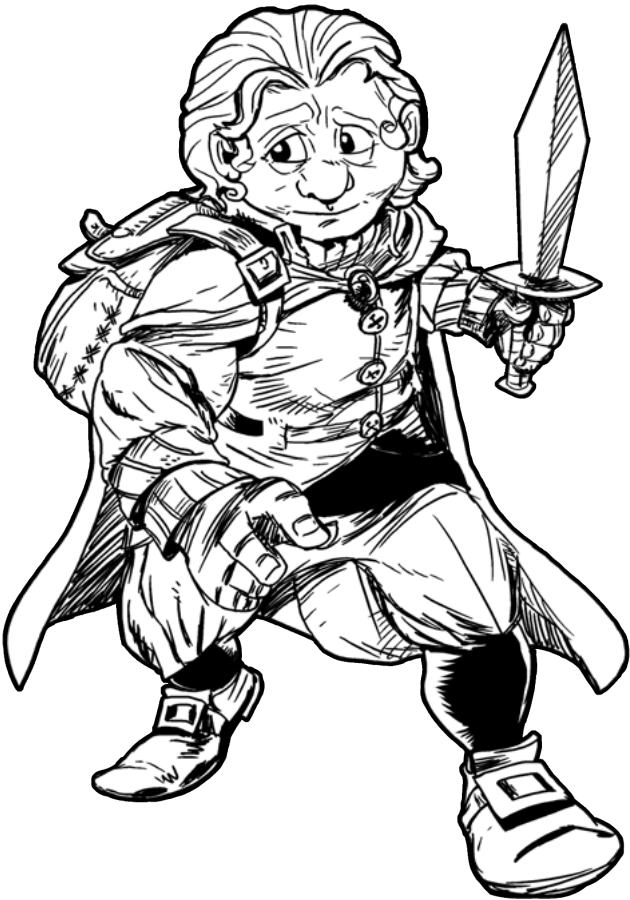
Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	8	5
Wands	9	6
Paralysis	10	7
Breath	13	9
Spells	12	8

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-4	10	11	12	13	14	15	16	17	18	19	20	20	20
5	8	9	10	11	12	13	14	15	16	17	18	19	20



SPECIAL ABILITIES

As a result of their size and their upbringing in halfling communities, halflings have a number of special abilities:

Defensive Bonus: Because they are so small, halflings have a lower Armour Class (-2 bonus) when attacked by creatures greater than human-sized.

Missile Attack Bonus: Halflings' keen coordination grants them +1 on any missile attacks.

Initiative: A side which is composed entirely of halflings get +1 to their initiative roll in combat.

Hiding: Halflings have an uncanny ability to disappear from sight:

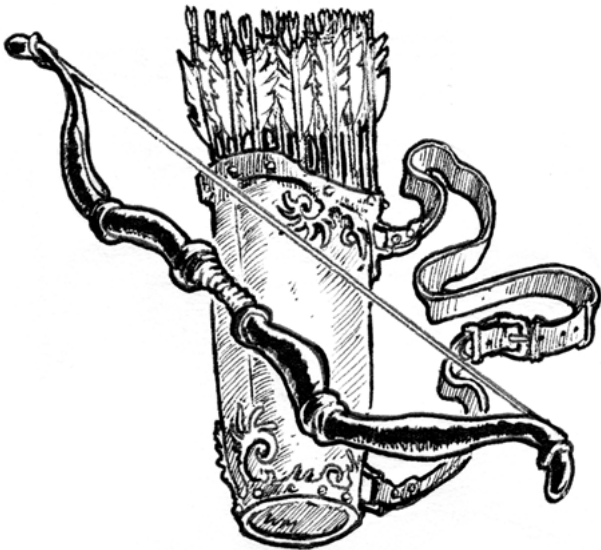
- In bushes or other outdoor cover, a halfling can hide with 90% ability.
- In dungeons, a halfling can also hide in shadows or behind other forms of cover, so long as they remain silent and motionless. The chance of success is 2-in-6.

LANGUAGES

Halflings speak their alignment language, Common, and halfling.

Table 6: Exchange Rates

Value in	1 pp	1 gp	1 ep	1 sp	1 cp
pp	1	1/10	1/20	1/100	1/1,000
gp	10	1	1/2	1/10	1/100
ep	20	2	1	1/5	1/50
sp	100	10	5	1	1/10
cp	1,000	100	50	10	1



PART 3: EQUIPMENT

MONEY AND WEALTH

The most common coin is the gold piece (gp). Coins made of other types of precious metals - platinum, electrum, silver, and copper - are also used. Platinum is more valuable than gold: a platinum piece (pp) is worth 10 gold pieces. Coins of the other metals are less valuable than gold: a gold piece is worth 2 electrum pieces (ep), 10 silver pieces (sp), or 100 copper pieces (cp). A coin in *F5FR* is assumed to weigh one tenth of a pound - thus the base unit of currency in the game world, the gold piece, is worth one pound of silver - which was the base unit of account in Medieval Europe.

Player characters start with 3d6 × 10 gold pieces to spend on equipment during character generation.

WEAPONS

Table 7 shows the cost (in gp), weight (in coins), size (Small/Medium/Large), and damage dealt by weapons. Two-handed weapons are marked with “2H” and weapons useable by a cleric are marked with an asterisk (*). Ammunition for missile weapons is listed in Table 8 - its weight is already included in the weight of the weapon itself given in Table 7.

Table 7: Weapons

Weapon	Cost (gp)	Weight	Size	Damage
Battle Axe 2H	7	70	Large	1d8
Club*	3	50	Medium	1d4
Crossbow	30	50	Medium	1d6
Dagger	3	10	Small	1d4
Hand Axe	4	30	Small	1d6
Long Bow	40	30	Large	1d6
Mace*	5	30	Medium	1d6
Polearm 2H	7	150	Large	1d10
Short Bow	25	20	Small	1d6
Short Sword	7	30	Small	1d6
Silver Dagger	30	10	Small	1d4
Sling*	2	20	Small	1d4
Spear	3	30	Medium	1d6
Staff*	2	40	Large	1d6
Sword	10	60	Medium	1d8
2H Sword	15	100	Large	1d10
Warhammer*	5	50	Medium	1d6

Table 8: Ammunition

Ammunition	Cost
Crossbow bolts (case of 30)	10
Arrows (quiver of 20)	5
Silver-tipped arrow (1)	5
Sling stones	Free

ARMOUR

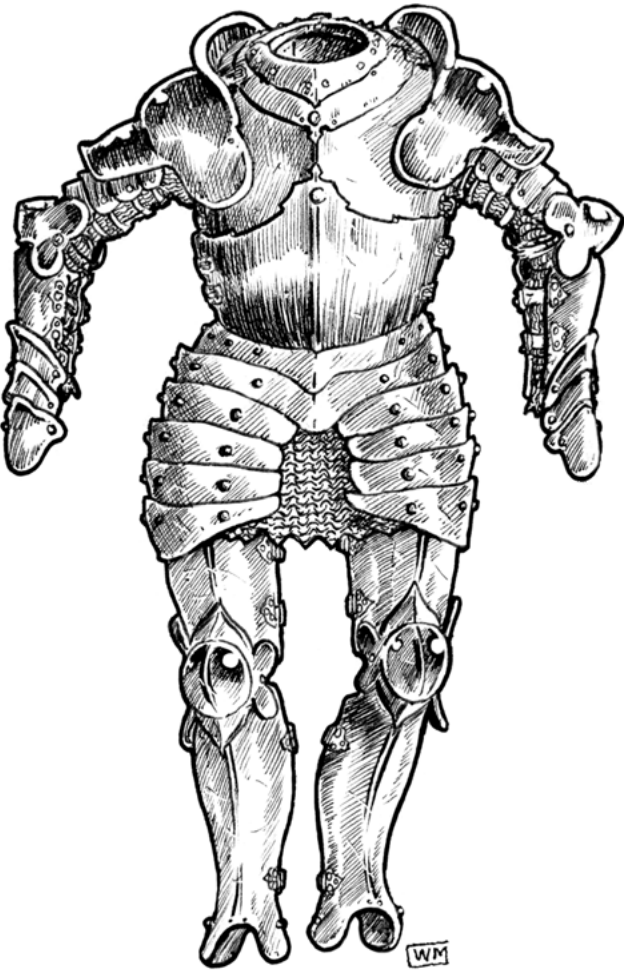
Table 9 shows the cost (in gp), weight (in coins), and Armour Class (AC) of different suits of armour. Lower Armour Class is better. A character’s Armour Class is modified by their Dexterity modifier. Since a lower Armour Class is better, and positive Dexterity modifier gives a bonus to Armour Class, a +1 Dexterity modifier reduces Armour Class by one, a -1 Dexterity modifier increases Armour Class by one, and so on.

ADVENTURING GEAR

Table 10 shows the cost (in gp) and weight (in coins) of various pieces of adventuring gear. It is important for a character to be properly provisioned and equipped with the necessary tools and gear to explore dark dungeons.

Table 9: Armour

Armour	AC	Cost (gp)	Weight
Unarmoured	9	-	-
Leather	7	20	200
Chain mail	5	40	400
Plate mail	3	60	500
Shield	-1 bonus	10	100



PART 4: ADVENTURING

GOLDEN RULE

The referee is the moderator of the game, and is the ultimate arbiter of the rules. In the course of running the game, the referee must make rulings to determine the outcome of particular actions. There are many circumstances which might arise during a game of *First Five Fantasy Roleplaying* which are not covered in these rules - the referee needs to decide what happens in those circumstances based on their own ruling. Likewise, the referee may modify, replace, discard, override, or supplement the written rules in any way which they judge works best for the game and for the collective enjoyment of the group.

Players must not argue with the referee once the referee has made a ruling. Out of character discussions about rules, rulings, house rules etc should be deferred until after the session of play is over. They should not take place during play.

NON-PLAYER CHARACTERS

Non-Player Characters (NPCs) are characters under the control of the referee rather than a player. Whereas the

Table 10: Adventuring Gear

Equipment	Cost (gp)	Weight
Backpack	5	20
Hammer (small)	2	10
Holy symbol	25	1
Holy water (vial)	25	1
Iron spikes (12)	1	60
Lantern	10	30
Mirror	5	5
(hand-sized, steel)		
Oil (1 flask)	2	10
Mule	30	-
Pole (10')	1	20
Rations	15	-
(iron, 7 days)		
Rations	5	-
(standard, 7 days)		
Rope (50')	1	50
Sack (small)	1	1
Sack (large)	2	5
Thieves' tools	25	10
Tinder box (flint & steel)	3	5
Torches (6)	1	120
Waterskin	1	5
Wine (2 pints)	1	30
Wolfsbane (1 bunch)	10	-

player characters are the stars of the story, non-player characters are the supporting cast. Every person in the game world other than the player characters is an NPC and under the referee's control. Some NPCs are fully developed with ability scores, character classes and levels according to the procedure found in [Part 1](#) and others are just described without cause to revert to statistics (this is usually the case with NPCs who are unlikely to get into combat, like townsfolk and the like). The latter are sometimes called Level 0 characters.

MONSTERS

Like NPCs, monsters are also under the referee's control. In many ways they are the same as NPCs, although they do not have character classes. Much like more powerful characters have more levels of a character class, more powerful monsters have more Hit Dice. Monsters appear in other books, and experienced referees often make their own as well.

CAMPAIGNS

F5FR can be played in a single game session as a standalone game. These are often called "one-shot" games. However, it is most fully enjoyed when played in a *campaign*, which lasts for many sessions and indeed may have no defined end-point. The player characters in a campaign start as lowly adventurers just finding their way in the world, and gain experience on their adventures and eventually gain character levels. As they do so, they explore

progressively deeper and more dangerous dungeons, and fight more terrible monsters.

The basic sequence of play in a campaign generally goes as follows:

1. In town, the player characters equip themselves (see [Part 3](#)) and hire retainers (see below), preparing to go adventuring.
2. When they are ready, the player characters travel to the dungeon (see [Part 5](#)).
3. In the dungeon, the player characters may encounter monsters and NPCs (see [Part 6](#)).
4. When they have either achieved their objectives, looted as much treasure as they can carry, or suffered too many wounds to carry on in the dungeon any longer, the player characters return to town, to rest, recover, and spend their treasure!

When in town, the game is fairly freeform. Time is measured in days, if not weeks, as player characters recover from their wounds, transcribe spells, and re-equip themselves. When in town, the player characters can buy and sell equipment using the price lists in [Part 3](#).

EXPERIENCE POINTS

All characters that make it through an adventure alive receive experience points (XP). XP is gained from two sources: treasure recovered and monsters defeated.

Characters gain XP from treasure returned to their base in town at the rate of 1 XP per 1 gold piece (gp) value of the item. The values of all items are added together and converted to gold pieces. Only treasure of a non-magical nature grants XP in this way.

All monsters defeated by the party (slain, outsmarted, captured, scared away, etc.) grant XP based on how powerful they are. The XP value of a monster is determined by its Hit Dice plus a bonus for each special ability it has (e.g. breath attacks, spell-like abilities, etc.). See [Table 11](#). A monster defeated under especially dangerous circumstances may be treated as one Hit Dice category higher on the chart.

The XP awards for treasures recovered and monsters defeated are totalled and divided evenly between all characters who survived the adventure. Note that total XP is divided evenly between all party members (including Retainers, see [p.15](#)), irrespective of how the players decide to divide the treasure.

In addition, characters receive XP bonuses or penalties based on their score in their class prime requisites, as described in [Part 1](#). All bonuses or penalties to experience are applied to the grand total XP a particular character receives at the end of an adventure.

Characters should not be given enough experience to advance two or more levels in one adventure. Any additional points that would take a character to a level two above his or her current level are lost.

HIRING RETAINERS

Retainers are NPCs that are hired by player characters for extra hands during an adventure. Retainers are generally hired in town. Any party with less than four player characters can hire enough retainers to make them a party of

Table 11: Experience Points for Monsters

Monster HD	Base XP	Bonus XP / Ability
≤ 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
7+	550	475
8	650	550

four. A party of four player characters can hire enough retainers to make them a party of six. Parties of more than six cannot hire retainers (and do not need them).

Retainers are level 1 characters. They get an equal share of treasure and experience points. Retainers are not mindless slaves and, although they will usually share the party's risks, they will not willingly act as battle fodder. If abused in any way, retainers will typically warn others of this and the PCs will soon find it difficult to hire other retainers.

Retainers are subject to morale checks, like NPCs and monsters encountered by the party. Their morale is based on the Charisma of the player character who hired them, as described in [Part 1](#).

PART 5: THE DUNGEON

Once the party leaves their base in town and head to the dungeon, the adventure begins. The referee must now keep track of time on a much closer scale than they did when the party was in town.

THE TURN

Once in the dungeon, *F5FR* is played in turns, which represent about 10 minutes of time in the game world. The basic sequence of play during a turn is as follows:

1. The referee checks for Wandering Monsters, if applicable.
2. The party decides what action to take (e.g. moving, searching, listening, entering rooms).
3. The referee describes what happens.
4. If no encounter occurs, the turn is over, continue to step 5. If monsters are encountered, first follow the encounter sequence, below.
5. The turn ends. The referee should update time records, with special attention to light sources, spell durations, and the party's need to rest.



WANDERING MONSTER CHECK

Every second turn the referee rolls 1d6. On the roll of a 1, a wandering monster appears. In some areas, the referee may decide to roll more often (i.e. every turn) or less often (e.g. once every three turns or more), depending on how common wandering monsters are in the area.

MOVEMENT

In a turn, an unencumbered characters can move up to 120 feet. Movement is slow inside a dungeon and this speed allows a character time to map, adjust equipment, use their torch to notice details in the darkness, and so on.

It is important to keep track of how much player characters are carrying, because this affects how much treasure they can haul from a dungeon. A character's encumbrance value is calculated based on adding the weights of all significant items carried, including treasure, weapons, and armour (see Part 3). Weight is measured in coins to make it easy to determine how much treasure a character can carry! The character's movement rate is then based on the total encumbrance value as per Table 12. A character cannot carry more than the weight of 2,400 coins and still be able to move. A mule cannot carry more than 6,000 coins and still be able to move.

Some items do not have a defined weight, in which case the referee will have to estimate an accurate weight, remembering that there are ten coins in one pound (or 22

Table 12: Speed and Encumbrance

Weight Carried (coins)	Speed (feet/turn)
Up to 400	120
401-800	90
801-1,200	60
1,201-1,600	30
1,601-2,400	15
2,401+	0
Mule:	
Up to 3,000	120
3,001-6,000	60
6,001+	0

coins in one kilogram). Table 13 provides weights for common classes of treasure to assist in the determination of encumbrance.

MAPPING

Only the referee can see the prepared map of the dungeon - the players need to make their own map. Some groups designate one player to do this, and others rotate or have everyone maintain their own map. These maps represent maps being drawn by the player characters as they explore

Table 13: Treasure Weights

Item	Weight (coins)
Coin	1
Gem	1
Jewellery (1 piece)	10
Potion	10
Rod	20
Scroll	1
Staff	40
Wand	10

the dungeon, and therefore, players are not allowed to map while their player characters are fleeing from combat or pursuing fleeing enemies. Their characters are simply too busy to take the detailed observations required and note them down while running headlong through the darkness!

LIGHT

Elves and dwarves have infravision and can see in the dark (up to 60 feet) but humans and halflings cannot, and thus require light sources underground. Torches and lanterns illuminate 30 feet in all directions. Torches last 6 turns once lit and lanterns burn one flask of oil over 24 turns. Record who is holding the light source/s and mark off one turn of light every turn. If the party runs out of light, mapping and exploration is impossible, and those members of the party without infravision will be effectively blind.

HEARING NOISES

Sound is one way to determine whether enemies are nearby. The referee rolls 1d6 for any player character, non-player character, or monster who is listening (whether in an area or at a door) for noise in the dungeon. Demi-humans and monsters hear noises on a roll of 1 or 2. Clerics, fighters, and magic-users hear noises on a roll of a 1. Thieves use their Hear Noise skill instead, rolling 1d100 equal to or underneath their Hear Noise skill value rather than rolling 1d6. It is important that the referee makes these rolls as the players should not know whether their characters don't hear anything because there is nothing to hear or because they rolled badly.

DOORS

Dungeons often have many doors, some secret and others obvious. Many are locked and many are stuck. Locks must be picked by a character proficient with lock picks or opened by magic. Locked doors cannot be forced. If they have a set of thieves tools, a thief can use their Pick Locks skill to pick the lock on a door. They must roll equal to or underneath their Pick Lock skill on 1d100 - if they fail, they cannot try the same lock again until they gain a level of experience. A magic-user or an elf can magically force a door open with the *knock* spell. Stuck doors can be forced open by rolling 1d6 and applying the character's Strength modifier. A roll of a 5 or 6 indicates that the door is successfully forced open. A failed attempt to force open a door eliminates any possibility of

surprise that the party may have against any monsters on the other side of the door. Monsters can always pass through stuck doors without rolling - but they cannot pass through locked doors without the key. A thief can check a door for traps. The referee should roll 1d100 (whether the door is trapped or not). If the door is trapped, the referee should compare the roll to the thief's Find Traps skill value. If the roll is equal to or underneath the skill value, then the thief finds the trap and knows broadly what it does. Otherwise, the thief finds no traps. The thief can safely remove the trap with a separate Remove Traps skill roll, or deliberately set the trap off after taking protective measures for their own safety.

SEARCHING

Traps and secret doors can only be spotted if characters are specifically looking for them. The player must declare the particular object or 10' x 10' area to be searched. Searching takes one turn. If a character is searching in the right location, they can find a secret door or trap on the roll of a 1 on 1d6 (modified to 1 or 2 for elves searching for secret doors or dwarves searching for traps or construction tricks). Thieves can use their Find Traps skill to search for traps - roll equal to or underneath the value of their Find Traps skill on 1d100 - success indicates that they find all of the traps in the area. The referee should always roll for the character searching, so that the player never knows if the roll failed or if there simply are no hidden features in the area searched.

PART 6: ENCOUNTERS

If the player characters encounter monsters or NPCs during the turn, then the game switches from turns to *rounds*. A round is ten seconds of time in the game world, as compared to ten minutes of time for the turn. An encounter is assumed to take at least one full turn to complete, including time to recover afterwards.

ENCOUNTER SEQUENCE OF EVENTS

- The basic sequence of events in an encounter is as follows:
1. The referee rolls for surprise, if applicable, and determines how far away the monsters are.
 2. Any sides that are not surprised roll initiative (see "[Combat Sequence](#)") to determine who acts first.
 3. The referee determines the monsters' reaction to the party by rolling on [Table 14](#). The players decide how they will act:
 - (a) If both sides wish to talk, the negotiation may be role-played. The referee may make reaction rolls, as applicable.
 - (b) If the players decide to flee, the referee determines whether the monsters pursue by rolling a morale check for the monsters.
 - (c) If combat breaks out, follow the steps listed in the "[Combat Sequence](#)" section.

Once the encounter ends, return to the regular turn sequence (see "[The Turn](#)" on p.15).

Table 14: Monster Reactions

2d6	Reaction
≤ 3	Hostile, attacks
4-6	Unfriendly, roll again in one round with -4 to roll
7-9	Neutral/uncertain, roll again in one round
10-11	Friendly, roll again in one round with +4 to roll
≥ 12	Monster is friendly

Table 15: NPC Reactions

2d6	Reaction
≤ 5	Angry with PCs and leave
6-8	Negotiate with PCs
≥ 9	Buy/sell information about dungeon

SURPRISE

Checks for surprise are made whenever an encounter is unexpected by at least one side. For instance, if the player characters are making a lot of noise, a monster may not have a chance to be surprised, but the characters might be, if the monster was waiting quietly.

Each side that is not already aware of the other's presence rolls 1d6. The referee rolls for monsters and one player rolls for the adventuring party as a whole. A result of 1 or 2 means the side is surprised and cannot act for one round. If both sides are surprised, there is simply a momentary confusion - neither side has any advantage. If one side is surprised but the other is not, then the side that is not surprised gains a one round advantage.

DISTANCE

The situation in which the encounter occurs often determines how far away the monster is. If there is uncertainty (for example, in the case of Wandering Monsters), the monster encountered is 2d6 × 10 feet away, moving in the direction of the party.

REACTIONS

Monsters are generally hostile when encountered by player characters, but not always. If the referee is uncertain about a monster's reaction to the player characters, they can roll 2d6 on Table 14 to determine the reaction of a group of monsters when they first encounter the player characters - this roll may be modified by the Charisma modifiers of whichever player character seems to be in charge.

NPCs generally react more positively to the player characters than monsters do - if the NPCs are not pre-inclined to be hostile to any other adventurers they encounter, then the referee should rely primarily on the roleplayed conversation between both parties to decide how the NPC party responds. Table 15 can be rolled on instead of the monster reaction table for NPC parties encountered in the dungeon. NPC parties may offer to buy or sell information about the dungeon being explored (for example, parts of maps, locations of traps, monsters, etc) for 10 to 500gp depending on the value of the information in question.

EVASION

The player characters may decide they are outmatched and flee an encounter or a monster might flee. Player characters may choose whether they chase a fleeing monster. The referee will decide if monsters chase fleeing characters by making a morale check for the monsters.

Each round, initiative is rolled as usual, and each side can move its full movement rate in its round. It is important to note that a side's movement rate in a chase is usually determined by the speed of the slowest member, although if everybody in the side wants to run at their full rate, the side may break up while fleeing, with the slower members falling behind. Burning oil or other obstacles may also slow or stop a pursuit. If the player characters flee before the fight begins then the player characters get a one-round head start. Initiative rolls are made on subsequent rounds.

If the player characters are the ones fleeing, monsters will generally pursue them until the player characters get out of their sight, at which point they will only continue to pursue if the referee rolls a 1 on 1d4. Monsters pursuing player characters also have to pass a morale check every fifth round of the chase, or give up their pursuit. If the monsters enjoy treasure, there is a 3-in-6 probability that they will stop pursuit to collect any treasure the characters drop (this can only be tried once per encounter). Hungry or less intelligent monsters may do the same if the characters drop food. If the monsters catch up to the player characters, they will attack them.

If the monsters are the ones fleeing, they will keep fleeing until the player characters catch up or they escape. The monsters escape if they turn around a corner, go through a door, enter a secret passage, or similar, out of the sight of the player characters. The player characters have one round to find the monsters, and if they fail then the monsters have escaped. Otherwise, if the monsters are chased into a dead-end, locked door, or overrun, then they will surrender.

COMBAT SEQUENCE

The sequence of actions in each round of combat is broken down as follows:

1. Characters who wish to cast a spell or perform a full retreat from melee must declare it.
2. Initiative: 1d6 is rolled by each opposing side.
3. The winner of initiative acts first:
 - (a) The referee may check Morale for monsters.
 - (b) Movements are made.
 - (c) Missile attacks are made, accounting for DEX modifiers, cover, range, and magic adjustments.
 - (d) Spells are cast and applicable saving throws are made.
 - (e) Melee combat and other actions occur; attacks are made, accounting for STR modifiers and magic adjustments.
4. Other sides act through step 3, in order of initiative.
5. When all sides of a conflict have acted, the round is over. If the combat has not come to an end, the sequence begins again at step 1.



Players can declare their actions in each stage in the sequence, but they cannot declare an action which belonged to an earlier step in the sequence. For example, a player character cannot move once missile attacks are made - the decision to move has to be made before missile attacks are made.

INITIATIVE

At the start of each round, each side rolls 1d6 to determine initiative. The side with the highest result on 1d6 acts first for that round. Other sides in a conflict will react in order from highest to lowest roll.

If initiative is a tie, each side in the tie acts at the same time. All actions are completed, unaffected by opposed actions. For example, two opponents in melee may both inflict enough damage to kill the other. As the initiative is tied, both attacks occur simultaneously, resulting in both characters being killed.

MORALE (OPTIONAL RULE)

Players may always decide whether they will fight, surrender, or run away in an encounter. The referee decides whether monsters or NPCs surrender or run away.

Monsters have a listing for morale, rated from 2 to 12, which represents how likely they are to fight or flee when in an encounter. A score of 2 means the monster never fights (unless absolutely cornered) and a score of 12 means the monster will fight until killed, with no morale check necessary in either case. Retainers also have a morale rating determined by the Charisma of the player character who recruited them, as described in [Part 1](#).

The referee rolls 2d6 and, if the roll is higher than the morale of the monster, the check is a failure and the mon-

ster will either surrender or attempt a full retreat or a fighting retreat. If the result is equal to or lower than the morale score, a monster will continue to fight. On the roll of a 12, the monster/NPC becomes a fanatic and does not need to check morale again in the same encounter.

The referee usually makes a morale check for monsters under two conditions:

1. When the side first loses a member due to death.
2. When half the side is killed or incapacitated.

Retainers signed up to work as adventurers, so are not frightened off at the first sign of danger. They only check morale in combat when confronted with extraordinary danger, for example, when they are placed in more danger than the player characters, or when they have one quarter or less of their hit points remaining.

MOVEMENT (COMBAT)

A character can move up to one third of their normal movement rate every round and can also attack (if an enemy is within that distance) or perform another action (except spell casting) during a round. Encumbrance rules still apply (see [p.16](#)).

When in melee with a foe, a combatant may only move out of melee combat by making a *fighting retreat* or a *full retreat*.

A fighting retreat allows a character to move backwards at five feet per round. The character can engage in combat again if the attacker follows them.

A full retreat occurs when a character turns and runs away at his top speed. The character making the movement forfeits attacking this round and the opponent gains a +2 bonus to all attacks against the character this round. Retreating characters cannot strike back at their attackers.

Table 16: Attack Table

Attacker	Defender Armour Class														
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Monster, up to 1 HD	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Monster, 1+ to 2 HD	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
Monster, 2+ to 3 HD	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Monster, 3+ to 4 HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
Cleric, levels 1 to 4	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Cleric, level 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Fighter, levels 1 to 3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Fighter, levels 4 to 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Magic-User, levels 1 to 5	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Thief, levels 1 to 4	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Thief, level 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Dwarf, levels 1 to 3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Dwarf, levels 4 to 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Elf, levels 1 to 3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Elf, levels 4 to 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Halfling, levels 1 to 4	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Halfling, level 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Normal Person	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20

Table 17: Missile Weapon Ranges (in feet)

	Short	Medium	Long
Long Bow	6-70	71-140	141-210
Crossbow	6-60	61-120	121-180
Short Bow	6-50	51-100	101-150
Sling	6-40	41-80	81-160
Thrown:			
Dagger	6-10	11-20	21-30
Hand Axe	6-10	11-20	21-30
Spear	6-20	21-40	41-60
Holy Water/Oil	6-10	11-30	31-50
Improvised	6-10	11-20	21-30

MISSILE ATTACKS

Missile attacks are possible when opponents are more than 5' from the attacker but within the range of the attacker's missile weapon. The player or referee rolls 1d20, modified by their Dexterity modifier. The result is compared to the appropriate attack table given in the class description in [Part 2](#) or to the combined attack table ([Table 16](#)). A +1 bonus is added if the opponent is at short range, and a -1 penalty is added if the opponent is at long range (see the ranges given in [Table 17](#)). The attacker has a penalty of -1 for each quarter of the target's body protected by cover. A further -1 penalty applies if the missile cannot penetrate the cover. A cumulative cover penalty of -5 means that the attacker cannot attempt the shot at all. Shields do not count as cover. The bonuses and penalties to missile attacks are summarized in [Table 18](#).

A result that is equal to or above the attack value corresponding to the attacker's level/Monster Hit Dice and the opponent's Armour Class results in a hit. Upon a success-

Table 18: Missile Attack Modifiers

Circumstance	Modifier
Short Range	+1
Medium Range	0
Long Range	-1
Cover (25%)	-1
Cover (50%)	-2
Cover (75%)	-3
Cover (100%)	-4
Hard Cover	-1

ful attack, damage is inflicted as per the damage listed for the weapon in [Table 7](#) (p.13).

THROWING HOLY WATER

Holy water can be thrown against undead monsters. If a vial of holy water hits, the glass breaks, and the holy water does 1d8 damage against undead.

THROWING OIL

Oil can be thrown at an opponent, and then lit on fire on the following round. The oil is thrown as any other missile weapon. If it hits, then the flask breaks and the oil covers the target. An attacker carrying a torch (or another flame) must then make a successful attack against the oil-covered opponent, rolling to hit Armour Class 9.

SPELL CASTING (COMBAT)

Spell casters can cast spells in combat. The following conditions apply:

- The caster must be able to speak and to move his or her hands, in order to bring a magic effect into being. As a result, a spell caster cannot cast spells if gagged, bound, or in an area of magical silence.
- Spell casters may take no other actions (including movement) during the same round they intend to cast a spell.
- Unless otherwise noted in a spell's description, a spell caster must have the intended target (a specific monster, character, or area of effect) within visual range.

Player characters cannot tell what spell a monster or NPC is casting just by observing it being cast, so the referee should not tell them what spells their opponents are casting.

MELEE ATTACKS

Melee attacks are possible when opponents are 5' or less from each other. The player or referee rolls 1d20, modified by their Strength modifier. This result is further modified by the circumstances given in Table 19. The result is compared to the appropriate attack table given in the class description in Part 2 or to the combined attack table (Table 16).

Table 19: Melee Attack Modifiers

Circumstance	Modifier
Attacking opponent's back	+2
Cannot see target	-4
Exhausted target	+ 2
Exhausted attacker	-2
Large monster attacking halfling	-1

A result that is equal to or above the attack value corresponding to the attacker's level/Monster Hit Dice and the opponent's Armour Class results in a hit. Upon a successful attack, damage is inflicted as per the damage listed for the weapon in Table 7 (p.13), modified by the attacker's Strength modifier.

DAMAGE

Damage should be noted as it is sustained on the character's sheet or by the referee in their notes. A character or monster reduced to 0 hit points or less is killed.

HEALING

Magical healing through the use of spells, staves, potions, or other magical items happens instantly. Player characters (and NPCs and monsters for that matter) can use magical healing during an encounter if they have a suitable spell prepared or item to hand.

Once out of the dungeon, player characters can heal 1d4 hit points per day they spend resting in town.

END OF AN ENCOUNTER

At the end of an encounter, the referee should note the monsters fought and what happened to the monsters (e.g.

killed, escaped, surrendered). These notes will help the referee award the appropriate experience at the end of the adventure (see Table 11 on p.15). The player characters may wish to search the bodies of their fallen foes for treasure and/or the surrounding area for their lair.

PART 7: MAGIC

SPELLS

Some character classes have the ability to memorize and cast magical spells. There are two types of magic spells: clerical spells, which a deity or higher power grants, and magic-user spells, which are learned by magic-users and elves through esoteric study. Clerics cannot use magic-user spells, and magic-users and elves cannot use clerical spells.

MEMORIZING SPELLS

A spell consists of a pattern of magical energy stored in a character's mind. A spell caster is able to memorize a certain number of spells of different spell levels, depending on his or her experience level. A character can memorize the same spell more than once if he or she is capable of memorizing more than one spell of the given level.

Magic-users and elves memorize spells from spell books and are thus limited to choosing from the spells in their spell book, which must be to hand.



Clerics do not study from books, but instead receive the knowledge of how to cast spells through prayer to their gods. When praying for spells, clerics have access to all spells in their spell list which they are of high enough level to cast.

All spell casters can memorize new spells after an uninterrupted night's sleep. It takes one hour to memorize all spells the character is capable of learning.

CASTING SPELLS

A memorized spell may be cast by precisely replicating the required set of hand gestures and mystical spoken words. When a spell is cast, knowledge of the spell is erased from the mind of the caster. Look up the description of the spell in Part 8 to see exactly what each spell does.

All spell casters need to be able to move their hands and speak in order to make the gestures and speak the magical phrases that bring magic effects into being. As a result, a spell caster cannot cast spells if gagged, bound, or in an area of magical silence.

REVERSIBLE SPELLS

Some spells are reversible; this is indicated in each spell's description and marked with an asterisk in each spell caster's class description.

Magic-users and elves must select the normal or reversed form of a spell when the spell is memorized. A magic-user or an elf may memorize both forms of a spell, if they are able to memorize more than one spell of the given level.

A cleric can use either form of a spell without having to pray for the different versions separately; the character may decide which version (normal or reversed) to use when the spell is cast. However, a cleric may draw dissatisfaction from their deity when casting spells (or their reversed versions) whose effects go against the deity's alignment.

USING MAGICAL ITEMS

Magical items are those which have been enchanted by a powerful wizard or magical creature, which have special properties reflected in game mechanics. Most magical items are weapons, armour, potions, rings, rods, staves, wands, or scrolls.

IDENTIFYING MAGICAL ITEMS

Most magic items are not labelled, so characters must discover their exact properties through trial and error. If they do not want to risk testing a magical item through trial and error, a player character may ask a retainer to test the magical item for them, but if the retainer tests the item (e.g. sips the potion), then they expect to be allowed to keep it.

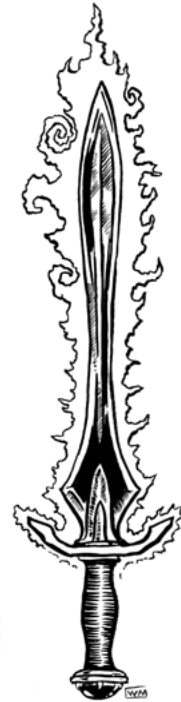
As an alternative to risky experimentation, powerful wizards may be able to identify magic items, but it can take several weeks for them to do so. Alchemists are also able to identify some items, such as potions. Non-player characters who are asked to identify an item will generally charge 100gp or more in advance to do so.

WEAPONS

Magic weapons follow the same class restrictions as normal weapons. A magic weapon has a "+" value, indicating the degree of its enchantment. This value is applied to attack and damage rolls using the weapon. Cursed weapons have the opposite effect, incurring penalties to attack and damage equal to the "-" value specified. The possessor of a cursed weapon will prefer to use this weapon in combat above any other weapon.

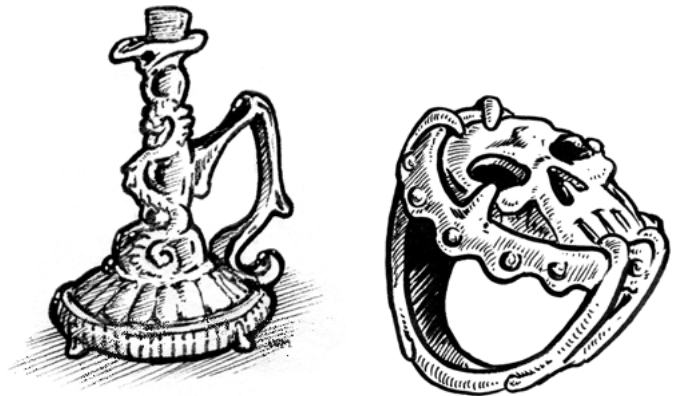
ARMOUR

Magic armour follows the same class restrictions as normal armour. A suit of magical armour has a "+" value indicating its degree of enchantment. The wearer's AC is improved (i.e. reduced) by the "+" value. Cursed armour has a "-1" value indicating the degree of penalty imposed by the curse. This penalizes the wearer's AC, thus their AC is increased by the "-" value. Magical armour weighs half of the weight of regular armour of the same type.



POTIONS

Most potions are found as a single dose, enough to affect one person. Potions usually bear no label and vary in their appearance, aroma, etc. Even two potions of the same type will differ. A potion may be identified by sampling a small amount.



RINGS

Magical rings are usable by any character class. A magical ring must be worn on a finger or thumb. It is only possible to wear two magical rings: one on each hand. If more than two are worn, none of them will function.

RODS, STAVES, OR WANDS

Rods are generally usable by characters of any class. Wands are only usable by magic-users and elves. Staves are only usable by clerics.

SCROLLS

Scrolls are pieces of parchment, imbued with potent magical writings. A scroll can contain up to three spells on it. Reading a spell from a scroll aloud casts the spell.

Some scrolls can be deciphered and read by any class (*protection* scrolls and *cursed* scrolls), while others have restrictions. Scrolls that contain magic-user spells can only be read by magic-users and elves employing the spell *read magic*. Scrolls with clerical spells can be read without special deciphering, but are usable only by clerics.

Once a scroll is used, the magical writing disappears. In the case of scrolls containing multiple spells, only the spell cast disappears. Spells cast from scrolls do not count against the spells per day that the caster is allowed.

**PART 8: SPELLS**

Presented here are the full descriptions of the spells available to clerics, magic-users, and elves. The spell list of spells actually available to each class are listed in each class description in [Part 2](#). Spells are presented here in alphabetical order for ease of reference during a play.

Each spell description includes the following:

- **Spell type and level.** Both elves and magic-users cast magic-user spells, clerics cast cleric spells. Most spells are either magic-user spells or cleric spells, but some are both.
- **Range.** Usually expressed in feet, this is the range at which the spell can be cast. Some spells have a range of touch (meaning the caster must touch the target) or apply to the caster only.
- **Duration.** The period of time for which the spell remains in effect.
- **Reversible.** Some spells can be “reversed” to have the opposite effect. Where so this is clearly marked - the spell’s description itself describes the effect of the reversed version of the spell. A spell must be specifically prepared in its reversed form to be cast in reverse. These spells are also indicated in the class spell list with an asterisk.

BLESS

Type & Level: Cleric 2

Range: 60 feet

Duration: 6 turns

Reversible: True

Allies within a 20’ square area who are not yet in melee gain a +1 bonus to attack and damage rolls and a +1 bonus to morale.

The reversed version of this spell, *Blight* causes a -1 penalty to morale checks, attacks rolls, and damage rolls of enemies within a 20’ square area. A save versus spells is allowed to resist the blight.

CHARM PERSON

Type & Level: Magic-User 1

Range: 120 feet

Duration: See description

Reversible: False

A single person must save versus spells or be charmed. The subject regards the caster as its trusted friend and ally and will come to the caster’s defence. If they share a language, the caster may give the charmed creature commands, which it will obey. Actions that the charmed creature wouldn’t ordinarily do, based on its nature or alignment, may be abstained from. An affected creature never obeys suicidal or obviously harmful orders. This spell can target humans, demi-humans, and certain human-like creatures. It does not affect animals, undead, creatures with 6 or more HD, or fantastic creatures.

The charm lasts indefinitely, but the subject is allowed to make further saves vs spells every month (if they have Intelligence 8 or below), every week (if they have Intelligence 9 to 12), or every day (if they have Intelligence 13 or above).

CLAIRVOYANCE

Type & Level: Magic-User 3

Range: 60 feet

Duration: 12 turns

Reversible: False

This spell grants the caster the ability to see through the eyes of other living creatures. To establish a clairvoyant connection with a creature, the caster must focus his or her concentration in one particular direction for one turn. After this turn, the visual perceptions of one creature within range in that direction are relayed to the caster. Once a connection has been established, the caster may choose to maintain it or to change to another subject. Clairvoyance is obstructed by a thin layer of lead or by rock of 2’ thick or greater.

CONTINUAL LIGHT

Type & Level: Magic-User 2
Range: 120 feet
Duration: Permanent
Reversible: True

This spell has three usages:

- Conjuring light in a 30' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case, the light moves with the object.
- Blinding a creature by casting the spell upon its eyes. If the target fails a saving throw versus spells, it is blinded. A blind creature cannot attack.
- Cancelling *continual darkness*.

The reversed version of this spell, *Continual Darkness*, creates a 30 foot radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like continual light, it may alternatively be used to blind creatures or to dispel a continual light spell.

CURE LIGHT WOUNDS

Type & Level: Cleric 1
Range: Touch
Duration: Permanent
Reversible: True

This spell can heal a living subject of 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum. Instead of healing hit points, the spell can cure the subject of paralysis.

The reversed version of this spell, *Cause Light Wounds*, inflicts 1d6+1 hit points of damage to a touched creature. In combat, a melee attack roll is required.

DETECT EVIL

Type & Level: Cleric 1, Magic-User 2
Range: 120 feet (cleric), 60 feet (magic-user)
Duration: 6 turns (cleric), 2 turns (magic-user)
Reversible: False

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow. This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

The referee must decide what is "evil" (which does not automatically coincide with "chaotic"). Some things that are potentially harmful, like traps, are not "evil."

DETECT INVISIBLE

Type & Level: Magic-User 2
Range: 10 feet per caster level
Duration: 6 turns
Reversible: False

Invisible creatures or items in range are revealed to the caster.

DETECT MAGIC

Type & Level: Cleric 1, Magic-User 1
Range: Caster
Duration: 2 turns
Reversible: False

Enchanted objects, areas, or creatures within 60 feet of the caster appear to the caster (alone) to glow. Both permanent and temporary enchantments are revealed.

DISPEL MAGIC

Type & Level: Magic-User 3
Range: 120 feet
Duration: Permanent
Reversible: False

Dispel magic ends ongoing spells (i.e. those with a non-instantaneous duration) within a 20' cube area. If the level of the caster of the effect to be dispelled is higher than the level of the caster of dispel magic, there is a 5% chance per level difference that the attempt to dispel will fail. Magic items are unaffected.

ESP

Type & Level: Magic-User 2
Range: 60 feet
Duration: 12 turns
Reversible: False

This spell grants the caster the ability to perceive and understand the thoughts of other living creatures. To pick up thoughts, the caster must focus their concentration in one particular direction for one turn. After this turn, the thoughts of all creatures within range in that direction can be perceived. If multiple creatures are within the range in the direction being focused on, their thoughts mingle into a confusing jumble. The caster must spend an additional turn to sort out one creature's thoughts. The caster understands the meaning of all thoughts even if they do not share the creature's language. The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

FIND TRAPS

Type & Level: Cleric 2
Range: Caster
Duration: 2 turns
Reversible: False

Trapped objects or areas within range of the cleric glow with a magical blue light. Both magical and mechanical traps are detected, however, no knowledge about the nature of the trap or how to deactivate it is granted.

FIRE BALL

Type & Level: Magic-User 3
Range: 240 feet
Duration: Instantaneous
Reversible: False

This spell conjures a streak of flame that shoots towards an area within range and detonates in a 40' diameter sphere of fire. Creatures caught in the fire ball suffer 1d6 damage per level of the caster, with a successful save versus spells indicating half damage.

**FLOATING DISC***Type & Level:* Magic-User 1*Range:* Caster*Duration:* 6 turns*Reversible:* False

The caster conjures a slightly concave, circular disc of magical force that follows them about and carries loads. The disc is 3 feet in diameter and 1 inch deep at its centre. It can hold a maximum load of 5,000 coins (500 pounds). The disc floats at waist height and remains level, floating along horizontally within spell range. When the disc winks out at the end of the spell's duration, anything it was supporting is dropped.

FLY*Type & Level:* Magic-User 3*Range:* Touch*Duration:* 1d6 turns + 1 turn/caster level*Reversible:* False

The subject gains the ability to fly with a movement rate of up to 360' (120'). Free movement in any direction is possible, including the ability to levitate and to hover in mid-air.

HASTE*Type & Level:* Magic-User 3*Range:* 240 feet*Duration:* 3 turns*Reversible:* True

4d6 creatures in a 30' radius area are enchanted to be able to move and act twice as quickly as normal. The maximum movement rates of the affected creatures are doubled, and they may make double the normal number of attacks per round. The number of spells an affected creature may cast per round is not doubled. The use of magical devices such as wands is also not doubled.

HOLD PERSON*Type & Level:* Cleric 2, Magic-User 3*Range:* 180 feet (cleric), 120 feet (magic-user)*Duration:* 9 turns (cleric), 1 turn/level (magic-user)*Reversible:* True

This spell causes one or more humans, demihumans, or humanoid monsters to be paralysed if they fail a saving throw versus spells. It may be cast against an individual, who makes their saving throw with a -2 penalty, or against a group, affecting 1d4 individuals. Humanoids of greater than 5 HD and undead are not affected.

The reversed version of this spell, *Free Person*, removes the paralysis of 1d4 victims of the *Hold Person* spell.

HOLD PORTAL*Type & Level:* Magic-User 1*Range:* 10 feet*Duration:* 2d6 turns*Reversible:* False

This spell magically holds shut a door, gate, window, or other kind of portal. A knock spell opens the held portal instantly. Creatures with at least 3 Hit Dice more than the caster can open the held portal with one round of effort.

INFRAVISION*Type & Level:* Magic-User 3*Range:* Touch*Duration:* 24 hours*Reversible:* False

The subject is able to see 60' in the dark with infravision.

INVISIBILITY*Type & Level:* Magic-User 2*Range:* 240 feet*Duration:* Permanent (until broken)*Reversible:* False

The caster or another creature or object within range becomes invisible. If cast on a creature, any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.

If the spell is cast on an object, the invisibility is permanent. Note that if a light source is made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

INVISIBILITY (10' RADIUS)

Type & Level: Magic-User 3
Range: 120 feet
Duration: Permanent (until broken)
Reversible: False

A selected creature and all creatures within 10' of it become invisible. The 10' radius area of the spell's effect moves with the chosen creature. Subjects that move more than 10' away from the chosen creature become visible. Creatures that move into the area after the spell is cast do not become invisible. Any gear a subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If a subject attacks or casts a spell, the invisibility is broken for that subject.

KNOCK

Type & Level: Magic-User 2
Range: 60 feet
Duration: See description
Reversible: False

The knock spell opens stuck, barred, or locked doors, gates, chests, and so forth. Magically held doors (for example with *hold portal*) are affected. Secret doors may be opened, but they must be known to the caster.

KNOW ALIGNMENT

Type & Level: Cleric 2
Range: Caster
Duration: 1 round
Reversible: True

The caster gains immediate knowledge of the alignment of one character, monster, object, or location within 10 feet. Most objects or locations do not have an alignment, but magic items or holy places might.

The reversed version of this spell, *Confuse Alignment*, has a duration of one turn per level of the caster, a range of touch, and has the effect of giving a false answer to any use of the *Know Alignment* spell against the target.

LEVITATE

Type & Level: Magic-User 2
Range: Caster
Duration: 6 turns + 1 turn/caster level
Reversible: False

This enchantment allows the caster to move up and down through the air. The caster mentally directs movement up or down at up to 20' per round. The spell does not allow movement from side-to-side, but the caster can push against solid objects to move sideways. A normal amount of weight can be carried while levitating.

LIGHT

Type & Level: Cleric 1, Magic-User 1
Range: 120 feet
Duration: 12 turns
Reversible: True

This spell has three usages:

- Conjuring light in a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case, the light moves with the object.
- Blinding a creature by casting the spell upon its eyes. If the target fails a saving throw versus spells, it is blinded for the duration. A blind creature cannot attack.
- Cancelling a darkness spell (see below).

The reversed version of this spell, *Darkness*, creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like light, it may alternatively be used to blind creatures or to dispel a light spell.

LIGHTNING BOLT

Type & Level: Magic-User 3
Range: 180 feet
Duration: Instantaneous
Reversible: False

A powerful stroke of electrical energy, 60' long and 5' wide, is conjured. Creatures caught in the lightning bolt suffer 1d6 damage per level of the caster, with a successful save versus spells indicating half damage. If the lightning bolt hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the caster.

LOCATE OBJECT

Type & Level: Magic-User 2
Range: 60 feet + 10 feet/caster level
Duration: 2 turns
Reversible: False

The caster can sense the direction (but not distance) of an object. This spell can be used to locate an object of a general class (e.g. a stairway, an altar, etc). In this case, the nearest object of the type is located. It can also be used to locate a specific object known to the caster. This spell cannot be used to locate creatures.

MAGIC MISSILE

Type & Level: Magic-User 1
Range: 150 feet
Duration: 1 round
Reversible: False

This spell conjures a glowing dart of energy that the caster may choose to shoot at a visible target within range. The missile hits unerringly (no attack roll or saving throw is required). The missile inflicts 1d6+1 damage.

Higher level casters may conjure more missiles: two additional missiles are conjured per five experience levels the caster has gained (i.e. three missiles at 6th-10th level, five missiles at 11th-15th level, etc). Multiple missiles may be directed at a single target.

**MIRROR IMAGE**

Type & Level: Magic-User 2
Range: Caster
Duration: 6 turns
Reversible: False

1d4 illusory duplicates of the caster appear. The mirror images look and behave exactly as the caster. Any attack (whether successful or not) on the caster will destroy one of the mirror images.

PHANTASMAL FORCE

Type & Level: Magic-User 2
Range: 240 feet
Duration: See description
Reversible: False

An illusion of the caster's choosing manifests in a 20' cube area. Three types of illusion may be created:

- An illusory monster that can be directed to attack. The monster has an Armour Class of 9 and will vanish if hit in combat.
- An illusory attack of some kind (an avalanche, a falling ceiling, a magic missile, etc). Targets who save versus spells are unaffected.
- A scene of some kind, either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Concentration is required to maintain the illusion: if the caster moves or is affected by an attack, the spell ends. Illusory monsters or attacks may appear to be harmful but no real damage is ever inflicted. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns. If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

PROTECTION FROM EVIL

Type & Level: Cleric 1, Magic-User 1
Range: Caster
Duration: 12 turns
Reversible: False

This spell wards the caster from attacks by creatures of another alignment, granting the caster a +1 bonus to saving throws against the attacks and special abilities of evil creatures, and giving evil creatures a -1 penalty to attacks against the caster.

Additionally, the spell prevents enchanted, constructed, or summoned creatures from attacking the caster in melee, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (the caster still gains the bonuses to saving throws and attack rolls mentioned above).

PROTECTION FROM EVIL 10' RADIUS

Type & Level: Magic-User 3
Range: Caster
Duration: 12 turns
Reversible: False

This spell wards the caster and all allies within 10' from attacks by creatures of another alignment, granting them a +1 bonus to saving throws against attacks or special abilities of evil creatures, and giving evil creatures a -1 penalty to attacks against the caster and their warded allies.

Additionally, the spell prevents enchanted, constructed, or summoned creatures from making melee attacks against those warded, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the bonuses to saving throws and attack rolls mentioned above).

PROTECTION FROM NORMAL MISSILES

Type & Level: Magic-User 3
Range: 30 feet
Duration: 12 turns
Reversible: False

A single subject in range is completely unharmed by small, non-magical missiles (e.g. no protection is granted against hurled boulders or enchanted arrows).

PURIFY FOOD AND WATER

Type & Level: Cleric 1
Range: 10 feet
Duration: Permanent
Reversible: False

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell may purify 6 water skins of drink, or one ration (iron or standard), or a quantity of unpreserved food for 12 human-sized beings.

READ LANGUAGES

Type & Level: Magic-User 1
Range: Caster
Duration: 2 turns
Reversible: False

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

READ MAGIC

Type & Level: Magic-User 1
Range: Caster
Duration: 1 turn
Reversible: False

By means of read magic, the caster can decipher magical inscriptions or runes. This spell can be cast on a scroll, spell book, or other object or surface inscribed with the magical writings of another magic-user/elf. The caster is then able to read (and cast from) the scroll, spell book, or inscribed object/surface at any time in the future.

REMOVE FEAR

Type & Level: Cleric 1
Range: Touch
Duration: 2 turns
Reversible: True

The creature touched is calmed and purged of fear. Magically induced fear may dispelled, but this requires the subject to make a saving throw versus spells. The save is modified by +1 per level of the cleric.

The reversed form of this spell, *Remove Fear*, will cause a target within 120' to flee for the duration unless it saves versus spells.

RESIST COLD

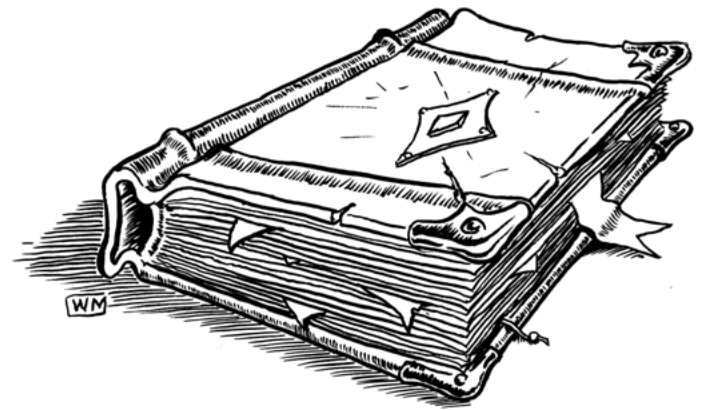
Type & Level: Cleric 1
Range: Caster
Duration: 2 turns
Reversible: True

All creatures within 30 feet of the cleric are protected from cold. They are unharmed by non-magical freezing temperatures. Protected creatures gain a +2 bonus to all saving throws versus cold-based magical or breath attacks. Cold-based damage against protected creatures is reduced by 1 point per damage die rolled, to a minimum of 1 hit point damage per die. No saving throw is possible.

RESIST FIRE

Type & Level: Cleric 2
Range: 30 feet
Duration: 2 turns
Reversible: False

A single creature is bestowed with supernatural resistance to fire. They are unharmed by non-magical heat or fire. The affected creature gains a +2 bonus to all saving throws versus fire-based magical or breath attacks. Fire-based damage against the affected creature is reduced by 1 point per damage die rolled, to a minimum of 1 hit point damage per die. No saving throw is possible.



SHIELD

Type & Level: Magic-User 1
Range: Caster
Duration: 2 turns
Reversible: False

Shield creates an invisible field of force that protects the caster, granting an AC of 2 against missile attacks and AC 4 against other attacks. Shield also grants a saving throw (vs spells) against magic missiles. A successful saving throw negates the effects of the missile.

SILENCE 15' RADIUS

Type & Level: Cleric 2
Range: 180 feet
Duration: 12 turns
Reversible: False

A 15' radius area is rendered utterly silent. Within this area, all sound is stopped and conversation and spell casting are impossible. Noise originating from outside the silenced area can be heard by those within it. Silence may be cast upon a creature, which must save versus spells. If the save fails, the 15' radius area of silence moves with the creature. If the save succeeds, the spell's effect remains stationary - the targeted creature may move out of it.

SLEEP

Type & Level: Magic-User 1
Range: 240 feet
Duration: 4d4 turns
Reversible: False

A sleep spell causes a magical slumber to come upon creatures, excluding the undead and very large creatures. The spell affects 2d8 Hit Dice worth of creatures with 4+1 Hit Dice or less within a 40' x 40' area. Creatures enchanted by this spell are helpless and can be killed instantly with a dagger, sword, or other blade. Slapping or wounding awakens an affected creature.

SNAKE CHARM

Type & Level: Cleric 2
Range: 60 feet
Duration: 1d4+1 rounds or turns
Reversible: False

One or more snakes are rendered non-hostile, rearing up and swaying to and fro but not attacking. The spell affects snakes whose total Hit Dice do not exceed the cleric's level. For example, a 7th level cleric can affect 7 HD of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1 HD snake, or any other combination. When cast on snakes that are already attacking, the spell lasts for 1d4+1 rounds. Otherwise, it lasts for 1d4+1 turns.

SPEAK WITH ANIMALS

Type & Level: Cleric 2
Range: Caster
Duration: 6 turns
Reversible: False

The cleric can communicate with one type of animal within range when the spell is cast. Ordinary animals or giant versions of ordinary animals may be targeted. The cleric can ask questions of and receive answers from animals of the chosen kind, although the spell doesn't make animals any more friendly or cooperative than normal (a reaction roll may be required). If an animal is friendly toward the cleric, it may perform some favour or service.

VENTRILOQUISM

Type & Level: Magic-User 1
Range: 60 feet
Duration: 2 turns
Reversible: False

The caster may make his or her voice appear to come from any location or source (e.g. a statue or animal) within the spell's range.

WATER BREATHING

Type & Level: Magic-User 3
Range: 30 feet
Duration: 1 day
Reversible: False

The subject can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air and grants no additional proficiency at swimming.

WEB

Type & Level: Magic-User 2
Range: 10 feet
Duration: 48 turns
Reversible: False

Web conjures a many-layered mass of strong, sticky threads, blocking a 10' cube area. Creatures caught within a web become entangled among the gluey fibers. Entangled creatures can't move, but can break free depending on their strength. This takes 2d4 turns for creatures with Strength in the normal human range (3 to 18), 4 rounds for creatures with Strength above 18, or 2 rounds for creatures with giant strength. The strands of the web are flammable and can be destroyed by fire in two rounds. All creatures caught within flaming webs suffer 1d6 points of damage from the flames.

WIZARD LOCK

Type & Level: Magic-User 2
Range: 10 feet
Duration: Permanent
Reversible: False

A wizard lock spell magically locks a door, gate, similar portal, or any item that has a lock. The magical lock is permanent, but a *knock* spell allows passage, and any magic-using character or creature of 3 levels higher than the caster of the wizard lock may pass through freely, as may the caster themselves. Bypassing a wizard lock does not destroy it.



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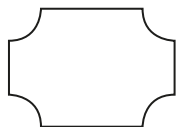
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Character's Name

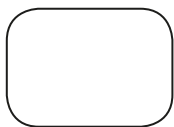
Alignment

Class

Level



Armour Class



Hit Dice



Hit Points

Portrait

Biographical Details

Age:

Gender:

Height:

Weight:

Hometown:

Coins

pp:

gp:

sp:

cp:

Experience Points

Current:

Needed for Next Level:

(Modifier for Prime Requisite:

-20% -10% 0% +5% +10%

Languages Spoken:

☐ Literate

Class Abilities, Skills, and Spells

Abilities



Strength

Adjustments

melee to hit & damage
open door rolls



Dexterity

missile to hit
Armour Class



Constitution

rolling hit dice for hit
points



Intelligence

bonus languages



Wisdom

magic-based saving
throws

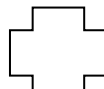


Charisma

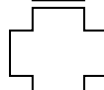
reaction rolls
retainer morale

Saving Throws

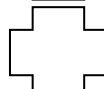
Roll equal to or above the
score listed to make your save.



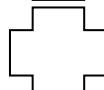
Death



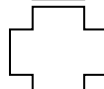
Wands



Paralysis



Breath



Spells

Attack Table

In the melee and missile boxes, write any modifiers to your rolls to hit. To attack, roll 1d20, add the
melee or missile modifier, and check the table to see the best Armour Class (AC) you hit with your roll.

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	Melee	Missile
Roll															

Equipment

Weight

Total

First Five Fantasy Roleplaying is an easy-to-master game based on the fifth introductory boxed version of the original fantasy roleplaying game. It is ideal for young players and players who are young at heart. This **Player's Guide** contains all the rules you need to play exciting dungeon adventures, through levels 1 to 5. Just add some funny shaped dice, monsters, and friends!

This book is the Player's Guide for First Five Fantasy Roleplaying. To play the game, at least one person in the group will need a copy of the complete First Five Fantasy Roleplaying rulebook, or the popular encyclopedia of rules, which is also suggested for use once your adventurers gain enough experience to move beyond the first five levels.

For Ages 11 and Up

