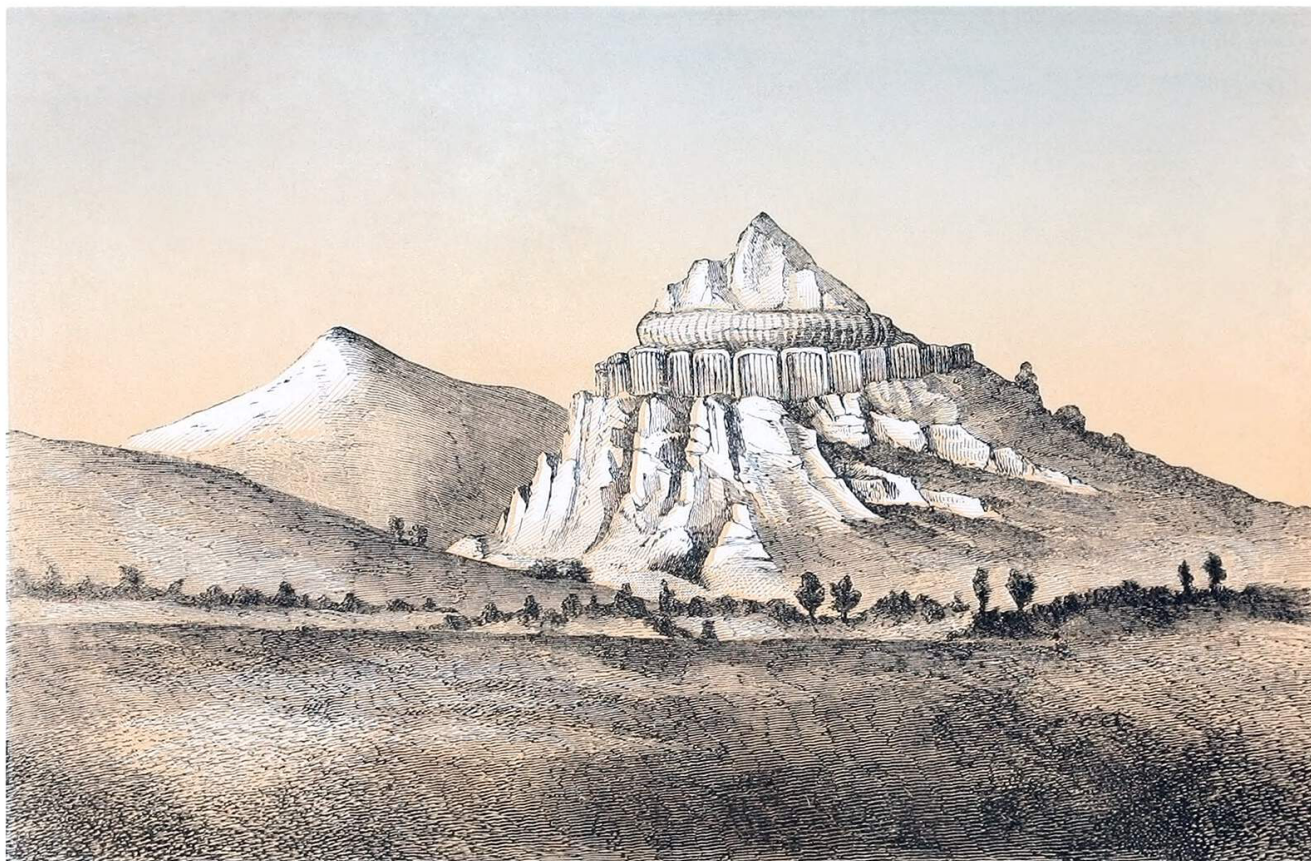




Barrows & Wights

Adventuring Guide

by Z. S. Edwardson
A bare-bones RPG in the classic 1970s style

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Version 01
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In your hands (or on your screen) is a game of imagination. Role playing grew from the wargaming hobby in the 1970s and soon exploded as a major form of entertainment. Burrows & Wights goal is to produce a version of those classic role playing games that is as simple as possible for online and over the board play. Boiling it down to the very basics and allow the referee and players to add whatever house rules they need to give the flavor they wish. This is not, was never intended to be a direct clone of any of those great systems.

What is a Role playing game? Role Playing game provide a structure for group imagination. You can play the heroic defeating dragons and feared undead like wights. You can play the moody drifter who comes into town to set things right, or you can play an anti-hero or even a simple tomb robber who wants nothing more then gain untold wealth. The limit is your imagination.

In Burrows and Wights there is a few key things to remember. One person will be the Referee, who will provide the adventure background and help adjudicate when combat or other events happen. Then you have the players, who will control player characters (PCs) who will go though the adventure and solve the issues presented, and hopefully return with wealth beyond measure. While interacting with Non-player characters (NPCs) Referee. Over time, as treasure is collected and monsters are defeated, the PCs will gain additional power to be able to solve more difficult challenges.

A number of dice is used in Burrows & Wights. Most will know of the normal six sided die (d6). In addition, 4 sided (d4), eight sided (d8), 10 sided (d10), 12 sided (d12), and 20 sided (d20) dice are used. Sometimes there will be abbreviations such as 3d6, This is asking that you roll 3 six sided dice.

There are also some key concepts that players and referees must understand. The first rule is that this is to have fun. The 2nd rule is that it is expected that the Referee of your game will have additional rules (called house rules) based on the game needs. This is a key part of the charm of the game that Role Playing Games are just as much art as a science.

However, as a player remember a few rules and you will have fun.

1. The Referee is always right.
2. Each character has a role.
3. Bringing friends (henchmen), is almost always a good option.
4. A good game session will include humor, action, tension, and adventure in equal parts.
5. Sometimes your character will die. This is a risk of adventure. The good news is that due to the simplicity of the rules, you can have a new character in five to ten minutes rejoining the action. There is also no shame in a PC buying a tavern and retiring.

The *Adventuring Guide* provides the basic bare bone rules for play of level 1-5. In addition, there are three additional publications that make up Barrows and Wights. First is the *Dungoneers Guide*, which is a larger document that provides for play from level 1-14. Second is the *Referee Guide*, intended to help Referees in their tasks. Last is the *Barrows Guide*, which provides optional material for the game.

Character generation

Steps:

1. Roll 3d6 in order to generate attribute scores.
2. Pick a class and give yourself your XP bonus and saving throw score.
3. Roll for Hit Points (roll for HP, give max HP for 1st level, and roll twice, taking the higher score are all valid ways)
4. Roll 3d6 and times it by 10, that will be the starting gold.
5. Purchase equipment
6. Calculate your AC
7. As the referee for your spells if you are a Magic User.

Congrats, name your Character and write a single sentence that describes him or her. You are now ready to play!

Attribute bonus:

Attribute Score	Bonus
3-7	-1
8-14	0
15-18	+1

Strength(STR): Determines how strong you are. STR gives bonuses to opening doors, and melee hits and damage.

Dexterity(DEX): Determine how coordinated you are. Gives bonuses to missile weapons

Intelligence(INT): Determines how book smart you are, bonus to what wizard spell levels you can use, and what AC you have.

Wisdom(WIS): Determines your common sense, gives bonuses to Saving Throws(ST) and max clerical spell level.

Constitution(CON): Determines how healthy you are, gives you a bonus for each Hit Die(HD) you earn.

Charisma(CHR): Determines How good looking and personable you are – modifies reaction rolls and how many hirelings you can have.

Saving throw(ST):

Saving throws are rolled by a d20, higher is better. Each character will have a base saving throw. For each level the PC gains, the saving throw will be lowered by 1 till it hits 4. Saving throws are modified also by what is being saved. So for example, if a character has a ST of 14, and the modifier is -2, then a roll of 12 or better on a D20 will result in the save passing.

Poison/Death ray: -2

Magic Wands: -1

Petrify/Paralysis: 0

Breath Weapons: +1

Rod/Staff/Spell: +2

Classes:

Each player character has a *class*. This defines what role they play in the game and their special abilities and limits. As a note, in Barrows & Wights, non-human races are their own class.

Fighter: Fighters can use any type of armor or weapon. They have 1d8 hit points per hit die. Base Saving throw is 14. If STR is higher then 15, the fighter gains 10% XP bonus. Fighters special skill is that they get 10% bonus XP. (In addition to any STR bonus).

XP	Level	Hit Dice	Saving Throw	H0
0	1	1d8	14	19
2000	2	2d8	13	18
4000	3	3d8	12	17
8000	4	4d8	11	16
16000	5	5d8	10	16

Cleric: Can use any type of armor, but only blunt weapons. Has 1d6 hit points per die. Base saving throw is 15. Uses clerical spells. If Wisdom is higher then 15, the cleric gains 10% XP bonus.

XP	Level	Hit dice	Saving throw	Spells	H0
0	1	1d6	15		19
2000	2	2d6	14	1x1	19
4000	3	3d6	13	2x1	18
8000	4	4d6	12	2x1 1x2	18
16000	5	5d6	11	2x1 2x2	17

Clerics can also *turn undead*. (See combat)

Magic User: User of arcane magic. Get 1d4 hit dice. Cannot wear armor, can only use daggers and staffs as weapons. Base saving throw of 15. If intelligence is over 15 gets a 10% XP bonus.

XP	Level	Hit dice	Saving throw	Spells	H0
0	1	1d4	15	1x1	19
2000	2	2d4	14	2x1	19
4000	3	3d4	13	2x1 1x2	19
8000	4	4d4	12	3x1 2x2	18
16000	5	5d4	11	3x1 2x2 1x3	18

Thief: Can wear leather armor and no sword bigger than a short sword. Cannot wear a shield. Use a 1d6 as a hit die. If dexterity is greater than 15 they get a 10% XP bonus. Base saving throw of 16.

XP	Level	Hit Dice	Saving Throw	H0
0	1	1d6	16	19
2000	2	2d6	15	19
4000	3	3d6	14	19
8000	4	4d6	13	18
16000	5	5d6	12	18

Thief skills – Thieves have special skills. Climbing Walls, Pick-pocketing (which also disarms traps), hiding in shadows, open locks, and moving silently. This is determined by rolling a d20, higher the better.

Level	Climbing	Pickpocket	Hiding	Open locks	Silent
1	4	16	18	17	15
2	3	15	17	16	14
3	2	14	16	15	13
4	1	13	15	14	12
5	1	12	14	13	11

Dwarf: Dwarves have infra-vision and can detect secret doors more easily. Dwarves minimum requirement is a Constitution of 9. They can also detect changes in elevation and slight turns inside underground passages. They cannot ride horses by themselves (can ride behind a rider) and must have custom armor made (10% markup). Dwarves get no XP bonuses. Max level is 12. Base saving throw of 15.

XP	Level	Hit Dice	Saving Throw	H0
0	1	1d8	15	19
2000	2	2d8	14	18
4000	3	3d8	13	18
8000	4	4d8	12	17
16000	5	5d8	11	17

Elves: While fay and magic using, elves are much tougher than human magic users. They can use any weapon or armor. They have infra-vision and are immune to ghoulish paralysis. They also have the ability to cast some spells as a Magic-user. However Elves progress at a slower rate than most. If an elf has charisma higher than 15 they get a 10% XP bonus. Max level is 10. Base Saving throw is 15.

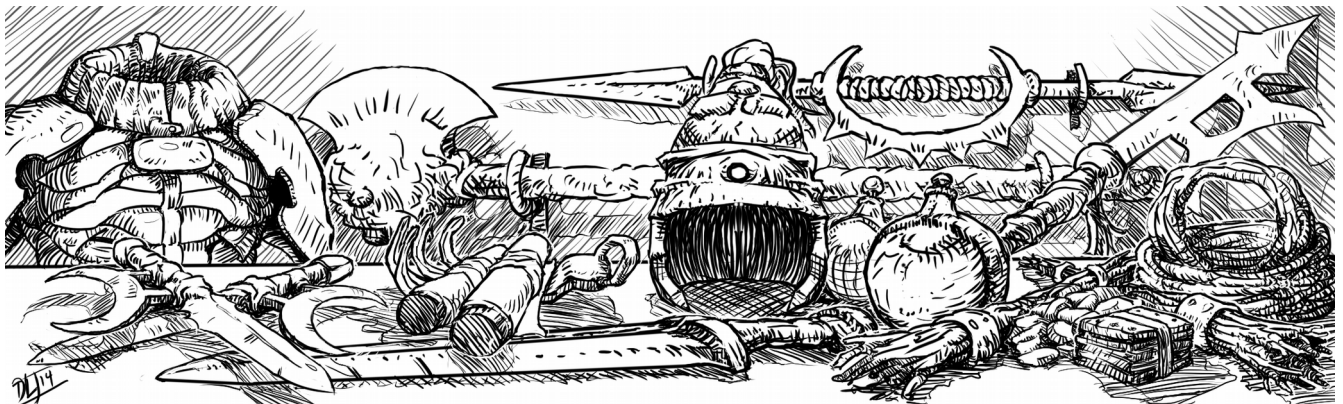
XP	Level	Hit dice	Saving throw	Spells	H0
0	1	1d6	15		19
4000	2	2d6	14	1x1	19
8000	3	3d6	13	2x1	18
16000	4	4d6	12	2x1 1x2	18
32000	5	5d6	11	3x1 2x2	17

Halflings: Small creatures of surprising abilities, they can use any armor (but must be made for halflings or human children, cost 10% extra to make) and any small weapon. They cannot use longswords, longbows, crossbows, or any two handed weapon. If outdoors they have the ability to hide on a 1-3 on a d6. In addition, they gain thief skills at 2 level below their current level (so a 4th level halfling can use the 2nd level thief skills. All missile rolls are +1. If their constitution is above 15, they get a 10% bonus in XP. Max level is 8. Base saving throw is 16.

XP	Level	Hit Dice	Saving Throw	H0
0	1	1d6	16	19
2000	2	2d6	15	18
4000	3	3d6	14	18
8000	4	4d6	13	17
16000	5	5d6	12	17

Equipment:

Generally everything is sold in gold pieces, while treasure takes many forms, most merchants charge in gold pieces. Coins can be converted at a money changer after a 10% cut. Players start with 3d6x10 gold pieces.



GENERAL ITEMS

Item	Cost (GP)
Backpack (300 coin capacity)	5
Bedroll	2
Case (scroll/map)	4
Crowbar	5
Flint and Steel	5
Garlic	10
Grappling Hook	5
Hammer	2
Holy Symbol (wood)	1
Holy Symbol (Silver)	25
Holy Water	25
Lantern	10
Lantern (Hooded)	30
Lantern Oil	1
Mirror (small steel)	5
Pole 10'	1
Rations regular (Day)	1
Rations, Iron (Day)	5
Rope (Hemp) 50 foot	1
Rope (Silk) 50 foot	10
Sack (300 coin capacity)	1
Sack (600 coin capacity)	2
Shovel	1
Spell book (Blank 100 pages)	200
Spikes (iron)	5
Torches (6)	1
Waterskin	1
Wolfsbane	10

TRANSPORTATION ITEMS

Saddle bag	10
Rowboat	100
Cart	80
Galley (Large)	30,000
Galley (Small)	10,000
Horse, draft	30
Horse, riding	50
Horse, warhorse	500
Mule	20
Raft	40
Ship (sailing)	20,000
Riverboat	5000
Wagon	160
Rickshaw	300
Saddle	25

WEAPONS, MELEE

Weapon	Damage	Cost
Battle Ax*	1d8	7
Hand Ax**	1d6	5
Short Sword	1d6-1	3
Dagger	1d4	3
Long Sword	1d6	10
Bastard Sword	1d6/2d4 (if two handed)	15
Spear**	1d6	5
Club	1d6-1	-
Morning Star	1d6	5
Mace	1d6	4
Warhammer	1d6	8
Two handed sword*	1d8	25
Staff*	1d6	4
Flail	1d6	4
Polearm*	1d8	15

*Two handed weapon

** can be used as a melee or Ranged weapon

WEAPONS, RANGED

Weapon	Damage	Range	Cost
Arrows (20)	-	-	5
Bolts (20)	-	-	5
Hand Ax	1d6	10	5
Longbow	1d6	70	40
Shortbow	1d6-1	40	25
Crossbow (heavy)	1d6+1	80	25
Crossbow (light)	1d6-1	60	15
Spear	1d6	20	5
Javelin	1d4	30	1
Sling	1d6	30	2
Silver arrow/bolt	-		5
Stones (20)	-		1
Pouch (stones)	-		1
Quiver/Case	-		20

Note: Bows shoot twice in around. Light crossbow shoots 1 time a round. Heavy crossbow shoots every other round.

ARMOR

Armor	AC adjustment	Cost
Leather Armor	-2	15
Chain Mail	-4	30
Plate Mail	-6	60
Shield	-1	10

Calculating AC:

Base armor class is 9, and goes down as it improves. Those with high intelligence (15-18) subtract an additional point. Thus a PC with chain mail, a shield, and high intelligence would have a AC of 3. (-4 from the chain mail, - 1 from the shield, and -1 from high intelligence.

Encumbrance and movement:

Base Speed is in 5 slots

160/120/90/60/30 feet per turn.

Dwarves and Halfings move down one slot.

Leather armor drops you one slot

Chain Mail drops you 2 slots.

Plate mail drops you 3 slots.

Speed doubles if you are in an area that does not need mapping. Speed triples if you are running.

Having more than 600 coin worth of treasure will drop you a slot.

Maximum treasure weight is 1800 coin, if the back and both arms are used.

Quick rules:

- Fall damage is 1d6 per 10 foot of falling.
- Most characters have a 1 in six (1 on a d6) chance of finding secret doors. Thieves and Dwarves find them in a 2 in six (1-2 on a d6) chance.
- If a starting Magic User cannot afford a 100 page black spell-book, just offer one with less pages for less.
- XP is given under the following guidelines: 1 XP for each gold piece of treasure value. 20XP for every HD of monster defeated. The Referee has the final say for any other additional bonuses or penalties in XP.
- 10 copper pieces = 1 Silver Piece, 10 Silver Piece = 1 Gold Piece. 5 Gold Piece = 1 platinum Piece

Combat

Combat has three stages: rolling for surprise, rolling for initiative, and then carrying out combat.

Surprise: If the referee deems that surprise check is needed, roll a 1d6. On a 1 you are surprised. Referee is allowed to alter that roll if the other side is quiet or set an ambush.

Initiative: all players roll a 1d10. This is the order of combat from lowest to highest. Anyone using a two handed weapon (both melee or ranged) goes at the end of the combat round. If tied, they are simultaneous. All henchmen go on a single roll, and all monsters do, unless the referee deems one a "hero" monster who gets an independent roll. Once combat initiative is set, it is not altered.

To hit and Damage.To hit.

To hit is calculated by each Hit Zero (H0) - (armor class of target) + adjustments

For example – if a fighter has a H0 of 15, and the target AC is 5, then the fighter will hit on a 10 or better.

A 1 on a d20 is always a miss. A 20 is always a hit. Men at arms and unclassed humans have a H0 of 20.

Damage:

Roll for damage based on the weapon. The Referee will tell you of any adjustments needed. A natural 20 always does max damage.

Turning Undead:

Clerics can use a holy symbol to attempt to turn the undead that are visible and within 100 feet. The player rolls 2d6 and references this chart.

Level of Cleric	<1 HD	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8-9 HD	10-15 HD	15+ HD	Demons and Specials
1	5	7	9	11	-	-	-	-	-	-	-	-
2	T	5	7	9	11	-	-	-	-	-	-	-
3	T	T	5	7	9	11	-	-	-	-	-	-
4	T	T	T	5	7	9	11	-	-	-	-	-
5	D	T	T	T	5	7	9	11	-	-	-	-

Number – roll higher to turn creatures (If passed, 2d6 HD is turned)

T – 2d6 HD of creatures are turned

D – 2d6 HD of creatures crumble to dust

If a turn undead is successful, the referee will roll 2d6 to determine how many hit dice of undead are turned. At least one undead will be turned, even if it exceeds the HD rolled to turn. Once a turn attempt on a creature has been made, the cleric cannot attempt to turn that creature again in that session.

Hirelings – Hirelings are highly recommended. Characters with a Charisma of 15+ can have 3 hirelings. Character with Charisma under 7 can have 1 hireling. All other characters can have 2 hirelings.

Most hirelings will start as level zero men at arms. They will ask for 1/2 of a share of the treasure. They are normally armed with a weapon, leather or chain armor, and sometimes a shield. After earning 500 xp, or defeating a monster or doing a great deed the referee may raise the hireling to a 1st level character. Eventually once they reach 1st level they will ask for a full share.

You can hire hirelings to also carry stuff and not fight, they will ask for ¼ of a share.

Spells: Most clerics can only do 5th level spells, clerics with a WIS of 15+ can do 6th level spells once they gain the needed level. Clerics with a WIS of below 7 can only do 4th level spells.

Most magic users and elves can only do 6th level spells. Magic users with a INT of 15+ can do 7th level spells once they gain needed levels. Magic Users with a INT of under 7 can only do 5th level spells.

Gaining spells

Clerical spells come from the gods, and thus they need just pray for them at rest and they will gain the spells as per allowed by their level.

Magic Users and Elves rest and memorize spells from spell books.

Obtaining Spells (Magic Users and Elves)

Magic Users and elves can copy a spell found on a scroll or spell book into their own spell books, which will use up the spell in that spell book or scroll. Spells unable to be cast can be inscribed into a spell book. Memorizing a spell from a spell book does not use up the spell. It takes 1 blank page per spell level to inscribe a spell into a spell book. Magic users and Elves can inscribe a spell in memory into a spell book but will need to rememorize the spell. You may wish to make a backup spell book.

- Magic scrolls can be read by Magic Users and Elves
- Clerical scrolls can be read by Clerics
- Both types of scrolls can be read by thieves of level 10 or greater.

Spell Lists: The referee can add any spell that he or she so desires into the game. The following is a basic spell list.

Clerical Spells

1st level spells

1. Cure Light Wounds*
2. Detect Evil
3. Detect Magic
4. Light*
5. Protection from Evil
6. Purify Food and Water
7. Remove Fear*
8. Resist Cold

2nd level spells

1. Bless*
2. Find Traps
3. Know Alignment
4. Hold Person
5. Resist Fire
6. Silence 15' radius
7. Snake Charm
8. Speak with Animal

Magic User and Elf Spells:

1st level spells

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light*
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

2nd level spells

1. Continual Light *
2. Detect Evil
3. Detect Invisible
4. ESP
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force
11. Web
12. Wizard Lock

3rd level spells

1. Clairvoyance 2. Dispel Magic 3. Fire Ball 4. Fly 5. Haste 6. Hold Person
7. Infravision 8. Invisibility 10'radius 9. Lightning Bolt 10. Protection/Evil 10' radius 11.
Protection/Normal Missiles 12. Water Breathing

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