

Time in Hours (h)/Distance in Miles (mi)				
Locations	Helix	Ironguard Motte	Bogtown	Old Dwarf Bridge
Helix	—	6h/15mi	12h/30mi	8h/20mi
Ironguard Motte	6h/15mi	—	6h/15mi	2h/5mi
Bogtown	12h/30mi	6h/15mi	—	4h/10mi
Old Dwarf Bridge	8h/20mi	2h/5mi	4h/10mi	—

Barrowmaze Turning Undead Table												
Undead HD	Cleric Level											
	1	2	3	4	5	6	7	8	9	10	11	12
1	8	6	4	2	T	T	D	D	D	D	D	D
2	10	8	6	4	2	T	T	D	D	D	D	D
3	12	10	8	6	4	2	T	T	D	D	D	D
4		12	10	8	6	4	2	T	T	D	D	D
5			12	10	8	6	4	2	T	T	D	D
6				12	10	8	6	4	2	T	T	D
7					12	10	8	6	4	2	T	T
8						12	10	8	6	4	2	T
9							12	10	8	6	4	2
Infernal*								12	10	8	6	4

*This category includes very powerful undead, or unholy beings such as demons.

The Barrow Mounds: Low-Level Random Encounters

Day		Night	
1	Skeletons (1d6)	1	Skeletons (2d6)
2	Zombies (1d6)	2	Zombies (2d6)
3	Tomb-Robbers (2d4+4)	3	Coffer Corpse (1d4)
4	Giant Scorpions (1d3)	4	Ghouls (2d4)
5	Giant Toads (1d6)	5	Will-O-Wisp (1)
6	Coffer Corpse (1d2)	6	Ghosts (1d3)

Breaking Down Brick Walls	
Number of Sledgehammers	Time Spent
1 Character	3 Turns
2 Characters	2 Turns
3 Characters	1 Turn



The Barrow Mounds: Mid-Level Random Encounters

Day	
1	Sons of Gaxx (2d4)
2	Ravenous Zombies (3d6)
3	Tomb-Robbers (3d4+4)
4	Barrow Harpies (3d6)
5	Wight (1d6)
6	Juju Zombies (2d4)

Night	
1	Spectral Dead (2d6)
2	Ravenous Zombies (4d6)
3	Wraith (1d4)
4	Barrow Ghast (1) & Ghouls (2d4)
5	Will-O-Wisp (1)
6	Vampire (1)

BARROWMAZE COMPLETE

Random Pit Contents

- 1-3 Empty
- 4-5 Spiked
- 6 Sloped (with closing doors)
- 7 Monster
- 8 Bottomless

All pits are 10 feet deep except for Bottomless Pits. Consult the Barrowmaze map for open and concealed pits.

Empty Pit: 1d6 points of damage per character level.

Spiked Pits: 1d6 points of damage per character level, spikes are poisoned (save or die).

Sloped Pit: Sloped pit. Ten feet at an angle and 10 feet down, pit doors close.

Monster Pit: Pit contains a monster(s). Consult the Random Encounter Table for that area of the dungeon and adjust accordingly.

Bottomless Pit: PC lost to oblivion.

Critical Fail Result

- 1 Off-balance. Make a Dex check or miss next attack
- 2 You attack, slip, and fall prone
- 3 Weapon slips and lands behind your enemy
- 4 Your helmet/headgear slips, blinded until adjusted
- 5 You cower in fear of your enemies for 1 round
- 6 Enemy gets free attack
- 7 You hit your closest ally. Dex check for half damage
- 8 You hit yourself. Make a Dex check for half damage

Runic Tablet Result

- 1 Save versus death or die.
- 2 Save versus spell or suffer curse (amnesia).
- 3 Save versus spell or suffer curse (blindness).
- 4 Save versus spell or suffer curse (insanity).
- 5 Save versus spell or suffer curse (mummy rot).
- 6 Save versus spell or suffer *Enfeeblement*.
- 7 Save versus spell or suffer *Feeblemind*.
- 8 Save versus spell or suffer Confusion.
- 9 Reader will fail their next save attempt.
- 10 *Glyph of Warding* (Fire: 10 hp/save for ½).
- 11 Tablet provides history of The Tablet of Chaos.
- 12 Tablet provides history of Nergal.
- 13 Tablet provides history of Set and Orcus.
- 14 Tablet is a partial map (Referee's choice).
- 15 Tablet is a random 3rd level magic-user spell.
- 16 Tablet is a random 3rd level cleric spell.
- 17 Reader receives a *Bless* spell.
- 18 Reader receives a *Protection from Evil* spell.
- 19 Reader will succeed on next save attempt.
- 20 Reader receives +1 to one randomly determined ability score.

Random Graffiti

- 1 The entrance sealed behind us. Cannot get out.
- 2 They are coming.
- 3 Beware the dark water.
- 4 Don't go on!
- 5 Cannot get out!
- 6 Something is following us. Beware the eyes in the dark!
- 7 Make no sound. They will seek you out.
- 8 I screwed the barmaid at The Brazen Strumpet.
- 9 Pullo was here.
- 10 Rhymes with numbers.
- 11 Gyx-yag sent us!
- 12 Beware the great minotaur.



Dungeon Restock*

- 1 Monster
- 2 Monster and Treasure
- 3-6 Empty (1 in 6 chance of concealed treasure)

*Check between player expeditions

REFEREE'S SCREEN

Simplified Movement Rates for Humans, Elves, Half-Elves, Half-Orcs*

No Armour	120/turn or 40/rd
No Armour and Treasure (300 coins)	90/turn or 30/rd
Light or Medium Armour ¹	90/turn or 30/rd
Light or Medium and Treasure (200 coins)	60/turn or 20/rd
Heavy Armour ²	60/turn or 20/rd
Heavy Armour and Treasure (100 coins)	30/turn or 10/rd

*Dwarves, Gnomes, and Halflings move 20/rd and decrease to 10/rd in Heavy Armour and Treasure (100 coins)

1. Leather, Studded Leather, or Chainmail

2. Platemail

Hirelings

Hiring Type	Rate of Pay	Treasure	XP
Torch-Bearers/Porters	5sp/day*	No	No
Man-at-arms	1gp (HU) or 3gp (DH)/day*	No	½ of PC
Henchman	n/a	Full	Full

*The first 3 day's payment must be made in advance.

Upgrading the weapon or armour of a hireling/man-at-arms/henchman, or overpaying, may increase their morale score.

Men-at-arms begin play at -2,035 experience points and henchmen begin play at zero experience points.

Adventuring Gear

	Cost		Cost
Backpack	2gp	Lock	20gp
Bedroll	1sp	Manacles	15gp
Blanket, Winter	5sp	Mirror, Small Steel	10gp
Block and Tackle	5gp	Oil (1 Pint Flask)	1sp
Bottle (Glass)	2gp	Paper (Sheet)	4sp
Caltrops (5 foot bag)	3gp	Parchment (Sheet)	2sp
Candles (10)	10cp	Pick, Miner's	3gp
Case, Map or Scroll	1gp	Pole, 10 Foot Wooden	2sp
Chalk, 1 Piece	5cp	Rations, Unpreserved/day	2sp
Chain (10 feet)	30gp	Rations, Preserved/day	5sp
Crowbar	2gp	Rope, Hemp (50 feet)	1gp
Flask (Empty)	3cp	Rope, Silk (50 feet)	10gp
Flint and Steel	2gp	Sack, Large	2sp
Garlic (3 Cloves)	5gp	Sack, Small	1sp
Grappling Hook	1gp	Spade or Shovel	2gp
Hammer	5sp	Spellbook (blank)	15gp
Hammer, Sledge	5gp	Spikes, Iron (12)	1gp
Holy Symbol, Wood	1gp	Spyglass	1,000gp
Holy Symbol, Silver	25gp	Stakes, Wood (12)	1gp
Holy Water (Flask)	25gp	Thieves' Tools	30gp
Ink (1 oz. Vial)	8gp	Torches (8)	3sp
Quill Pen	1sp	Waterskin/Wineskin	1gp
Ladder, 10 Foot	5cp	Wine (2 Pints)	1gp
Lantern	9gp	Wolfsbane	10gp



Weapons

	Cost	Damage		Cost	Damage
Axe, Battle ¹	6gp	1d8	Longbow ¹	40gp	—
Axe, Hand	1gp	1d6	Arrows (20)	5gp	1d6
Club	3gp	1d6	Mace	5gp	1d6
Crossbow, Heavy ¹	25gp	—	Mace, Heavy ¹	7gp	1d8
Heavy Bolts (10)	3gp	1d8+1	Morningstar ¹	5gp	2d4
Crossbow, Light ¹	16gp	—	Quarterstaff ¹	2gp	1d6
Light Bolts (10)	3gp	1d6	Scimitar	15gp	1d8
Dagger	3gp	1d4	Shortbow ¹	25gp	—
Dagger, Silver	30gp	1d4	Arrows (20)	5gp	1d6
Dart	5sp	1d3	Sling	2gp	—
Flail	3gp	1d6	Bullets (10)	1sp	1d4
Flail, Heavy ¹	8gp	1d8	Spear	3gp	1d6
Halberd/Glaive	7gp	1d10	Sword, Bastard ²	25gp	1d8/2d4
Hammer	1gp	1d6	Sword, Broad	10gp	1d6+1
Hammer, War ¹	7gp	1d8	Sword, Long	15gp	1d8
Javelin	1gp	1d6	Sword, Short	7gp	1d6
Lance	7gp	1d6	Sword, Two-Handed ^{1,3}	30gp	1d12
			Trident ¹	4gp	1d6

1. Two-handed weapon

2. Bastard Sword may be used one/two handed

3. Always attacks last in the round

Land Transport

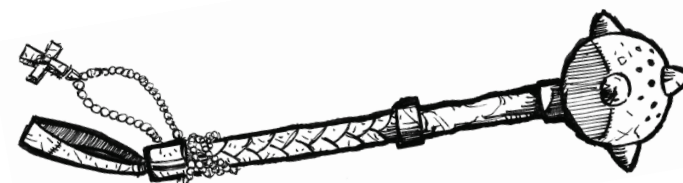
	Cost
Cart	100gp
Dog, War	25gp
Feed/Day	5cp
Horse, Riding	75gp
Horse, War	250gp
Mule	30gp
Pony	30gp
Stabling/Day	5sp
Wagon	200gp

Armour

	Cost	AC
Platemail (Heavy)	450gp	3
Chainmail (Medium)	70gp	5
Studded Leather (Light)	30gp	7
Leather (Light)	6gp	8
Shield	10gp	1
No armour	—	10

Ye Olde Fast Pack

Pack A	Pack B	Pack C
Backpack	Backpack	Backpack
4 Large Sacks	4 Large Sacks	4 Small Sacks
Lantern	6 Torches	Holy Water
2 Oil Flasks	3 Oil Flasks	Holy Symbol
Flint and Steel	Flint and Steel	Thieves' Tools
Iron Spikes (12)	10' Pole	Spellbook
Hammer, Sledge	50' Rope	Chalk
Waterskin	Waterskin	Waterskin
Rations (7)	Rations (7)	Rations (7)
Grappling Hook	Mirror	Caltrops
Manacles	Crowbar	Quill-Scroll-Ink
32gp	28gp	38gp



Missile Weapons

	Range		
	Short	Medium	Long
Modifiers*	+0	-1	-2
Bow (Long)	70'	140'	210'
Bow (Short)	50'	100'	150'
Crossbow (Heavy)	80'	160'	240'
Crossbow (Light)	60'	120'	180'
Dagger	10'	20'	30'
Dart	15'	30'	45'
Hammer/Hand Axe	10'	20'	30'
Javelin	20'	40'	60'
Spear	20'	40'	60'
Sling	40'	80'	160'

*10–15' is the universal point-blank range (+1)

