Barrows & Wights
Dungeoneers Guide

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

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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.

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

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) run by the 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 concept is that this is to have fun.   The 2nd concept 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.

Attributes

The basic attributes are numbers representing the Strength(STR), Dexterity(DEX), Intelligence(INT), Wisdom(WIS), Constitution(CON), and Charisma(CHA) of a character. Normally this is generated by rolling 3d6 for each attribute in the above order.   Players can then decide what type of character it will be.   Unlike more modern role playing games, the Attributes do not have as a direct impact on players ability so the player has a lot of freedom to decide which type of character they wish to play.

Attribute Modifiers

Barrows & Wights does not give a wide range of attribute modifiers to characters.   The following chart is used to determine the modifiers.

Attribute Roll	Description	Modifiers
3-6	Low	-1
7-14	Average	0
15-18	High	+1

Table 1: Attribute Modifiers

Strength(STR)

Strength represents how strong the character is.   It is used in general checks that require brute force, and the attribute modifies attack and damage of melee weapons.

Dexterity(DEX)

Dexterity represents how quick and sure footed the character is.   It is used in general checks that require speed or quickness, and the attribute modifies attack and damage of ranged weapons like bows.

Intelligence(INT)

Intelligence represents how book smart the character is. It is used in general checks that require quick thinking, and the attribute modifies the character armor class (AC), and helps determine what spells a wizard can use.

Wisdom(WIS)

Wisdom represents how good the judgment and insight the character has.   It is used in general checks that require judgment and self control, and the attribute modifies saving throws (ST) and what spells a cleric can cast.

Constitution(CON)

Constitution represents how healthy the character is.   It is used in general checks on health, and the attribute modifies the number of hit points per hit die (HD) you can have.

Charisma(CHA)

Charisma represents how good looking and personable the character is. It is used in general checks that interaction with others, and the attribute modifies the number of henchmen the player may have.

Saving Throw(ST)

Saving throws are rolls on a d20 to avoid a fate such as being poisoned or taking the full brunt of a dragon breath.

Hit Points(HP)

Hit points represent how much damage and injury a character can have before dying. As a character takes damage in combat, his or her hit points will be reduced. If hit points goes under zero, the character dies! If at zero, the character passes out. (Note: some referees will have a house rule on this, so please check with your referee)

Experience Points (XP)

Experience Points are points given out by obtaining treasure, killing monsters, and general role playing in the game. A guideline is one XP point per gold piece of treasure collected, plus 20 XP per HD of creatures defeated, plus any bonus the referee wishes to give. However it is up to the referee on how many XP will be granted.

Alignment

In game, the overall forces of the nature and the god(s) is represented by three alignments, Law, Chaos, and Neutrality. In general (but not always), law is viewed as "Good", Chaos as "Evil", and Neutrality as being indifferent. However referees may use an alignment structure that modifies, or completely replaces this system.

Experience Bonus

Many classes have an Experience Bonus if some conditions are met. This allows characters to gain additional XP so that they can level faster. For example, if Rusk the fighter has a 10% XP bonus, and the referee gives everyone 1000 XP for the session, Rusk will gain 1100 XP for the session.

Retirement of Characters

At some point, you may have characters that reach their maximum level. There is no set rule on what happens at this point. A character might retire to a castle, may seek to be an immortal, or the referee might make additional levels for the character to advance.

Character Classes

A Class is the archetype or role that each character plays in the overall adventuring party. In Barrows & Wights there are seven classes.   These include four human classes (Cleric, Fighter, Magic User, and Thief), and three non-human (or Demi-human) classes of Dwarf, Elf, and Halfling. If the referee so decides, additional classes can be created to allow more specific roles.

Each class has it own strong points and weak points.   A fighter can deal, (and take) more damage then other classes.   However fighters are not able to use any type of magic. A magic user is unarmored and cannot take much damage, but can unleash arcane power to great effect. There is no bad classes, and each will be able to help the party explore, gain treasure, and hopefully return to town with gold and tales to tell at the tavern table.

Cleric:

Clerics are holy men and woman dedicated to the worship of a god, alignment, or religion. Due to their spells being of a healing nature, many times clerics are the key support class. However their fighting ability is such that they can stand in the front lines if need be. Clerics are restricted to blunt weapons and the only ranged weapons allowed are oil and stones.   They start with 1d6 Hit Points, and start with a saving throw of 15.   They gain clerical spells as per the chart. Clerics have the ability to Turn Undead (See combat). If a cleric Wisdom(WIS) score is above 15, they gain a 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
32000	6	6d6	10	2x1 2x2 1x3	17
64000	7	7d6	9	3x1 2x2 2x3	16
128000	8	8d6	8	4x1 2x2 2x3 1x4	16
256000	9	9d6	7	4x1 3x2 2x3 2x4	15
350000	10	9d6+1	6	4x1 4x2 3x3 2x4 1x5	14
450000	11	9d6+2	5	5x1 4x2 3x3 2x4 2x5	13
550000	12	9d6+3	4	6x1 4x2 4x3 3x4 2x5	12
650000	13	9d6+4	4	6x1 4x2 4x3 4x4 2x5	10
750000	14	9d6+5	4	6x1 4x2 4x3 4x4 2x5 1x6	9

Fighter:

Fighters are the front line troops of most adventuring parties, they have no restrictions on armor or weapons, and start with 1d8 hit points. They start with a saving throw of 14. Fighters gain a 10% XP bonus for being a fighter, and if their Strength(STR) is higher then 15, they gain a 20% XP bonus. Fighters are unable to use spells of any kind.

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
32000	6	6d8	9	15
64000	7	7d8	8	14
128000	8	8d8	7	14
256000	9	9d8	6	13
350000	10	9d8+1	5	12
450000	11	9d8+2	4	10
550000	12	9d8+3	4	9
650000	13	9d8+4	4	8
750000	14	9d8+5	4	7

Magic User:

Magic users are the feared casters of arcane magic. They are unable to use any armor, and weapons are limited to daggers and staffs. They also only start with 1d4 hit points. If a magic user has intelligence(INT) above 15, then they receive an experience bonus of 10% They start with a saving throw of 15.

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
32000	6	6d4	10	4x1 2x2 2x3	18
64000	7	7d4	9	4x1 3x2 2x3 1x4	17
128000	8	8d4	8	4x1 3x2 2x3 2x4	17
256000	9	9d4	7	4x1 4x2 3x3 2x4 1x5	16
350000	10	9d4+1	6	4x1 4x2 3x3 2x4 2x5	15
450000	11	9d4+2	5	4x1 4x2 3x3 3x4 2x5 1x6	14
550000	12	9d4+3	4	4x1 4x2 4x3 4x4 2x5 2s6	13
650000	13	9d4+4	4	5x1 5x2 4x3 4x4 2x5 2x6 1x7	12
750000	14	9d4+5	4	5x1 5x2 4x3 4x4 2x5 2x6 2x7	10
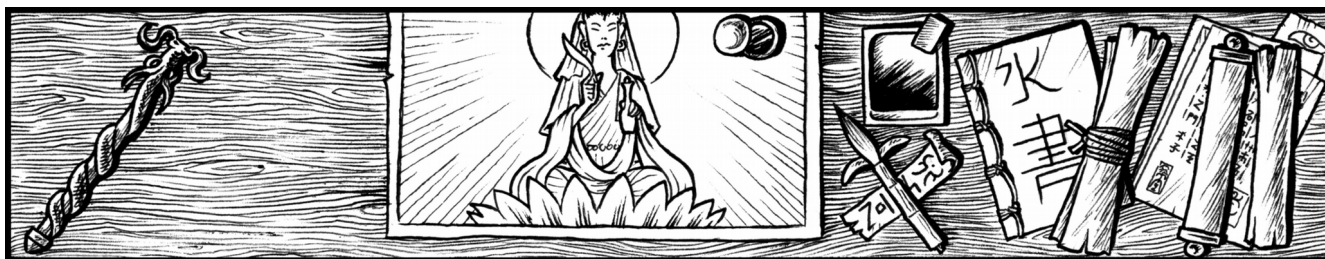
Thief:

The thief is a quick foot who not only is able to pick pockets and steal goods, but can find and disarm traps, climb walls, be very silent, and hide in the dark places of the world. They are limited to leather armor without shields, and cannot use any long or two handed melee weapons. They start with 1d6 hit points, and have a saving throw starting at 16. If the thief Dexterity is above 15, he or she gains an experience bonus of 10%.

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
32000	6	6d6	11	17
64000	7	7d6	10	17
128000	8	8d6	9	16
256000	9	9d6	8	15
350000	10	9d6+1	7	14
450000	11	9d6+2	6	13
550000	12	9d6+3	5	12
650000	13	9d6+4	4	11
750000	14	9d6+5	4	10

In addition, thieves gain thieving skills per level.   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
6	1	11	13	12	10
7	1	10	12	11	9
8	1	9	11	10	8
9	1	8	10	9	7
10	1	7	9	8	6
11	1	6	8	7	5
12	1	5	7	6	4
13	1	4	6	5	3
14	1	3	5	4	2

Dwarf:

The dwarves are an underground people who live in great cities. Due to their underground nature, they can detect slopes, rises, and slight turns in underground passages. In addition they have Infravision. They are stout fighters and able to support the front line as they are peers with fighters in fighting ability. They can use any armor or weapon. They are limited in that armor has to be made especially for their size (10% extra cost), cannot ride horses by themselves (can ride ponies or ride behind a rider). They obtain no XP bonus. They are limited to Level 12. Dwarves must have a Constitution(CON) of 9. They start with 1d8 hit points. Saving throws start at 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
32000	6	6d8	10	16
64000	7	7d8	9	15
128000	8	8d8	8	14
256000	9	9d8	7	13
350000	10	9d8+1	6	12
450000	11	9d8+2	5	11
550000	12	9d8+3	4	10

Elves:

While thin and fay, elves are not to be trifled with. Combining the abilities of fighters and magic users. While not having the same arcane power as Magic Users, or the pure toughness of fighters, they gracefully blend the two.   They have Infravision and are immune to Ghoul paralysis.   They can use any weapon or armor, and do gain the abililty to cast magic user spells.   However they gain levels at a slower pace then most.   If an elf has a charisma of greater then 15 then they gain an experience bonus of 10%. They have a maximum level limit of 10. Their saving throw starts at 15, and start with 1d6 hit points.

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
64000	6	6d6	10	3x1 2x2 1x3	17
128000	7	7d6	9	4x1 2x2 2x3	16
256000	8	8d6	8	4x1 2x2 2x3 1x4	15
350000	9	9d6	7	4x1 3x2 2x3 2x4	14
450000	10	9d6+1	6	4x1 3x2 3x3 2x4 1x5	13

Halflings:

Small creatures of surprising abilities, Halfings normally reside in peaceful rural settlements staying away from the poltics and issues of "Big folks". However when they exit their dales and shires, they end up being natural fighters and can deal with many issues that thieves can (they prefer the term burglar). They can use any armor (but must be made for halfings 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.

| 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
32000	6	6d6	11	16
64000	7	7d6	10	15
128000	8	8d6	9	14

Equipment

Equipment:

Generally most items are sold in gold pieces(GP). The gold piece is a golden coin which has gold alloyed with lesser metals, and is the main coin of society. In addition to the gold piece there is other coins, which have the following values.

- Copper Pieces (CP) are the least valuable coin, and 10 CP make one silver piece.
- Silver Pieces (SP) are the next value coin, and 10 SP make one gold piece.
- A Platinum Piece (PP) is worth five GP.
- Referees may include other coins, one of the most common being Electrum pieces, which are worth five silver pieces, or ½ a gold piece.

New characters start with 3d6x10 GP to equip a character. Treasure may be found in all sorts of coins, but merchants want gold pieces, and the local money changer will gladly exchange your coins for local gold pieces for a 10% fee.
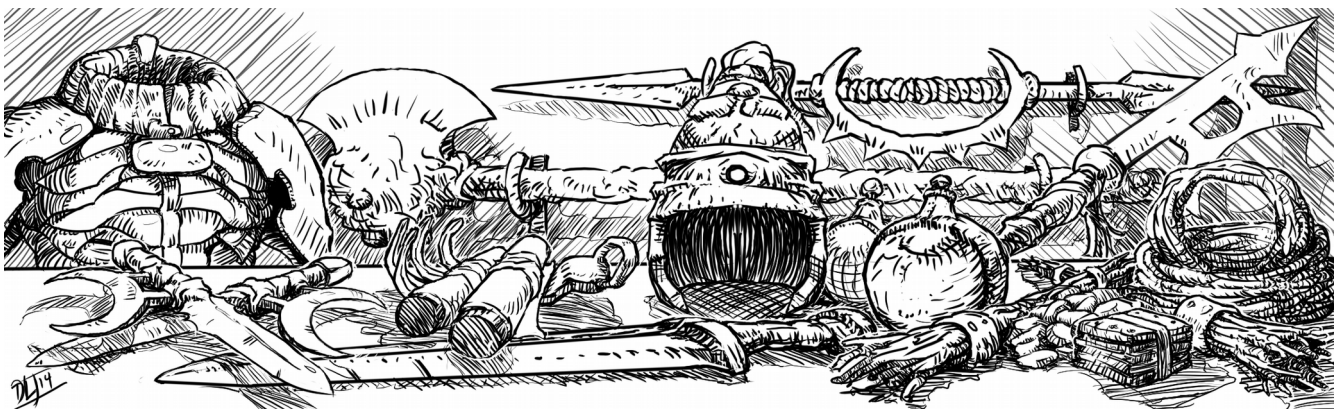
GENERAL ITEMS

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
Spellbook (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
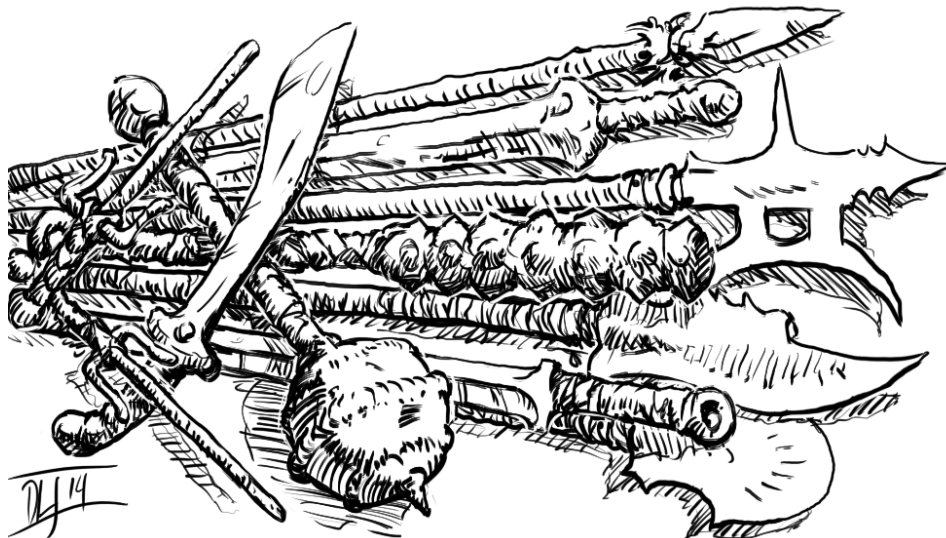
WEAPONS, MELEE

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
Javlin	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.

Combat

As the party explores the wilderness or dungeons, on occasion they will meet up with foes. Combat is not always the answer, but is always an option.   Sometimes it might be best to talk to them, or to sneak away.   Sometimes you will run away like the proverbial Monty Python knights from the holy grail.

And sometimes, you just want to put your ax in the enemy.

Combat has three stages:
- rolling for surprise
- rolling for initiative
- 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.   Sometimes you will surprise the enemy. It is also possible (and quite humorous) when BOTH side are surprised.

If one side is surprised, the other side gets a free round of action.   If both are surprised, they stare at each other for a round.

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.

Carrying out combat:

At each player turn (as determined by initiative) the player decides what they wish to do. Some of the common actions are

- Striking a foe with a weapon
- Casting a spell
- Using a magical item like a potion
- Switching a weapon
- changing position for an advantage

This is no way a complete list.

To hit and roll for damage:

To hit:

To hit is calculated by each character Hit Zero score by the following.

(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.

Note: 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.

Spells and Combat:

Spell-casters can cast spells in combat. At the start of the combat round, the player will announce that they will cast a spell. The spell will go off at their initiative.

For example: If Tomas the Mage wants to cast a spell magic missile, he will say at the start of the round that he is casting magic missile.

To cast a spell, a spell caster must be able to speak and not have his or her hands bound. In addition, the spell caster must not have been hit or otherwise disturbed in that combat round.   If a spell caster is disturbed while casting the spell, the spell fails and is lost without it being cast. Needless to say, making sure enemy spell casters are hit each round (and keeping your spell casters from being hit) is a key tactic in combat.

Spells cast from devices (such as wands, rods, and staffs) cannot be cast by a spell caster that has been hit, but will not be wasted. Scrolls however will be wasted if disturbed.
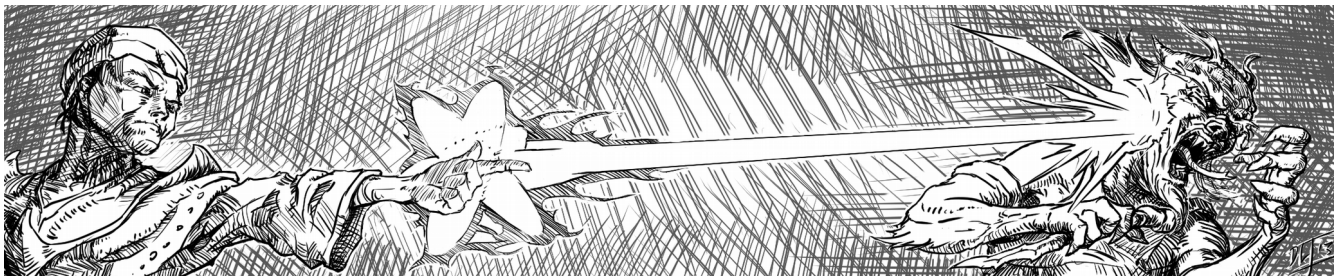
Turning Undead:

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	-	-	-	-
6	D	D	T	T	T	5	7	9	11	-	-	-
7	D	D	D	T	T	T	5	7	9	11	-	-
8	D	D	D	D	T	T	T	5	7	9	11	-
9-13	D	D	D	D	D	T	T	T	5	7	9	11
14	D	D	D	D	D	D	T	T	T	5	7	9

Number – roll higher to turn creatures
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.

Encumbrance and movement:

Base Speed is in 5 slots
160/120/90/60/30 feet per turn.

Unencumbered Characters go 160 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.

In addition

- Speed doubles if you are in an area that does not need mapping.
- Speed triples if you are running.
- Having more then 600 coin worth of treasure will drop you a slot.
- Maximum treasure weight is 1800 coin, if the back and both arms are used.

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.

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 blank spell-book, smaller spell books

can be found.

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Spells

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Spells are the stuff of magic. By the gods, or deep research in things that ought not be known, the spell caster learns how to channel arcane (magic users, elves), or divine (cleric) energies for their bidding. Clerics cannot cast arcane magic, and magic users and elves cannot cast clerical spells. (Note: referee is always right).

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 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 from

memory into a spell book but will need to rememorize the spell.

Spells must be cast from a device (such as a wand), from memory, or from a scroll.

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.

There is no rule that prohibits a magic user or elf creating a backup spellbook.

Spell Lists: The referee can add any spell that he or she so desires into the game. The following is a basic spell list. Please note that magic is a mysterious thing and your referee will have more exact wording on what each spell does.   The *Barrows Guide* includes optional quick descriptions if the referee does not have access to one of the many spell descriptions that have been produced.

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

3rd level spells

1. Continual Light* 2. Cure Disease* 3. Growth of Animals
4. Locate Object 5. Remove Curse* 6. Striking

4th level spells

1. Create Water 2. Cure Serious Wounds * 3. Neutralize Poison
4. Protection/Evil 10' radius 5. Speak with Plants 6. Sticks to Snakes

5th level spells

1. Commune 2. Create Food 3. Dispel Evil
4. Insect Plague 5. Quest* 6. Raise Dead*

6th level spells

1. Animate Objects 2. Create Undead* 3. Find the Path 4. Heal* 5. Word of Recall

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

4ᵗʰ level spells

1. Charm Monster 2. Confusion 3. Dimension Door 4. Growth of Plants 5. Hallucinatory Terrain 6.
Massmorph 7. Polymorph Others 8. Polymorph Self 9. Remove Curse * 10. Wall of Fire 11. Wall of Ice
12. Wizard Eye

5ᵗʰ level spells

1. Animate Dead 2. Cloudkill 3. Conjure Elemental 4. Contact Higher Plane 5. Feeblemind 6. Hold
Monster 7. Magic Jar 8. Pass-Wall 9. Telekinesis 10. Teleport 11. Transmute Rock to Mud * 12. Wall of
Stone

6ᵗʰ level spells

1. Anti-Magic Shell 2. Control Weather 3. Death Spell 4. Disintegrate 5. Geas* 6. Invisible Stalker
7. Lower Water 8. Move Earth 9. Part Water 10. Projected Image 11. Reincarnation 12. Stone to Flesh*

7ᵗʰ level spells

1. Banishment 2. Finger of Death 3. Hold Person, Mass 4. Phase door 5. Plane Shift 6. Prismatic Spray
7. Projected Image 8. Spell Turning

*reversible

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