



Barrows & Wights

Barrows Guide

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

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Introduction

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

All this material is optional. As a referee you may wish to have various styles of play, and this publication provides additional classes, rules, and items to guide you on crafting your very own game of Barrows & Wights.

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Optional Classes

Knight

The Knight is a sub-class of a Fighter. They have all the skills and limitations of a fighter, in addition, the Knight has taken the oath of the following.

- To serve any liege lord with valor and faith
- To protect the weaknesses
- To aid the poor, widows, and orphans
- To live with honor and glory
- To obey lawful authority
- To fight for the welfare of all.
- To avoid unfairness, deceit, and to persevere.

How a Knight follows such oath is up to them, but Wonton disregard of the oaths may result in his or her knightly order to challenge the miscreant with a trial of combat.

A knightly order is a group of knights that are dedicated to one or more specific goal(s). This can range from running a hospital to protecting a relic. 10% of a Knights income is to be tithed to the knightly order. Knights gain two major benefits. First they may reside in their orders chapter-houses at no cost. The chapter-houses will vary among orders and may also provide services to their members. Secondly, Knights move one less slot on the encumbrance chart, thus they wear plate like chain, chain like leather, and leather as no armor. A knight must have a 15 in one of the following attributes. STR, DEX, or CHA.

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

Crusader

The Crusader is a sub-class of a Knight. They have all the skills and limitations of a Knight, and is a member of a religious knightly order. In addition to their tithe to their order, they are expected to tithe an additional 10% of their income to their faith. They are also expected to be a paragon of their faith, and follow the rules of their faith, whatever they may be. In addition to access to chapter-houses and better encumbrance, the Crusader can expect to have all clerical services offered at $\frac{1}{4}$ the normal cost by clerics and priest of his or her faith, up to but not including *Raise Dead* and other great works.

Wonton disregard of his or her knightly vows will result in the knightly order demanding a trial of combat. Wonton disregard of religious edicts will result in the deity cursing the miscreant.

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

Paladin

An absolute paragon of goodness and lawfulness, the Paladin is a sub-class of the fighter. The paladin totally dedicates his or her life to the noble cause. A Paladin can take no lands, have no spouse, and must give all of his or her incomes to the poor minus minimal personal expenses. The paladin may never own more than ten magic items. Further, he/she is restricted to owning a single suit of armor, a single shield, four weapons, and only four items which do not fit into these categories. In counting weapons, weapons which intrinsically must work together, such as bows and batches of arrows are counted as a single weapon.

The Paladin must never associate with Chaotic (evil) persons if they know they are as such. In addition the paladin must never lie (but can remain silent), If the paladin is associating with neutral characters, it must be for the greater good or to defeat a great evil. While restricted, this in no way means the Paladin must be stupid or abstruse in his or her dealings.

Paladins can lay hands x1 a week, curing all illnesses and poisons. At level 3 the Paladin gains the ability to cast protection of evil x1 a day. At level 5 the Paladin gains the ability to turn undead as a cleric 4 levels below them. At level 9 a Paladin can read and use Clerical scrolls. Paladins must have STR of 15 and CHA of 15. In addition, they level more slowly then other classes.

XP	Level	Hit Dice	Saving Throw	H0
0	1	1d8	14	19
4000	2	2d8	13	18
8000	3	3d8	12	17
16000	4	4d8	11	16
32000	5	5d8	10	16
64000	6	6d8	9	15
128000	7	7d8	8	14
256000	8	8d8	7	14
350000	9	9d8	6	13
450000	10	9d8+1	5	12
550000	11	9d8+2	4	10
650000	12	9d8+3	4	9
750000	13	9d8+4	4	8
850000	14	9d8+5	4	7

Bard

A sub-class of a thief, the Bard uses his or her musical ability to aid his or her party. Each Bard will have a musical instrument that they can use to carry out their special abilities.

They can wear leather armor (no shield) and can use any single handed melee weapon. At level 1 they have the ability to play music in battle, acting like a bless spell. At level 3 they have the ability to heal all 1-3 hit points at rest by playing a song. At level five, they can cast charm person 1x a day by song. At level seven their song works as a cure light wounds while playing while the party rests. At level nine they can read magic scrolls.

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

Elf Mage

Some elves focus on the arcane, and not the physical world. They have Infravision and are immune to Ghoul paralysis. However they gain levels at a slower pace than most. If an elf has a charisma of greater than 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. They are unable to use any armor, and weapons are limited to daggers and staves.

XP	Level	Hit dice	Saving throw	Spells	H0
0	1	1d6	15	1x1	19
4000	2	2d6	14	2x1	19
8000	3	3d6	13	2x1 1x2	19
16000	4	4d6	12	3x1 2x2	18
32000	5	5d6	11	3x1 2x2 1x3	18
64000	6	6d6	10	4x1 2x2 2x3	18
128000	7	7d6	9	4x1 3x2 2x3 1x4	17
256000	8	8d6	8	4x1 3x2 2x3 2x4	17
350000	9	9d6	7	4x1 4x2 3x3 2x4 1x5	16
450000	10	9d6+1	6	4x1 4x2 3x3 2x4 2x5	15

Wood Elf

Some elves are wood elves and walk the woods of the earth and build their cities in the trees.. They have Infravision and are immune to Ghoul paralysis. However they gain levels at a slower pace than most. If an elf has a charisma of greater than 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. They are to use any armor as long as it is made out of plant or leather but not metal (referee may wish to make wood elf armor that is like chain mail but made of wood) and do not have limits on weapons. All wood elves are naturally skilled with bows and other ranged weapons (+1 to all to hit and damage rolls) and can hide outdoors like a halfling (roll of 1-3 on a d6.) In addition, they have magical abilities as a normal elf.

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

Ranger

The rangers men and woman are more at home in the wilderness then in cities or underground. They are the protectors of the wilderness and keep them safe for others. They can use any weapon and leather or chain armor. A ranger cannot have any hirelings or retainers till reaching the 9th level. They can track trails that are 5+level days old, (roll required if older, obscured, or not in the wilderness.) They can also hide like halflings (1-3 on d6). Rangers can find herbs to cure and aid the sick three times a day. (found on a roll of 1-5 on a d6, modified by vegetation). Rangers can lastly use crystal balls and other Scrying devices at name level. Rangers generally hold a fast of wilderness at name level. Rangers must have Wisdom and Strength of 14+.

XP	Level	Hit Dice	Saving Throw	H0	Special note*
0	1	2d6	14	19	
2000	2	3d6	13	18	
4000	3	4d6	12	17	CLW (Herb)
8000	4	5d6	11	16	
16000	5	6d6	10	16	
32000	6	7d6	9	15	SP (Herb)
64000	7	8d6	8	14	CSW (Herb)
128000	8	9d6	7	14	
256000	9	9d6+1	6	13	CP (Herb), Scrye
350000	10	9d6+2	5	12	
450000	11	9d6+3	4	10	
550000	12	9d6+4	4	9	
650000	13	9d6+5	4	8	
750000	14	9d8+6	4	7	

* CLW (Cure light wounds), CSW (Cure Serious Wounds), SP (Slow Poison), CP (Cure Poison)

Optional Rules

Gunnes

Some styles will want to have black-powder weapons as an option for players. This will produce a very different style of play than traditional play, but it can be useful for more than one style of play.

Dwarves and Gnomes, if the referee desires for his or her setting, may have started to develop and sell black-powder weapons, or Gunnes. Since each Gunne is generally hand made, each Gunne depending on its design will have various modifications. If referees want to make them very rare, increase all the cost by ten times. In addition, access to Gunpowder will limit these weapons.

Due to their weight, they count vs. the coin carrying capacity of the user. 1 pound is equal to 10 coins.

The base cost of a single shot handgun is 200 GP, a Rifle is 400 GP.

Base damage is 1d12

Rifle base weight is 10 lbs

Pistol base Weight is 4 lbs

Caliber

There are 4 common Calibers used in Gunnes

.36 Caliber: +2 to hit, -2 to damage. Can carry 15 per pound of shot.

.46 Caliber: +1 to hit, -1 to damage. Can carry 12 per pound of shot.

.50 Caliber: No modifier. Can Carry 10 per pound of shot.

.65 Caliber: -1 to hit, +1 to damage. Can carry 7 per pound of shot.

Length of barrel

Extra short

-2 to hit, -4 pounds (Rifle), -2 (pistol), -500 GP in cost

Short

- 1 to Hit, -2 pounds (rifle) -1 (pistol), -300 dollars in cost

Normal

No modification

Long

+1 to hit, +2 pounds (rifle) +1 (pistol), +500 GP in cost

Extra Long

+2 to hit, +4 pounds (rifle) +2 (pistol), +800 GP in cost

Rifle or Smooth-bore

Rifling will give a +2 to hit. however it adds two rounds to reloading. Rifling adds 100 GP in cost. max range is 100 feet for smoothbore, 250 for rifle (/10 for pistols)

Flintlock or Percussion cap.

Dwarven smiths prefer to use Flintlocks, while Gnomes prefer to use Percussion caps. Flint locks use a reusable flint to cause sparks to set off the Gunpowder. Percussion caps use a small cap that goes over a nipple that provides the spark, but is one time use (Thus, Percussion caps must be purchased for each shot.) Each Percussion cap costs 10 GP.

Flintlocks have a 1 in 4 chance of failure if they get wet. Cleaning and drying a flintlock takes 1 TURN. However they do not need to buy anything as long as the flint is not damaged in a critical failure.

Gunnepowder

A trade secret that controlled by a few merchants and sages, and rumored to include everything from dragon blood and powdered gemstones to rotten bread and ale. It is normally found in small bone containers with one shot worth of powder. Generally those who do know its secrets do not sell it, but it can be found in treasure. If it becomes wet, it is useless. If the person holding Gunnepowder is engulfed in flames (As in breath weapon or a fireball) they must save vs. spells or the gunpowder will go off, causing 1d6 damage per shot.

Example Guns.

Dwarven Long Rifle

.46, Xtra Long, Rifled, Flintlock
+5 to hit, 1d12-1 damage, 580 GP and weighs 14 pounds
fires every 4 rounds, range 250

Dwarven Trade Musket

.50, Normal, Smooth, Flintlock
+0 to hit, 1d12 to damage, 4000 GP, weighs 10 pounds
Fires every 2 rounds, range 100

Gnomish Hawkeye Rifle

.36, Normal, rifle, Caplock
+4 to hit, 1d12-2, 500 GP, weighs 10 pounds
fires every 4 rounds, range 250

Big Gnomy Darrenger

.65, Xshort, Smooth, Caplock
-3 to hit, 1d12+1 damage, 150 GP, 2 pounds
One shot for every 2 rounds. Range 10

Gnomish Boomsticks: At the cost of 100 gp and one shot of Gunpowder, a Gnomish gunsmith can create a “Gnomish Boomstick”. This one use gunne will shoot 16 small balls, which while inaccurate, can be very devistating at short rage. Base damage is 1d12+4, and loses one +1 every 5 feet of distance. On a to hit roll of 1, the Boomstick explodes in the shooters hand, causing 1d6 damage.

Gnomish Boomstick

One Shot

+0 to hit, 1d12+4 damage*, 100 GP+one shot of Gunpowder , 4 pounds

Double Boomstick

Two shot

+0 to hit, 1d12+4 damage*, 250 GP+two shot of Gunpowder , 6 pounds

*on a too hit roll of 1, a Gnomish Boomstick will explode, causing 1d6 damage to the shooter. The Boomstick will lose one point of damage per 5 feet. Max range is 80 feet.

Dual Classing

Sometimes a player will want to play more than one class. For example a fighter AND a magic user. It is up to the referee to decide if he or she will allow it. It may make more sense to build a custom class that fits the goals than to allow Dual classing.

Dual classes allows the character to be two classes at one time. They are giving the most leeway when it comes to restrictions, saves, and hit points. For example, a fighter/magic user would be allowed to use any armor or weapon, have 1d8 starting hit points, saves like a fighter, and spells as if a magic user. They will gain all the abilities of a 1st level character of both classes.

However, there is the following downsides. The character will have a -10% XP penalty, and will not gain a XP percentage bonus that classes sometimes gain by high ability scores. In addition, the Character will start with -2000 experience points.

Once the character has gotten to zero XP, they will decide at the start of each session which class the XP earned in that session will go to, and will level up whenever a class reaches its XP requirements. In addition, characters are still limited to their racial class limits (Humans 14, Dwarves 12, Elves 10, halflings 8) So for example, a human would max out as a level 10 fighter, level 4 magic user (or 7/7, or any other such combination)

Two handed fighting

Sometimes a player or referee will want a more cinematic style of play, such as allowing two weapons. If the referee wishes to include such style in his or her game, the following is a simple rule.

The main weapon has its normal attack rolls. The Secondary weapon has a -2 to hit and damage rolls. (The referee may wish to limit this ability, if allowed, to fighters and fighter subclasses)

Alchemy

Players producing magic items

Brief Spell Descriptions

There are dozens of spell descriptions, both long and short available to the referee. These are short descriptions for referees to allow much leeway in what happens.

Note: All targets of spells get a saving throw vs. spells unless otherwise noted if they wish to avoid the impact of the spell.

Clerical Spells

1st level spells

1. Cure Light Wounds* R: 0, D: P

Heals 1d6+1 damage.

2. Detect Evil R: 120 D: 6 turns

Detects evil and evil intentions by showing a glow. (Evil is up to referee.)

3. Detect Magic R: 60 D: 3 turns

Detects magic and enchantments by showing a glow

4. Light* R: 120 D: 12 turns

produces a 30 foot sphere of light, can be cast on items and eyes.

5. Protection from Evil R:0 D: 15 turns

Protects the caster from attacks by evil things by giving a +1 bonus on attack, damage, and saving throws.

6. Purify Food and Water R: 10 D: P

Purifies up to 12 days rations or 6 waterskins of water.

7. Remove Fear* R: 0 D: 2 turns

Removes fear on whatever being is touched.

8. Resist Cold R: 30 D: 2 turns

gives a +1 bonus per HD on damage, and a +1 on saving throws (with cold).

2nd level spells

1. Bless* R:S D: 6 Turns

Everyone allied with the caster who within 20' gains +1 on all hits, damage, and saving throws.

2. Find Traps R: 30 D: 2 turns

all traps within 30' glow.

3. Know Alignment R: 10 D: 1 round

Know the alignment of all within 10 feet.

4. **Hold Person** R: 150 D: 12 turns

Will hold 1d4 Persons. Persons are bipedal non-undead who are smaller than Ogres.

5. **Resist Fire** R: 30 D: 2 turns

gives a +1 bonus per HD on damage, and a +1 on saving throws (with fire).

6. **Silence 15' radius** R: 150 D:12 turns

15' radius will be unable to speak or make noise.

7. **Snake Charm** R: 60 D:S

Up to character level of HD of snakes can be controlled by the caster. Duration is 1d4+1 rounds in combat, 1d4+1 turns otherwise.

8. **Speak with Animal** R: 30 D: 1 turn

Lets the caster speak with all creatures (well animals), great and small. (Woof)

3rd level spells

1. **Continual Light*** R: 120 D: S

Produces a 30' sphere of light that will exist till dispelled. Can be cast on Items or eyes.

2. **Cure Disease*** R: 30 D:P

Cures disease, both normal and magical (Such as lycanthropy)

3. **Growth of Animals** R: 30 D: 12 turns

Doubles the size of an animal (Big woof)

4. **Locate Object** R: 120 D: 6 turns

Locates an object. Caster must know what it looks like. Can also find general items such as stairs or keys.

5. **Remove Curse*** R:0 D:P

Removes ONE(1) curse.

6. **Striking** R: 30 D: 1 turn

gives any weapon an additional 1d6 damage on a hit.

4th level spells

1. **Create Water** R:0 D:P

Creates 50 gallons of fresh water.

2. **Cure Serious Wounds*** R:0 D:P

Cures 2d6+2 HP of damage.

3. **Neutralize Poison** R:0 D:P

Cures someone poisoned (will revive poisoned if within 10 rounds), or neutralize the poison on one item.

4. Protection/Evil 10' radius R:10 D:12 turns
Like the first level spell, but with 10 foot radius.

5. Speak with Plants R:30 D: 1 turn
Allows the casters to speak to all plants, great and small.

6. Sticks to Snakes R: 120 D: 6 turns
Holy Moses! This turns 2d8 sticks into snakes under the command of the caster. 50% will be venomous. They become sticks if killed or spell expires.

5th level spells

1. Commune R:0 D: 3 turns.
Allows the caster to ask three yes or no questions to the Referee. Referee should be honest.

2. Create Food R:0 D:P
Creates food for 1d12+3 people/horses per level of caster. Minimum of food for 12 will be created.

3. Dispel Evil R:30 D: 1 turn
This will destroy an evil creature. If it passes its saving throw, it will flee as if turned. It will also dispel an evil location.

4. Insect Plague R:480 D: 1 Day
A 60' ball of insects is formed, and will run off creatures and humans under 3HD. The caster must not be disturbed to maintain this effect, otherwise they will disperse.

5. Quest* R:30 D:S
Causes the targeted creature to obtain a quest, which cannot be suicidal. (obtaining an item, saving a maiden, cleaning a sewer..) once the task is complete, the spell ends. Refusing the quest results in a curse till the quest is complete.

6. Raise Dead* R:0 D:P
This will raise one human or demi-human back to life. They will be at 1 hp. The body must be in existence, and the soul must not be destroyed. The body can be caster level days old.

6th level spells

1. Animate Objects R: 30 D:P
Produces an animated object that will have 4HD and a AC of 4. It will do as it is bidden by the caster.

2. Create Undead* R: 60 D:P
Creates 2d6 skeletons or zombies to do the casters bidding.

3. Find the Path R:0 D: 6 turns
Will show the shortest way to the stated location to the caster.

4. **Heal*** R:0 D:P

Heals all hit points, and removes all poisons or diseases.

5. **Word of Recall** R:0 D: instant

The caster and up to caster level companions are instantly teleported without error to the nearest temple/church/shrine of the deity.

Magic User and Elf Spells:

1st level spells

1. **Charm Person** R:120 D:S

Charms a person (Persons are bipedal non-undead who are smaller than Ogres.) Duration is 1 day for high intelligence(15-18), 1 week for average, and 1 month for low (3-6).

2. **Detect Magic** R:60 D:2 turns

Makes anything magical glow within range.

3. **Floating Disc** R:6 D:6 turns

Creates magical disk that can hold 6000 coins of weight.

4. **Hold Portal** R:10 D:1d12+4 turns

Magically holds a door closed, can be dispelled by a Knock spell, or a HD 3 or greater will break the spell in one round.

5. **Light*** See clerical spell of same name.

6. **Magic Missile** R: 120 D:I

Shoots a magical arrow that always hit its target, causing 1d6+1 damage. For every 3 levels the caster gains an additional arrow.

7. **Protection from Evil** See clerical Spell of same name.

8. **Read Languages** R:0 D:2 turns

Allows caster to READ an unknown language or code.

9. **Read Magic** R: 0 D:1 Turn

Allows the caster to read magic. Once a specific spell/runes are viewed through read magic, then the caster will be able to read it later.

10. **Shield** R:0 D:2 turns

produces a magical barrier around the caster. Caster has a AC 2 vs. Missiles and AC 4 other attacks.

11. **Sleep** R:240 D:2d12 turns

Puts 2d8 HD of creatures asleep, of 4HD or less. Lower level creatures first. Saving throw referee choice. Creatures can be awoken after (as by slaps or buckets of water.)

12. **Ventriloquism** R:60 D:2 turns

Caster can make their voice come from someplace else, like a statue or animal. Great party trick.

2nd level spells

1. **Continual Light** * See clerical spell of same name.

2. **Detect Evil** See clerical spell of same name.

3. **Detect Invisible** R:60 D:2 Turns

Detects invisible persons, creatures, and things.

4. **ESP** R:60 D:12 turns

Allows the caster to hear thoughts. Must focus on subject being listened to.

5. **Invisibility** R:240 D: 12 turns or if broken

Will make the caster or any one person or object invisible. All items held or carried by the invisible person will also be invisible. Once an attack or spell cast is made, the invisibility is broken.

6. **Knock** R:60 D:I

Opens any known door or chest. Be it by Hold portal, wizard lock, or just naturally stuck.

7. **Levitate** R:0 D:6 turns plus caster level

Allows caster to rise up or down, but not side to side. Sill can be pushed or pulled side to side. Can move 20' a round.

8. **Locate Object** See clerical spell of same name

9. **Mirror Image** R:0 D: 6 turns

produces 1d4 additional mirror images of the caster. They will do the same actions as the caster. Any attack will have a percentage chance to hit the mirror image. Any mirror image hit is dispelled.

10. **Phantasmal Force** R:120 D: Concentration

Produces an illusion of casters choice. Illusion will have AC of 9 and all the damage is "fake". (passed out instead of killed and so on.) If someone sees the illusion and passes their saving throw, it is dispelled.

11. **Web** R:10 D:50 turns

Produces a sticky web that is hard to break out of. Giant STR takes 2 rounds, normal person 2d4 TURNS. Fire will burn up web, but cause all caught in it to take 1d6 flame damage.

12. **Wizard Lock** R:10 D:P

Like hold portal, but can be used on all door or lock, and is permanent. Can be dispelled by knock, or a person or creature with 3HD more then the caster.

3rd level spells

1. **Clairvoyance** R:60 D:12 turns

Allows the Caster to see though the eyes of any single creature.

2. **Dispel Magic** R:120 D:P

Dispels any spells (But not magic items) in a 20x20x20 cube.

3. **Fire Ball** R:240 D:I

casts a 40 foot diameter fireball that does 1d6 hp of damage to all in the sphere. Save causes half damage.

4. **Fly** R:0 D: Level of Caster +1d4

Allows the caster to fly, allowing them to travel 120 per round in any direction.

5. **Haste** R:240 D:4 turns

All within a 60 foot diameter circle to go double speed (Movement, attacks, and so on). Spellcasting is not doubled however.

6. **Hold Person** See Clerical spell of same name.

7. **Infravision** R:0 D:1 day

Allows the caster to see in the dark in 60'

8. **Invisibility** 10'radius R:120 D:Special

the creature cast upon, and all within 10' of the creature have invisibility cast upon them. Duration is as per invisibility spell.

9. **Lightning Bolt** R:180 D:I

Casts a 5 foot wide lightning bolt that causes 1d6 damage per level of caster. Will bounce off of solid material. Save half damage.

10. **Protection/Evil 10'** See Clerical spell of same name.

11. **Protection/Normal Missiles** R:30 D:12 turns

Stops all non-magical missiles from hitting the target cast upon.

12. **Water Breathing** R:30 D:1 Day

Allows anyone to breath underwater. (blub blub blub blub...)

4th level spells

1. **Charm Monster** R:120 D:S

Like a charm person, except it can be cast upon any non-undead creature.

2. **Confusion** R:120 D:12 rounds

3-16 creatures in a 60 foot diameter circle will be confused. Creatures under 3 hit dice have no saving throw. Roll a 1d6 for each confused creature/person per round. On a 1-2 they will act normally, on a 3-4, they will stare and look at the pretty colors in their mind eye. On a 5-6 they will attack their own party.

3. **Dimension Door** R:10 D:I

This will move a the person or creature cast upon to a spot within 360' of the casters choice. Must be a open area.

4. Growth of Plants R:120 D:S

Causes plants to become an impassible bush of thorns. Up to 3000 square feet of plants may be made into brush. Will exist till dispelled or removed as per any other plant.

5. Hallucinatory Terrain R:120 D:S

Produces an illusion of some sort of terrain over the cast object. Will dispel as soon as a intelligent creature or being touches it.

6. Massmorph R:120 D:S

makes up to 100 creatures/beings in the range of the spell look like trees to any who look. Will remain until the creatures/beings leave the area of the spell, attack, or is dispelled.

7. Polymorph Others R:60 D:S

Turns one living creature into something else. Will have the same hit dice and cannot be more then twice the hit dice. This will change the living being into that life-form. Permanent unless dispelled.

8. Polymorph Self R:0 D:Caster Level + 1d6 turns

Turns the caster into a creature of caster choice. Gains the physical fetatures, but not the special abilities of the creature. Cannot be more HD then the level of the caster.

9. Remove Curse * See clerical spell of same name.

10. Wall of Fire R:60 D:S

Produces a wall of fire. Creatures of under 4HD cannot pass. Creatures above 4HD take 1d6 damage(twice if cold themed or undead). Can be 1200 square feet, and cannot be cast on a living being. Last as long as spell caster focuses on it.

11. Wall of Ice R:60 D:S

Produces a wall of ice. Creatures of under 4HD cannot pass. Creatures above 4HD take 1d6 damage(twice if fire themed). Can be 1200 square feet, and cannot be cast on a living being. Last as long as spell caster focuses on it.

12. Wizard Eye R:240 D:6 Turns

This spell creates an invisible eye through which the caster can see. It is the size of a real eye and has infravision. The wizard eye will float through the air but will not go through solid objects or move more than 240' away from the caster.

5th level spells

1. Animate Dead R:60 D:P

Animates up to caster level of HD of skeletons or Zombies, human or animal.

2. Cloudkill R:0 D:6 turns

Poison vapor 30 feet in diameter is produce that floats and sinks away from the caster. Anything that breaths of 5 HD or less must save vs. poison or die. Over 5HD will suffer 1 hp of damage per round as long as they are in the gas.

3. Conjure Elemental R:240 D:S

Conjures an elemental being (Fire, water, earth, air as examples) who will do the casters bidding. The caster must keep focus or the elemental will go on a rampage. The conjured elemental will serve until slain in combat, or until the magic-user orders it to its plane of origin while it is under control. The elemental can be dispelled by the dispel magic or dispel evil spells.

4. Contact Higher Plane R:0 D:S

Allows the caster to contact beings of the outer planes to ask questions. Such beings may lie, and casters risk insanity. (Referee choice on chances)

5. Feeblemind R:240 D:S

Makes an arcane magic user (magic user, elf as examples) unable to cast spells. Lasts till dispelled.

6. Hold Monster

Like a hold person spell, but for monsters.

7. Magic Jar R:30 D:S

Transfers the mind of the spell caster into an object. From this object the spell caster can try to possess a body that comes within range of the object. If the possessed is slain, the mind returns to the object. If the object is destroyed, then the caster is stuck in the body. The spell ends when the caster returns to their original body or the object is destroyed.

8. Pass-Wall R:30 D:6 rounds

Forms a hole in a wall so the caster can do his or her Kitty Pryde imitation.

9. Telekinesis R:120 D: 6 rounds

The caster may levitate and move weight of 200 coins/caster level. Material can move 20 feet per round. Caster must concentrate to move objects, but not to keep it still.

10. Teleport R:10 D:I

Transport the caster or creature to any place the caster can visualize on the casters plane of existence.

11. Transmute Rock to Mud * R:120 D:3-18 days

turns up to 3000 square feet of rock into mud. Will dry out in 3-18 days. Mud will be nearly impassible.

12. Wall of Stone R:60 D:P

Forms a stone wall of 1000 cubic feet till dispelled or broken though.

6th level spells

1. Anti-Magic Shell R:0 D:12 turns

An invisible shell forms around the caster, no magic may go in or out. (Thus, the caster will be unable to cast spells.) Lasts 12 turns or if the casters decides to drop the shell.

2. Control Weather R:0 D:concentration

The caster is able to control the outside weather in a 240 yard radius of the caster. Will impact the caster as well.

3. **Death Spell** R:240 D:I

In a cube 60 foot to a side, 4d8 creatures below 8hd must save vs. death ray or die.

4. **Disintegrate** R:60' D:I

ONE non-magical creature or object saves vs. death ray or will be disintegrated.

5. **Geas*** R:30 D:S

Forces the victim to preform an action or quest. Action must not be directly fatal. If the victim refuses, they will suffer penalties (Referee option). The spell will last until the deed is done or the caster or victim dies.

6. **Invisible Stalker** R:0 D:S

Produces an invisible stalker which will carry out one task.

7. **Lower Water** R:240 D:10 Turns

lowers 10,000 square feet of water by 50%

8. **Move Earth** R:240 D:6 turns

This will move any soil within range. Will not move stone.

9. **Part Water** R:120 D:6 turns

Creates a path though a body of water. Path is 120 long and 10 feet wide. Path ends when caster deems it or at the end of 6 turns.

10. **Projected Image** R:240 D:6 turns

Produces an image of the magic user that cannot be distinguished from the original except by touch. All spells cast will come from the projected image. Missile and spells will have no effect, but will be dispelled on any melee hit.

11. **Reincarnation** R:0 D:P

Brings back to life one character in another body. Referee determines what type of body it is. Cannot be more HD then previous existence.

12. **Stone to Flesh*** R:120 D:P

turns stone to flesh, duh.

7th level spells

1. **Banishment** R:120 D:I

target must save vs. spell or be banished from current plane of existance.

2. **Finger of Death** R:60 D:I

Target must save vs. Death Ray or be killed, with no chance to be raised from the dead barring godly intervention or a wish.

3. **Hold Person, Mass** R:60 D:2 turns

All within a cube 30 foot on a side are held as per a hold person spell.

4. Phase door R:0 D:P

Produces an invisible door to an ethereal passage that the caster can use. Must be on stone, wood, or plaster. The passage is 10 feet wide and 5 feet deep per level of caster. Can be seen by the caster or magical scrying. Can be dispelled.

5. Plane Shift R:0 D:I

Takes the caster, and anyone holding onto the caster, to another plane of existence.

6. Prismatic Spray R:60 D:I

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage
2	Orange	40 points acid damage
3	Yellow	80 points of electrical damage
4	Green	Poison (Save or die)
5	Blue	Turned to Stone
6	Indigo	Goes insane
7	Violet	Sent to another plane of existence
8	More than one	Struck by TWO rays.

7. Spell Turning R:0 D:1 turn

All spells cast at the caster are turned and impact the person casting as spell at the caster.

***reversible**

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Referee Guidance

Today the Referee has more resources than any Referee did in the 1970s. There are hundreds of publications that provide additional monsters, treasures, and boxed adventures to run. However far too many miss a key point.

Role playing as it core is making your own variation of the game. Not only can you, but you should be encouraged to change or add concepts and make it your own thing. Many times the rules that have come after the first set of rules are just house rules made into a system. I will be first to say that the same could be said of Burrows & Wights. If you have a concept that you want to include your game that not in this rules, only you are stopping it from being added.

That said, I will go over a few items – I will go over the philosophy of being a referee (from someone who done it for twenty five years), I will go over how to add new classes, items, and monsters to the game that come from your imagination. Recall, Burrow & Wights was designed more as giving you a canvas to pain your own painting, and not a paint by numbers system that produces the same result every time.

Philosophy of being a Referee

Imagine if you had a novelist who allows his or her readers to write there own plot to the story. That is very much how being a Referee will feel like. You set the scene and then press the play button, and you with your players enjoy themselves as it grows into your campaign. Do not fret if players do not do what you expect! It can be deeply frustrating that you will generate material and adventures that your players will never discover. This can range from the simple (One set of players exploring a dungeon never discovered since they never went into that direction.) to the major (Players never figured out the entire imperial family of a campaign were poly-morphed dragons who where secretly ruling those pesky humans.)

Each set of players will have expectations of the level of sandbox the setting will be, and a you as a Referee role is to find that sweet spot with your players. A good place to start is allow players freedom but give them some “adventure hooks” such as rumors heard in a tavern or more direct offers. Many times it best to give more then one hook to an adventure, as it gives the players more of an impression that they chose to do the adventure then railroading them.

When building a campaign world, it can be tempting to build a entire world. Many times starting small and buiding out one town or a few interconnected areas and allowing the organic growth not only leads to a better campaign and campaign world, it will not cause the referee to burn out.

The last note deals with difficulty of encounters. If an encounter is too weak to challenge the players, then it will be boring to the players. If the players fight smart, have no chance to withdraw, and have good dice roles and still die, your players will not have fun at all.

However if you have a range of encounters where they have to fight smart and they know that poor roles might be the end of them, win or lose they will love the encounter.