

Barrows & Wights

by Z. S. Edwardson

A bare-bones RPG in the classic 1970s style

Version 04
Burrows & Wights
Reference Guide
By Z.S. Edwardson

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 give you a feel of those early 1970 classic role playing system(s) while at the same time stripping away some of the more obscure rules. The goal being that it is much more simple to add a rule then to remove it. This is not a direct clone of any one of the systems, instead it takes the concepts and builds a simple structure to build your own flavor of a 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) 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.

Lastly, this is intended as a reference document that gives data and some ideas to those who already know the role playing game and it systems. Perhaps later I will make a beginner box for new players that gives more detail on things that these rules assume you understand.

Character sheet: This should be able to fit on a single sheet, or even a index card if using both sides. All the items are of the traditional sort except for H0 – which stands for Hit Zero, or your ability to hit something with an Armor Class (AC) of Zero.

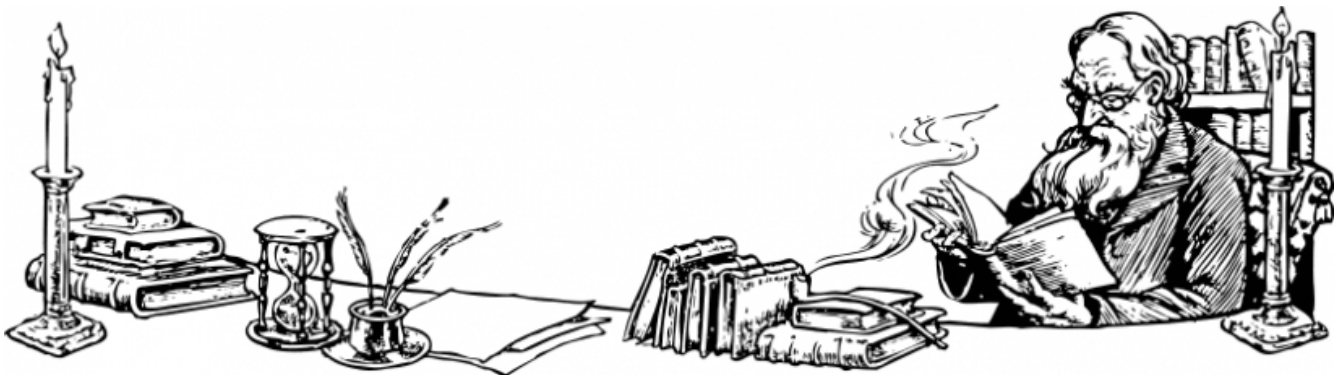
Str:
Dex:
Int:
Wis:
Con:
Chr:
Class:
HP:
H0:
XP:
XP bonus:
Gold:
Equipment:
Saving Throw:
Weapon:
Armor class:
Spells:

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: if the score is above a 15, it gives a +1 to related rolls. If it is under 7 then it causes a -1 penalty.

Strength – determines how strong you are. STR gives bonuses to opening doors, and melee hits and damage.

Dexterity – determine how coordinated you are. Gives bonuses to missile weapons

Intelligence - determines how book smart you are, bonus to what wizard spell levels you can use, and what AC you have.

Wisdom – determines your common sense – gives bonuses to Saving throws and max clerical spell level.

Constitution – how healthy you are, gives you a bonus for each Hit die you earn.

Charisma – How good looking and personable you are – modifies reaction rolls and how many hirelings you can have.

Saving throw: 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.

Poison/Death ray -2 (thus if the saving throw is 14, it only requires a 12).

Magic Wands – 1

Petrify/paralysis 0

Breath weapons +1

rod/staff/spell +2

Saving throws are rolled by a d20, higher is better.

Classes:

Fighter – can use any type of armor or weapon. Has 1d8 hit points per die. Base saving throw is 14. Cannot use spells of any type. 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
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

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 than 15, the cleric gains 10% XP bonus. Max Level is 14.

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

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 staves as weapons. If intelligence is over 15 gets a 10% XP bonus. Max level is 14

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 – Can wear leather armor and no sword bigger than a short sword. Cannot wear a shield. Use a 1d6 as a hit die. If Dex is greater than 15 they get a 10% XP bonus. Max level is 14.

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
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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
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

Demi-humans

In addition to the 4 human classes, there are 3 demi-human races – dwarves, elves, and halflings.

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.

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 fay and magic using, they 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.

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, 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.

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:

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.

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:

$9 - (\text{Adjustment do to armor}) - (\text{Intelligence adjustment}) = \text{AC}$

Lower is better.

Encumbrance and movement:

Base Speed is 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 then 600 coin worth of treasure will drop you a slot.

Maximum treasure weight is 1800, 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.

- At level 9 (and level 8 for halfings) the player character becomes a "Name" character, which allows them to build a castle (or temple, magic tower, thieves guild, ect) and forever enshrines them in the ongoing campaign lore and history.

- 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 refree 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.

Monsters H0 is based on HD.

< 1 hit dice monsters have a H0 of 20.

1 hit dice monsters have a H0 of 19

and for every HD after the H0 is reduced by one.

A 1 on a d20 is always a miss. A 20 is always a hit. Men at arms 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	-	-	-	-
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.

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 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 into a spellbook but will need to memorize the spell.

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

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

Monsters

Here is just a basic sampling of monster. The Referee should be creative in creating new monsters, and find many monster lists available for classic Role playing. For example, there nothing that prevents the referee to make a monster (say vampires) not by the book. Below is a list of 60 common monsters to be found in adventures.

Animated Object

Ape

Balrog

Basilisk

Black Pudding

Centaur

Chimera

Cockatrice

Djinn

Dragon

Dryad

Dwarf

Efreet

Elemental

Elf

Ent

Gargoyle

Ghoul

Gnoll

Giant

Gnome

Goblin

Gorgan

Grey Ooze
Green Slime
Griffon
Halfling
Hippogriff
Hobgoblin
Hydra
Horse
Insect or small animal
Invisible Stalker
Kobold
Lizard Man
Lycanthrope
Man
Manicore
Medusa
Merfolk
Minotour
Mummy
Nixie
Ochre Jelly
Ogre
Orc
Pegasus
Pixie
Purple Worm
Roc
Sea Monster
Spector
Troll
Unicorn
Vampire
Wight
Wrath
Wyvern
Yellow Mold
Zombie

Treasure

Treasure can be many things, ranging from expensive paintings, magical items, to the common copper coins of the realms. Treasure can be manually placed by the referee or using random treasure tables to generate treasure. One way is to generate a horde per dungeon level, then randomly generate treasure per level.

An example would be that in 50% of monster locations and 1 in 6 empty and trap locations that a treasure is to be placed.

Level	Silver	Gold	Gems	Magic
1	100xd6	10xd6	5% (1d6)	5%
2-3	100xd12	100xd6	10% (1d6)	5%
4-5	1000xd6	200xd6	20% (1d6)	10%
6-7	2000xd6	500xd6	30% (1d6)	15%
8-9	5000xd6	1000xd6	40% (1d12)	20%
10-12	5000xd6	2000xd6	50% (1d12)	25%
13+	10,000xd6	5000xd6	50% (1d12)	30%

Note: Silver is always found, gold 50% of the time, Gems and Magic as per the percentage.

Magic Items

Roll a 1d100 per item. On a 1-75 it will be a magic item. On 76-100 is a treasure map. If it is a treasure map, roll a 1d100. On a roll of 1-60 it will be a Treasure map. On a roll of 61-90 it will be a magic item map. On a roll of 90-100 it is treasure and magic item map.

Treasure map

Roll 1d8	Treasure
1	(1d4+1) x 10,000 SP
2	1d6 x 1,000 GP
3	1 & 2
4	1 plus 2-20 gems
5	2 plus 3-36 gems
6	3 plus 3-36 gems
7	3d100 gems
8	3 & 7

Magic Item Map

Roll 1d8	Magic Items
1	1 item, not a potion or scroll
2	2 items
3	3 items, no swords
4	3 items
5	3 items, and a potion
6	3 items and a scroll
7	4 items and a potion

8	5 items, one is scroll and one is potion
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Note, all map locations will be protected by a powerful monster protecting it.

Magic Items

1d100	Item
1-25	Potion
26-30	Rings
31-50	Scrolls
51-55	Wands/Staves
56-60	Misc Magic
61-75	Armor
76-80	Misc Weapons
81-00	Sword

Treasure Horde

Roll 1d10	1000's of CP	1000's of SP	1000's of GP	Gems	Magic and Maps
1	25% (1-6)	30% (1-6)	25% (2-12)	50% (3-36)	40% (1-3)
2	20% (1-4)	20% (1-4)	30% (1-6)	20% (10-40)	60% (1-6)
3	50% (1-8)	25% (1-6)	30% (1-3)	25% (1-6)	10% (1)
4	10% (1-12)	30% (1-4)	-	25% (1-4)	10% (1)
5	40% (1-4)	15% (1-12)	60% (1-6)	30% (1-8)	15% (1-2)
6	5% (1-10)	30% (1-12)	25% (1-8)	10% (1-10)	20% (1-3)
7	-	10% (2-20)	45% (1-12)	20% (2-24)	10% (1)
8	-	-	75% (10-40)	10% (3-18)	20% (1)
9	15% (2-24)	50% (1-100)	75% (10-60)	10% (1-100)	10% (1)
10	-	-	-	40% (2d12)	10% (1-3)

Gems Value

Roll 1d100	Base Value
1-10	10
11-25	50
26-70	100

71-90	500
91-100	1000

Roll on this table for base value. For each gem (or group of five gems in large gem hordes) roll a 1d6. On a 1 the gem is upgraded to the next higher class. Classes above 1000 are 5000, 10000, 25000, 50000, 100000, and 500000. If upgraded, you check again to see if it is in the next higher class.

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.

Making your own classes

It is quite simple (and reasonable) to say that the classes that are included in Burrows & Wights are all that are needed for the game. If someone wanted to play a barbarian, they could just play a barbarian while using the fighter class. However many players and referees would prefer to make their own classes. This section will go over how to make a working class for Burrows & Wights.

Some classes are simple, if someone wanted to play a elf who focused solely on magic, simply removing their ability to use armor and weapons of a fighter and give them a Magic User spells would be a reasonable class. A barbarian could be a fighter limited to leather armor with some sort of “blood lust” or berserker rule.

However in this example we will build a class from scratch so that you can get full understanding of what goes into a class. The first and only real requirement is that there is a growth of power and ability as the class gains experience and levels. However a class with great powers and no limits causes that class to be overpowered, and in the end will become less entertaining and the best parties are when you have a mix of classes. So it is best to limit the power of a class by some method. This can range from minimum attributes, limits on weapon or armor use, other restrictions, or taking more experience to gain levels.

For the example we are going to be building a Ranger class. The Ranger Class is a popular class (or sub-class) of fighters inspired by some of the classic characters of fantasy fiction. Looking at the fiction that inspires the class, we can see a few advantages that are notable.

First that Rangers at home in the wilderness, and can walk for long distances without rest and can track people and animals through the wilderness. They can heal people (many times by knowing herb lore), and also delay or cure poisons. They are some of the best fighters using both melee and ranged weapons. They can hide in the wilderness. They are loners, working by themselves or with small groups. They can also use crystal balls and the like for scrying. Lastly, they are noted as being very tough.

That will give us a framework to work with. Since the fighter is the closest class to a ranger, we will start with the Fighter class. Now lets add things that make the ranger a ranger! Note, feel free to change anything to fit your campaign

Good points:

Tracking – A Ranger can generally track trails that are less then 5+level days old, the referee can require a roll if the trail is not in the wildenerness, obscured or older then 5+level days.

Hiding – a ranger can hide in the wilderness on a roll of 1-3 on a d6.

Healing – A ranger at 3th level can find herbs to heal light wounds (As per clerical spell). At 6th level the ranger can find herbs to slow poison. At 7th level a ranger can find herbs to cure serious wounds. At 9th level the ranger can use herbs to cure poison. (Roll a 1-5 on a d6 to find herbs, modified for any lack of vegetation.)

A 9th level ranger can use crystal balls and other scrying devices.
 Rangers start tougher than most, so they start with 2 HD of hit points.

Bad Points:

Loners: until the 9th level, the Ranger cannot have any sort of hirelings or retainers.

Now looking at the class, there are many more good points than bad points. So it would be best that we balance it out with some more weaknesses.

Armor limitation: Rangers can only use chain mail or leather armor.

Hit Dice: unlike the fighter d8 hit die, the ranger uses a d6 hit die.

Minimum attribute: Rangers must have wisdom and Strength of greater than 13.

Herbs can only be found 3x a day.

No XP bonus

you could easily do other weaknesses, you could have increased the amount of XP required per level, you could have altered the weapons allowed, but this is just one interpretation. As a referee it is your job (and your enjoyment) to decide if you wish to borrow another idea or create your own.

Here is the Ranger class completed.

Class: Ranger

The rangers men and woman are more at home in the wilderness than 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)

Making your own magic items

What can be made as a magic item is only limited by your imagination. It can be something that has no in game effect (for example, a hair comb that turns hair red for a day), but still has XP and gold value, to items that very much have in game value. There are dozens of books and publications that have dozens of magical items for you to add to your campaign, so this section will focus in on how to make a bland magic item more magical.

A common magic item is a +1 sword. Most campaigns will at some point have a +1 magic sword to give out, to the point that players may go “O, it just a +1 magic sword.”. Instead with using a little imagination, you can make it something more then just a +1 sword. There are many ways to do this, and I will go over looks, history, slight modifications, and odd magical properties.

One of the easiest ways to make a sword more then a sword is give it an evocative description.

Bland: a +1 longsword

Better: The sword is a long sword with color brands swirling in the metal, and a large red gemstone in the hilt. (Or you can call it damascus (or a city in your campaign) steel!)

Another way is add some history to it.

Sword description: This is a magical sword that is a long sword with a large red gemstone in the hilt, the metal has color brands that change color in the light. It is called Namchunk, and was made for, and wielded by Thagfar the Grey 200 years ago.

Now this is getting to be a much better sword, even if it still “Just” a +1 sword. It has a name, it has a history, the player can see it in his or her mind eye what it might look like. Now we can add something special to it to finalize the sword status.

Sword description: This is a magical sword that is a long sword with a large red gemstone in the hilt, the metal has color brands that change color in the light. It is called Namchunk, and was made for, and wielded by Thagfar the Grey 200 years ago. It is a +1 to hit, +1 to damage, and is +3 vs Werebears, the bane of Thagfar the Grey.

Now, not only do you have something that is a deeply unique weapon, you added a little bit of of your campaign history. The players might want to find out more about Thagfar the Grey, who was he, what did he do. And that might lead to a new adventure.

Making a Monster

For many, the monsters of Role playing is a art into itself. There are hundreds of publications adding new monsters, and a Referee can easily stock unlimited campaigns with the many creatures of the dark and light that have been created since the 1970s, some inspired by classics, and some from the imagination of players and referees. Do not be afraid to make your own spin on monsters. Have Vampires that keep their skills of their previous undead life, have mummies give out mummy curses, create new horrors for your players to fight. If Orcs are 1 HD monsters, there nothing preventing you from giving the Orc leader 4 HD and better AC.

Spells- monsters-and treasure details– can be selected from any number of free or paid versions of the classic RPG game.