



# Barrows & Wights

## Dungeoneers Guide

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

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

The *Dungeons Guide* provides the rules for play of level 1-14. In addition, there are three additional publications that make up Burrows 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 2<sup>nd</sup> 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 its own strong points and weak points. A fighter can deal, (and take) more damage than 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.

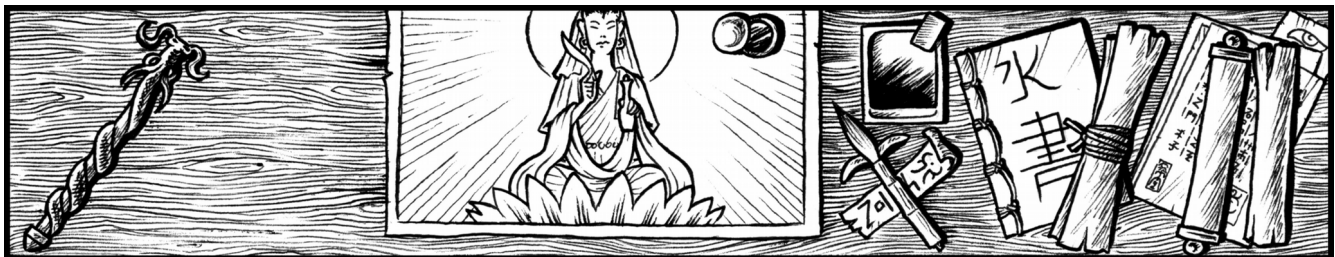
XP	Level	Hit Dice	Saving Throw	H0
0	1	1d8	14	19
2000	2	2d8	13	18
4000	3	3d8	12	17
8000	4	4d8	11	16
16000	5	5d8	10	16
32000	6	6d8	9	15
64000	7	7d8	8	14
128000	8	8d8	7	14
256000	9	9d8	6	13
350000	10	9d8+1	5	12
450000	11	9d8+2	4	10
550000	12	9d8+3	4	9
650000	13	9d8+4	4	8
750000	14	9d8+5	4	7



## 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 staves. 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 2x6	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 ability to cast magic user spells. 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.

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, Halflings normally reside in peaceful rural settlements staying away from the politics 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 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 4<sup>th</sup> level halfling can use the 2<sup>nd</sup> 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