



Barrows & Wights

Referee Guide

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

Barrows & Wights
Referee Guide

Written and edited by Z. S. Edwardson

Art credits
Cover: Ivan Bilibin

Introduction

The *Referee Guide*, intended to help Referees in their tasks. 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 *Barrows Guide*, which provides optional material for the game.

Today the Referee has more resources then any Referee did in the 1970s. There are hundreds of publications that provide additional monsters, treasures, and boxed adventures to run. I hope to distill some of these many books into a basic guide. Role playing games at the core is the referee game, the referee is the three ring stage master trying to entertain himself and at the same time herding players, many of which times feels like herding cats. (For herding cats I recommend red laser pointers, but that is beyond the scope of this book.)

Role playing as it core is taking a set of rules and making it your own variation of the game. Not only can you, but you should be encouraged to change or add concepts and make the game you run your own thing. With this power comes great responsibilities, you must be fair, players must understand what the rules are, or have a reasonable concept of what they may be. No matter what type of game you run (exploration, treasure seeking, a narrative focus, or just weird adventures are all valid.) a few concepts must be held true.

1. Do not allow rule lawyers to run your game. Rule lawyers are the bane of classic gaming in RPGs.
2. Always be fair, be clear why you chose to rule something one way, and be consistent. If you decide to change how you will rule a situation, be clear to your players before hand.
3. Keep an open line of communication with your players, players feedback can be a great thing.
4. Have fun, and make sure your players have fun. Give them encounters they remember, and they will keep coming back for more, as the game is not only collecting treasure in gold pieces, but the real treasure of fun and memories with friends over a table or in an online chat room.

Remember that nothing in this rule set is requiring a European centric campaign. Hopefully the art will invoke that your campaign can be in any setting you seek, be it African, Asian, European, inspired by your favorite fantasy series, or best yet, from the depths of your imagination. This game after all is at the core, a game about imagination. You can use the standard classes (a fighter can simply become a samurai for a Japanese themed setting), or you can make custom classes to better reflect what you are trying to obtain.

The Referee guide is split into the following sections. First is the introduction, which you are reading right now. Second is about house rules, and goes over some common house rules so you will gain insight on what is added (or removed) from the game. The third section is a brief description of sixty monsters for Barrows & Wights, so that you can get started with play. The fourth section is treasure, and goes over how treasure can be generated for game play. The fifth section is making custom classes for Barrows & Wights, who simple layout allows ease in making new classes. The sixth section goes over setting up a campaign setting. Appendix A gives a list of books, movies, television shows, and other media that may help inspire the referee.



House rules

Many times the rules that have come after the first set of rules of the classic role playing system are just the addition of house rules to the core game. Each Referee should add their own house rules to Barrows & Wights. A few things should be clear in house rules. It is best that all players understand what the house rules are, and it wise to write them down. It may be a simple scratch pad but it helps with any type of question. In addition, house rules should not change in the middle of the game session unless the referee and all the players agree that the rule needs to be changed.

There are a number of common house rules, I will go over each one, and how they will impact your game.

- Rolling for first level HP. Giving Max HP on the first level, rolling for HP, and rolling two dice and taking the greater of the two are all common, very agreeable ways to determine starting Hit Points.
- 3d6 in order or not. Barrows & Wights the attributes are not key concerns, however some players and referees prefer to have more “heroic” characters. Allowing players to roll 3d6 and place it in the order they want, or 4d6 and drop the lowest dice allows for the players to have better chance of good attributes in key spots.
- Non-variable damage. In early editions of the classic role playing game, all damage was 1d6. This changes the game as even the most minor weapon can be quite dangerous, and works best with some ruling that takes in account the reach of weapons are not the same.
- Starting at level zero. Recent gaming has made staring more then one character at level zero and “funneling” them though the game, with the unlucky and weakest dying out, and giving material aid to the survivors by salvaging gear. This produces a game that is different but can be entertaining.
- Custom classes. While all the classes in the base game fit a traditional role playing archetype, this does not mean that there is not a want for more classes or races. Several additional classes are included in the *Barrow Guide*.
- Stealing from players/players fighting each other. One of the disagreements at times is if players should be able to fight each other or otherwise steal from each other. I have always recommended that this should not be allowed, for both on and off the table reasons. However each referee will need to decide on how they want to handle that type of interaction.
- Changes in the magic system. Every referee at some point tries to tackle the issue of magic in the fantasy role playing games. Barrows & Wights goes with a traditional method, but there is no reason why you cannot try a new method or systems. Perhaps magic will slowly corrupt the caster, Perhaps magic books are far too large and the spell casters instead bring scrolls with them. Perhaps magic comes from Mana that is acquired by some means. It is also quite possible to play a game where magic is something that mortals do not understand, and that all players play non-casters.
- Look at other systems, one of the joys of being a referee is that you get to experiment with the rules and see what works for you and what does not. No game is the same, and it is not uncommon for referees to have vastly different house rules. In fact, it not rare to have referees not have the same house rule per campaign depending on the mood the referee wishes to invoke in the game.

Monsters



Here is just a basic sampling of monsters for Barrows & Wights. The Referee should be creative in creating new monsters, and he or she will be able to find many monster lists available for classic Role playing both in book and online forms. 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. Even some common monsters like bugbears are not in this list so that you, the referee decides how you wish to develop them as a monster, be it follow a particular variation or make your own variation.

Barrows & Wights uses the following stat block for monsters.

Name: **the name of the monster**

Armor Class: The AC of the class.

Hit Dice: How many hit dice the monster generally has.

Attacks: how many attacks, and what damage does the attack cause. If not noted it is 1d6.

Move: The movement rate per turn if they are carefully moving forward, double if they know the area, and triple if they are running.

Special: If they have any special attacks

Notes: Any special notes and a description of the monster.

Name: **Animated Object**

Armor Class: 4

Hit Dice: 6

Attacks: 1d6 or weapon

Move: 140

Special: none

Notes: Created by the spell of the same name. Can be any normally inanimate object, but generally is a statue or such.

Name: **Ape, White**

Armor Class: 6

Hit Dice: 4

Attacks: 2*

Move: 140

Special: See notes

Notes: A white, 4 armed ape, If both attacks hit, it gains a third attack that round.

Name: **Balor**

Armor Class: 2

Hit Dice: 10

Attacks: Sword or Whip

Move: 60/160 (Flying)

Special: Fire

Notes: A highly intelligent being of magical nature. Uses a sword of fire (+1 sword) that dissipates on death. Every round in combat the referee rolls a 2d6, and on a 7 or better, it will use it whip (3d6 damage)

Name: **Basilisk**

Armor Class: 4

Hit Dice: 6

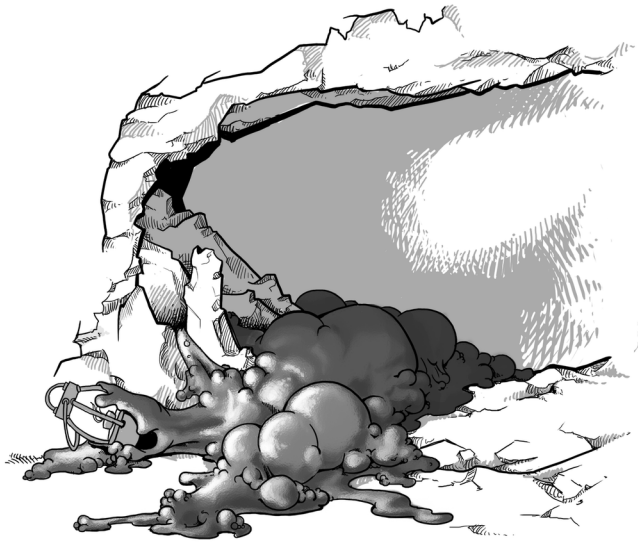
Attacks: bite (1d6)

Move: 60

Special: Petrifying gaze

Notes: Great lizards who gaze turns anyone to stone (fighting without looking -4 to hit)
If it gazes on someone, they must save or be petrified.





Name: **Black Pudding**

Armor Class: 6

Hit Dice: 10

Attacks: Strike

Move: 60

Special: Acid

Notes: Black globs with acidic surfaces, they dissolve any weapon or armor hit by it (weapons on hitting, armor by being hit) magical weapons can resist this fate. Immune to cold attacks.



Name: **Centaur**

Armor Class: 5

Hit Dice: 4

Attacks: Weapon or kick

Move: 180

Special: None

Notes: Half man, half horse. Many versions ranging from Chaotic, aloof, or truthsayers.



Name: **Chimera**

Armor Class: 4

Hit Dice: 9

Attacks: bites (= to number of heads)

Move: 120/180 (when flying)

Special: Flies, breaths fire

Notes: Winged, three headed beast , one of a goat, one of a lion, one of a dragon. The dragon head can breath fire 3x a day causing 3d8 damage (save for half)

Name: **Cockatrice**

Armor Class: 6

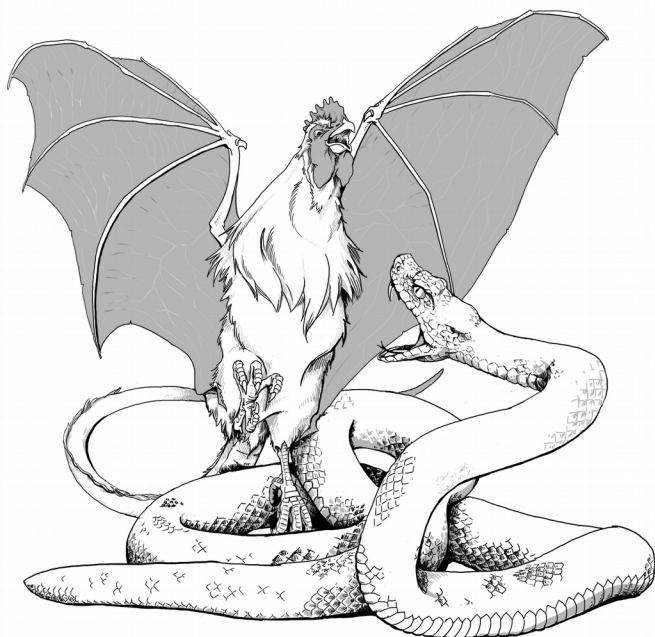
Hit Dice: 5

Attacks: Bite

Move: 60/180 (When flying)

Special: Bite turns bitten into stone.

Notes: A bat winged rooster with a long tail. If bitten you must save or be turned into stone.



Name: **Djinn**

Armor Class: 5

Hit Dice: 7+1

Attacks: Fist or weapon (2d6)

Move: 90/240

Special: See below

Notes: Can carry 7000 coin weight and have a number of magical powers. Can create food and water at will, and are highly intelligent. Many are bound to a lamp or other container. Some powerful Djinn can grant limited or true wishes, but are very exact in giving them out.



Name: **Dragon**

Armor Class: 2

Hit Dice: Variable

Attacks: Bite (2d6)

Move: 120/240 (when flying)

Special: Depends on type

Notes: Dragons are tough, but can be defeated. All are very intelligent, and some can cast magic.

They have a love of gold and treasure, as they prefer to sleep on gold and silver. Each dragon can use its breath weapon 3x a day. Dragons develop as they age, and for each Category of age, they gain 1d6 HP and do an additional 1d8 in breath damage. They start with 8 HP, and gain a HD at ages 1, 5, 10, 25, 50, 100, and every 100 years thereafter.

Types of dragons are as follows: (Next page)

Type	Breath Weapon	Notes
Black	Acid	5' wide, 60' long breath weapon
Blue	Lighting	5' wide, 100' long breath weapon
Gold	Poison Gas/Fire	Cone 90' long and 30 wide at base breath weapon. Spell casters of same level as HD.
Green	Poison Gas	50' diameter breath weapon
Red	Fire	Cone 90' long and 30 wide at base breath weapon
White	Ice	Cone 70' long and 30 wide at base breath weapon

Name: **Dryad**

Armor Class: 5

Hit Dice: 2

Attacks: dagger

Move: 120

Special: charm person

Notes: Gorgeous tree spirits who stay near their home trees. They can cast charm person (-2 saving throw). If successful, the person will wonder off. A highly charismatic male may be kept for their own purposes.





Name: **Dwarf**

Armor Class: 4

Hit Dice: 1+1

Attacks: Weapon

Move: 60

Special: Dwarven skills

Notes: Not all dwarves are the adventuring sort, and this represent the standard dwarf found in dwarven settlements.

Name: **Efreet**

Armor Class: 3

Hit Dice: 10

Attacks: Fist or weapon

Move: 90/240 (when flying)

Special: Wall of Fire

Notes: Can carry 10,000 coin weight, can cast wall of fire 1x/turn. Many time used as servants of powerful magic users.



Name: **Elemental**

Armor Class: 2

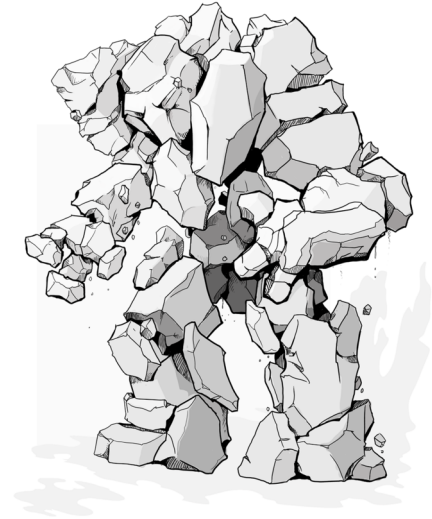
Hit Dice: 8, 12, 16

Attacks: Strike (2d6)

Move: Varies

Special: Varies

Notes: Elementals are powerful forces of nature that summoned (and sometimes bound) to do bidding of the summoner. Referee may give special powers to individual elemental creatures. Air moves at 360, Fire move at 120, and Stone and water move at 60.



Name: **Elf**

Armor Class: 5

Hit Dice: 1+1

Attacks: Weapon

Move: 120

Special: none

Notes: Standard elf found among elven communities that is not an adventuring sort. Of course, each individual is unique.

Name: **Gargoyle**

Armor Class: 5

Hit Dice: 4

Attacks: claw

Move: 90/150 (flying)

Special: None

Notes: Winged creatures that resemble the carved statues on cathedrals and dungeons. Human intelligence.





Name: **Ghoul**

Armor Class: 6

Hit Dice: 2

Attacks: Claw

Move: 90

Special: See below

Notes: Ghouls are pack hunters who feed on Carron (corpses). They are undead, and are immune to charm and sleep spells. Anyone (non-elf) struck by a Ghoul must save or be paralyzed for 2d6 turns.

Name: **Giant**

Armor Class: 4

Hit Dice: 12

Attacks: Weapon (2d6)

Move: 120

Special: Referee choice

Notes: Giants are large dangerous creatures who many times enjoy flesh of humans. There are many types of Giants, and the above is a starting point for the referee.

Name: **Gnoll**

Armor Class: 5

Hit Dice: 2

Attacks: Bite, weapon

Move: 90

Special: None

Notes: Tall Humanoids with Hyena heads, formed into clans that love raiding.





Name: **Gnome**

Armor Class: 7

Hit Dice: 1

Attacks: Weapon (small)

Move: 90

Special: Phantasmal Force

Notes: Gnomes are generally peaceful small beings that live underground. Referee can decide that theme they wish to have (Tinker, mining, ect). They can cast Phantasmal Force 1x a day.

Name: **Goblin**

Armor Class: 6

Hit Dice: 1-1

Attacks: Weapon

Move: 90

Special: -1 to hit in sunlight

Notes: Small creatures that live in the dark, damp, and dank places of the world. If in sunlight they will have a -1 to hit.

Name: **Gorgan**

Armor Class: 2

Hit Dice: 8

Attacks: Gore (1d6+1)

Move: 120

Special: Stone Breath

Notes: Bull like creatures with armored hides. There breath can turn people to stone (60' range)



Name: **Grey Ooze**

Armor Class: 8

Hit Dice: 3

Attacks: Strike

Move: 10

Special: See Below

Notes: Any metal or cloth (but not stone or wood) touching an Grey Ooze has a 50% chance of being ruined forever. (Referee can modify if magical). Immune to fire, cold, or spells.

Name: **Green Slime**

A very dangerous hazard, it will turn any organic or metal object will start to turn into more green slime. (saving throw allowed). If a person is in contact, they have 1 turn to have cure disease cast unto them or turn into green slime.



Name: **Griffon**

Armor Class: 3

Hit Dice: 7

Attacks: bite

Move: 120/300

Special:

Notes: Griffons have the body of a lion and wings and limbs of an eagle. Eggs fetch great prices.

Name: **Halfling**

Armor Class: 7

Hit Dice: 1+1

Attacks: Weapon

Move: 60

Special: hide outdoors

Notes: your normal, non-adventuring halfling.

Name: **Hippogriff**

Armor Class: 5

Hit Dice: 3+1

Attacks: claws

Move: 120/360

Special:

Notes: Body of a horse, Limbs of a eagle.

Name: **Hobgoblin**

Armor Class: 5

Hit Dice: 1+1

Attacks: Weapon

Move: 60

Special: None

Notes: Hobgoblin's are a (sub)race of large goblins. They are weaker then bugbears, and are smart.

Referee may wish to give them a style flavor that contrasts them with goblins.

Name: **Hydra**

Armor Class: 5

Hit Dice: 5-12

Attacks: 1 per head

Move: 120

Special: None

Notes: A hydra is a large creature with 1d8+4 heads. It will have 1 attack and one hit dice per head.

Each HD is 8 hp, and for every 8 hit points, one head will die.

Name: **Horse**

Armor Class: 7

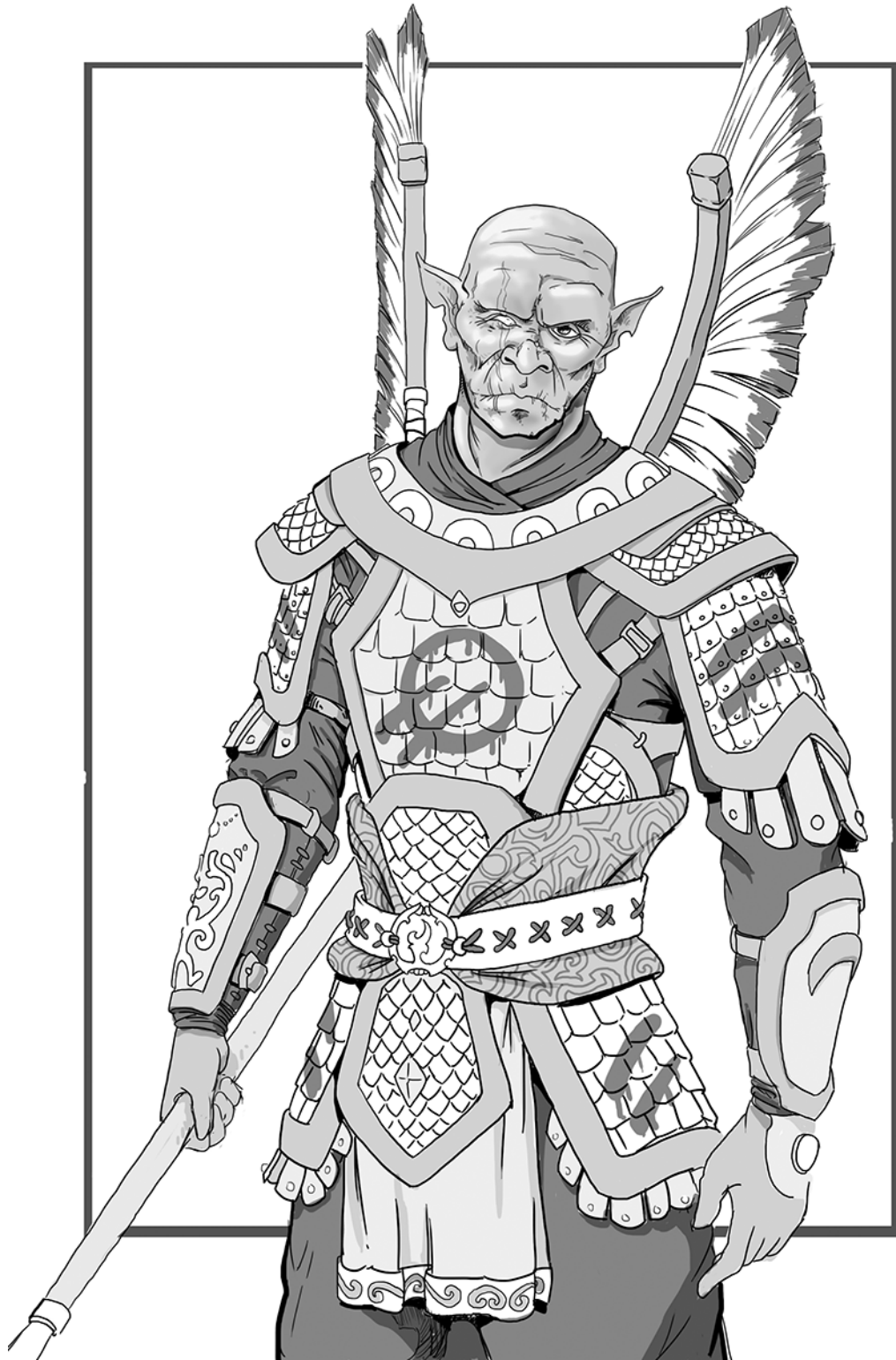
Hit Dice: 3

Attacks: Kicking

Move: 240

Special:

Notes: A riding horse, or war horse. Or draft horses. Horses can kick. War horses can bite too.



A Hobgoblin warrior of the Moon-Eyes Tribe

Name: **Invisible Stalker**

Armor Class: 3

Hit Dice: 8

Attacks: Bite

Move: 120

Special: invisibility

Notes: Created by the spell of the same name.



"Great, they have a Giant Honey Badger" -Last words of Ummet the Unwise

Name: **Kobold**

Armor Class: 6

Hit Dice: 1/2

Attacks: weapon

Move: 60

Special: Note(Tucker)

Notes: Subterranean mini goblins, they suffer the same -1 to hit when in sunlight. An occasional band of Kobolds (called a tucker band) Will have fiendish traps and be very smart.



Name: **Lizard Man**

Armor Class: 5

Hit Dice: 2+1

Attacks: Claw or weapon

Move: 60/120 (swimming)

Special: Water breathing

Notes: Reptilian Humanoids, living in swamps or deserts. Can breath under water.

Name: **Lycanthrope**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Man**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Manicore**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Medusa**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Merfolk**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Minotour**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Mummy**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Nixie**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Ochre Jelly**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:



Name: **Ogre**
Armor Class:
Hit Dice:
Attacks:
Move:
Special:
Notes:

Name: **Orc**
Armor Class:
Hit Dice:
Attacks:
Move:
Special:
Notes:

Name: **Pegasus**
Armor Class:
Hit Dice:
Attacks:
Move:
Special:
Notes:

Name: **Pixie**
Armor Class:
Hit Dice:
Attacks:
Move:
Special:
Notes:

Name: **Purple Worm**
Armor Class:
Hit Dice:
Attacks:
Move:
Special:
Notes:

Name: **Roc**
Armor Class:
Hit Dice:
Attacks:
Move:
Special:
Notes:

Name: **Sea Monster**
Armor Class:
Hit Dice:
Attacks:
Move:
Special:
Notes:

Name: **Spector**
Armor Class:
Hit Dice:
Attacks:
Move:
Special:
Notes:

Name: **Trent**
Armor Class:
Hit Dice:
Attacks:
Move:
Special:
Notes:

Name: **Troll**
Armor Class:
Hit Dice:
Attacks:
Move:
Special:
Notes:



Griffons love horse flesh

Name: **Unicorn**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Vampire**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Wight**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Wrath**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Yellow Mold**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

Name: **Zombie**

Armor Class:

Hit Dice:

Attacks:

Move:

Special:

Notes:

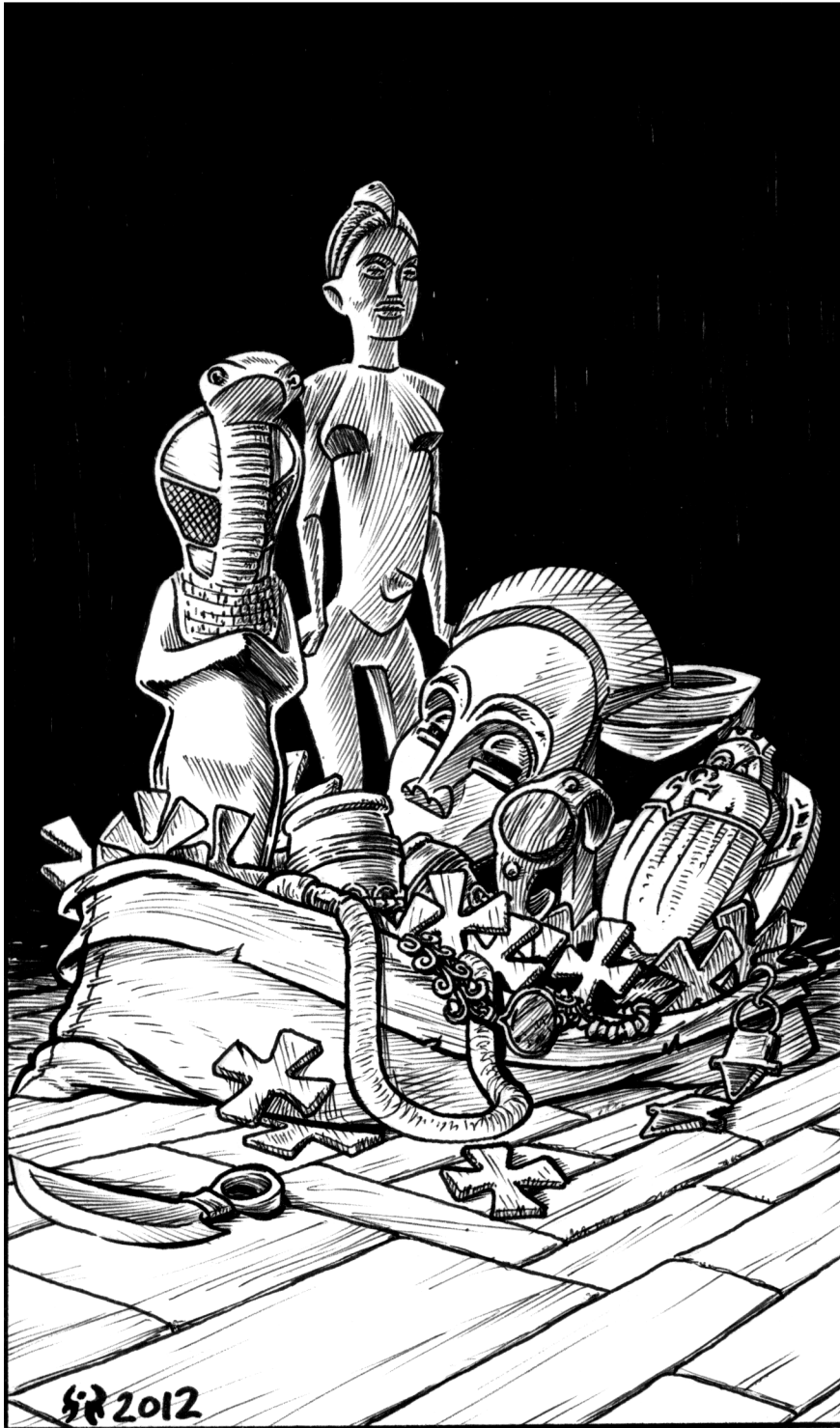
Making a Monster

For many, the monsters of role playing games is one of the major attractions of the game. 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. Hobgoblins are generally 1+1 HD monsters, there nothing preventing you from giving the Hobgoblin leader 4 HD and better AC.

In addition, it could be said that what is described are not monsters, but creatures. Most of monsters described are living beings who are alive and reproduce in a normal way. To give players pause, Eldritch Horrors made of tentacle and who's motives are beyond comprehension will give even experienced players pause. Also playing Barrows & Wights gives you the referee a chance to try something new. As this is inspired by the classic role playing game, but not bound to it.



Treasure



Treasure can be many things, ranging from expensive paintings, magical items, to the common copper coins of the realms.

Referee should always remember, treasure is not just coins. Spices, statues, paintings, magical items useful for the players, coins common and rare, tapestries, potion components, magical items that are useful but not in the game itself.

As an example: a hair brush that turns hair red for 24 hours, while a creative party might find a use for it (never underestimate the creativity of players) it might be sold to the right noblewoman for a nice sum.

While the players should get XP from all the treasure they are able to drag away from the adventures, there is no requirement that those treasures have to be easily sold for full value. It can be an adventure itself on how the players pawn off their wonderful finds, and if their treasure has value for more than one party, you might have adventures as the party tries to defend their loot from the prying hands of a local thieves guild or keep a golden statue

for the hands of a cult who desires it. Finally, money changing fees, taxes, and players spending of gold on wine, song, and companionship is a fine way to reduce any surplus coinage.

Treasure can be manually placed by the referee or using random treasure tables to generate treasure. For dungeon creation an example would be is that in 50% of monster locations and 1 in 6 empty and trap locations that a treasure is to be placed using the following table.

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

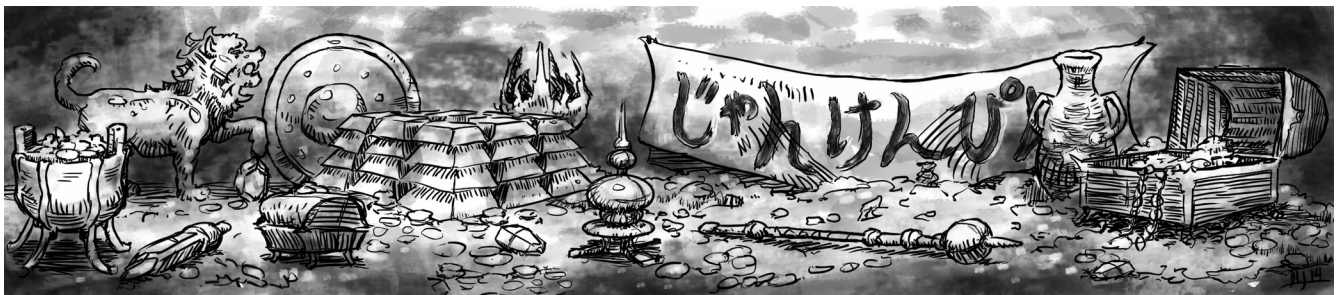
Magic Item Map

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

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



It may be useful to generate on each level one or more “Treasure Hordes” to give the carefully exploring players a large windfall. Normally Hordes would be protected by monsters or hidden by some means.

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.

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 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 let's 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 than 5+level days old, the referee can require a roll if the trail is not in the wilderness, obscured or older than 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)

Setting up and Running a Campaign

[[Insert Text]]

Appendix A

Reading

Anderson, Poul: THREE HEARTS AND THREE LIONS; THE HIGH CRUSADE; THE BROKEN SWORD
Bellairs, John: THE FACE IN THE FROST
Burroughs, Edgar Rice: "Pellucidar" series; Mars series; Venus series
Carter, Lin: "World's End" series
de Camp, L. Sprague: LEST DARKNESS FALL; THE FALLIBLE FIEND; et al
de Camp & Pratt: "Harold Shea" series; THE CARNELIAN CUBE
Derleth, August
Donaldson, Stephen "The Chronicles of Thomas Covenant", Mordant's Need
Dunsany, Lord
Farmer, P. J.: "The World of the Tiers" series; et al
Fox, Gardner: "Kothar" series; "Kyrik" series; et al
Howard, R. E.: "Conan" series, "Kull" and "Bran Mak Morn"
Lanier, Sterling: HIERO'S JOURNEY
Leiber, Fritz: "Fafhrd & Gray Mouser" series; et al
Lovecraft, H. P.
Martin, GRR "A Song of Ice and Fire"
Merritt, A.: CREEP, SHADOW, CREEP; MOON POOL; DWELLERS IN THE MIRAGE; et al
Moorcock, Michael: STORMBRINGER; STEALER OF SOULS; "Hawkmoon" series (esp. the first three books)
Norton, Andre
Saberhagen, Fred: CHANGELING EARTH; et al
St. Clair, Margaret: THE SHADOW PEOPLE; SIGN OF THE LABRYS
Tolkien, J. R. R.: THE HOBBIT; "Lord of the Rings"
Vance, Jack: THE EYES OF THE OVERWORLD; THE DYING EARTH; et al
Weinbaum, Stanley
Wellman, Manley Wade
Williamson, Jack
Zelazny, Roger: JACK OF SHADOWS; "Amber" series; et al

Movies/TV shows

Dark Crystal, The
Game of Thrones (First two season/series)
Krull
Ladyhawke
Lord of the Rings
Name of the Rose, The
Pan's Labyrinth
Willow

Orphan Material

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.