

# Barrowmaze

## DCC Conversion

## Spells

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# Monsters

## Undead

Barrowmaze is packed with undead. Rather than make a straight conversion, I present a quick and dirty system for “unique-i-fying” any undead encountered. The “classes” are: Mindless, Feral, Living, and Masters. Essentially everything is variable.

### Mindless Undead

Mindless undead comprise the shambling zombies, clacking skeletons, hordes of undead “parts,” and other mindless horrors from beyond the grave. The Judge is encouraged to come up with a description of the beast (or use Table 9-5 in the Core Rules), using the following stat generator as a guide:

**Mindless Undead:** Init: HD-2; Atk +HD melee (1d3); AC 1d6+9; HD (1d4)d12+(0-3); MV 30'; Act 1d20 (see below); SV Fort HD+, Ref HD, Will HD-3; AL C/N; Size M.

### Special Abilities

Abilities	1+HD (50%)
Roll (2d8)	Ability
2	Damage Reduction (weapon type) 5
3	Fast Movement (+10)
4	Fast -- +4 Init
5	Immunity (damage type)
6	Weakness (damage type)
7	Slow Movement (-10)
8	Slow -- Always acts last
9	Weapon wielder
10	Diseased (DC = 10+HD) (80% 1 attribute: 1d4 damage; 20% 2 attributes: 1d4 damage)
11	Magical Effects (sleep, darkness, attribute drain, bolt)
12	Incorporeal (AC +1d4, blessed or magical weapons to damage)
13	Swarm (undead "parts")
14	Multiple Attacks (claws, bite, strangle, constriction, etc.)
15	Large (+1d4 HD, 1 die step damage)

16	Strong (60% +1d4 damage; 40% 1 die step damage)
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## Feral Undead

Feral undead are not necessarily intelligent, but they do have a predator's cunning. Think ghoul/ghast, coffer corpses, probably up to your basic wight (though these also cross over to "Living Dead" and "Masters").

**Feral Undead:** Init: HD-1; Atk +HD+2 melee (1d4); AC 1d9+10; HD (1d5)d12+(0-6); MV 30'; Act 2d20 (see below); SV Fort HD+2, Ref HD+4, Will HD-1; AL C/N; Size M.

Abilities	1+HD (60%)
Roll	Ability
2	Tough (+1 HD; +2 AC)
3	Damage Reduction (weapon type) 5
4	Fast Movement (+10)
5	Fast -- +4 Init, 1d2+1 attacks per round
6	Immunity (damage type)
7	Weakness (damage type)
8	Slow Movement (-10)
9	Slow -- Always acts last, one action per round
10	Weapon wielder
11	Diseased (DC = 10+HD) (60% 1 attribute: 1d4 damage; 40% 2 attributes: 1d4 damage)
12	Magical Effects (sleep, darkness, attribute drain, bolt, affect emotions, affect mind, etc.)
13	Incorporeal (AC +4, blessed or magical weapons to damage)
14	Swarm (undead "parts")
15	Multiple Attacks (claws, bite, strangle, constriction, etc.)
16	Large (+1d4 HD, 1 die step damage)
17	Strong (40% +1d4 damage; 60% 1 die step damage)
18	Elemental (aquatic, aerial, fire, ice, etc)
19	Skilled (Tracker, Surprise, Traps)

20	Cursed (killer suffers 1d4 Luck penalty for 2d20 days DC 8+HD)
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## Magic Items

### Items by Room

Room	Item	Special Properties	Effect
2 (Mound)	Tower Ring	Will Saves (+1)	Nightmares while wearing; Must rest 8+1d4 hours to recover spells or heal naturally)
6 (Mound)	Longsword (Fine Steel)	damage +1	non-magical; jeweled -- 300 gp
7 (Mound)	Witherer (dagger)	damage +1d4 vs undead	Boils (-2 Personality) when wielded for 24 or more hours
16 (Mound)	Dagger (Fine Steel)	damage +1	60 gp
17 (Mound)	Scroll of Protection (Fire)	(12-15) +2 Saves versus magical fire (16-20) immune to magical fire (21-25) repels elemental creatures of fire - 4 HD (26+) Repels elemental creatures of fire (10 HD)	Carrying this scroll attracts elemental creatures of ice
11	Masterwork Leather Armor	Armor +2; No check penalties; fumble as if no armor	Sigil of the Master Thief Balabazer attracts attention in sizable town
16	Barbed Arrows	Damage +1	Attack -1
16	Potion of Nergal's Blessing	Heals 6d4 damage	Will saves -4 to spells cast by a cleric of Nergal (6d4 days); Opposed clerics automatic disapproval
32	Greim's Fist (Mace)	Lawful; +1 Attack/Damage, Int 5, Simple Urges, Bane (undead +2/+2), Protect the Weak, Infravision (120')	In hands of: (Cherek/Greim worshipper) Full powers; (Lawful) No undead bane or infravision (Neutral) +1 attack (Chaotic) Suffer -2 to all Will saves, weapon is non-magical for all purposes
32	Hart's Bracers (silver, etched)	AC +2 / +4 vs ranged attacks	Sacrifice 100 gp per month to Queen of Thorns or non-magical
34	Brooch of the Maiden (copper locket, engraved with young woman)	Absorbs 25 points of magical elemental damage (magic missile, fire, ice, etc)	Lingering magic provides +1 to Luck attribute each day a prayer is said to the Queen of Thorns (non-cumulative)

35	Pinto's Conical Cap	AC +2; Rabbit out of the hat trick to forestall pursuit; 25 lbs of storage (no encumbrance)	Spell checks -4 to any fire-based spell
36	Ring of Re'Yune	AC +1; If rotting finger is kept, additional +2 to Will Saves	Spell Checks -2 to any "movement" type spell (teleport, featherfall, fly, etc). Re'Yune's finger is an evil artifact (Opposed clerics automatic disapproval; Lawful/Good holy warriors may react accordingly)
37	Lay of the Mendicants (Scroll)	If read, Will DC 16 or Blinded permanently (-2 to Healing check)	While blinded, the victim sees visions of a procession of headless monks heading to a mountain that looks like a skull.
40	Accoutrements of the Grand Holy Ghazi Abdul-Rahman Mukhtar Masoud Salah-al-Din Ahmed	Shield with a Silver Tree device (+2 AC, weighs as a light shield), Chainmail of extremely light chain (weight/encumbrance of Leather armor; +2 to saves versus the power of any god but the One True God), Long-handled axe with a silver blade (Magical; Light, can be wielded with one hand, +2 damage with two-hands)	When the artifacts are separated, the bearer feels an overpowering urge to reunite the artifacts (Daily Will save DC 13 or seek out the other artifacts). When borne together, the bearer has an overpowering desire to enact the will of the One True God.
40	Holy Writs of Kalid Sakhr (Spellbook)	Spellbook with the following spells: Flames of the East Wind (Flaming Hands with a manifestation of a miniature flame djinni), Farouk's Guardian (Ward Portal with a manifestation of a stone Jin warding a portal), Blooms of the Desert (Color Spray with a manifestation of fresh spring flowers and wash of damp desert air), Farouk's Gentle Hand (Featherfall with the manifestation of a giant Jin's hand lowering the caster to the ground), Bolt from the Mountain (Magic Missile with the manifestation of shouted sutras and bolts of crackling force), Hakim's Overlooking (Forget), Hakim's Bypass (Knock with the manifestation of a cloud Jin passing through a portal and opening it), Vithara's Vengeful Visage	Spellbook is cursed -- all vermin (bugs, rats, bats, etc) target the bearer of the spellbook over all others.
41	Potion of ESP	As per 14-15 results on Spell	User is sickened for 1d3 rounds (-2 to all checks)
44	The Call of Ymeick (Scroll)	Spells: The Shining Shield (Protection from Evil), Armor of Ymeick (new spell) x 2, Warrior's Salve (Restore Vitality)	Clerics of opposed deities receive a -4 to Spell Checks to use these spells. Armor of Ymeick can only be used by worshippers of the Shining General.
44	Passages of Vision (Scroll)	Spells: Defy the Sight (Mirror Image); Far Vision (new spell)	Both spells require shards of the Mirror of Eldred before they can be copied/learned. Both can be understood and cast from the scroll without these components.
44	Arcing Sling	1/day the sling has a critical range of 17-20.	It's a sling...enough said.



44	Cloak of Protected Sleep	While sleeping, the cloak provides the effects of Holy Sanctuary (Spell check result 18-19) to the wearer for 8 hours.	Requires a Fortitude save (DC 8) to awaken within the 8 hour period.
45	Glowing Axe (handaxe)	Glowes with 15' radius on command (Invisis) for 1 turn.	Command to suppress the glow is lost to time.
47	Luckstone	While in possession of the luckstone, burned Luck regenerates at a rate of 1 per day. (Back to original Luck score when the Luckstone comes into possession)	If the luckstone is ever lost, the bearer loses 2d4 Luck permanently.
47	Mithril Brooch of Thorns	When used to secure a cloak or cape, the wearer has the Sneak Silently bonus of a halfling of the same level.	Wearer must consume double the normal rations per day to heal hit point or ability damage naturally.
47	Plated Leather	Leather jack with thin metal plates sewn into it. Masterwork armor (Check penalty -1; AC bonus +3)	
47	Fount of Law	Saves and attacks +1 for Lawful bearers. For worshippers of St. Ygg, the bearer can turn unholy creatures as a cleric 2 levels lower (clerics receive a +2 to Turn checks). Bearer must bring it to the Pit of Chaos within one month or the orb disappears back to its original resting place.	Neutral and Chaotic bearers suffer a -2 penalty to saves against creatures of Law and Good.

## Runic Tablets

Roll	Properties	Effects
2	N/A	Poisoned (DC 18 or death in 1d6 rounds)
3	N/A	Curse (Amnesia) DC 12
4	N/A	Curse (Blindness) DC 14
5	N/A	Curse (Insanity) DC 14
6	N/A	Curse (Mummy Rot) DC 15
7	N/A	Damage STR (DC 13 2d4)
8	N/A	Damage INT (DC 13 2d4)
9	N/A	Damage PER (DC 13 2d4)
10	N/A	Critically fail next Spell Check or Saving Throw
11	N/A	Glyph (1) Fire (2) Lightning (3) Ice (4) Confusion -- DC 14; 10 damage; Confusion 1d4 turns
12	History of Tablet of Chaos	Runic tablet remains
13	History of Pit of Chaos	Runic tablet remains
14	1st level wizard spell	N/A
15	2nd level wizard spell	N/A
16	1st level cleric spell	N/A
17	2nd level cleric spell	N/A
18	Blessing as 20-23 ally result	N/A
19	Protection from Evil as 20-23 result	N/A
20	Critical success on next Spell Check or Saving Throw	N/A
21	AC +2 (Etched with Spider)	Runic tablet remains; Fort saves -2 vs. Insects/spiders until tablet destroyed
22	Featherfall 3/day (Etched with Eagle)	Runic tablet remains; REF saves -2 vs. Traps until tablet destroyed
23	Spell Checks +2 (Etched with tree)	Runic tablet remains; STR score -1d3 until tablet destroyed

24	Luck score +1d3 (Etched with Halfling Charm)	Will saves -2 vs. Undead (permanent until Luck is burned to previous level)
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# Patrons

Nergal (Minor Patron)
<p>Once the diety of the ancient Isitanians, Nergal was slain in combat by the demon king Orcus and cast into the Sightless Depths. There he rose again as one of the many kings of the underworld, however, his power on the mortal world is muted and thin. As a patron, Nergal has some power over the dead and undead, as well as a keeper of some secret knowledge about his eternal enemy, Orcus, the Prince of the Dead. It is believed that the Dismal Pits of Ykhar Laron hold secrets to providing Nergal more power, both in the underworld and within the mortal realms. Servants of Nergal will be "urged" to investigate any lead that might increase Nergal's power over his enemies. Nergal's Patron Bond spell marks the devotee with a weeping brand in the shape of a black rooster.</p>

	Invoke Patron Check Results
12-13	Nergal's power is barely enough to push through the Veil. The caster receives one insight that provides a +2 to one d20 roll for the next 1d4 rounds.
14-17	The caster feels a rush of otherworldly power. For the next 1d4+CL rounds, the caster may control one undead creature of 4 HD or less. The undead creature receives a Will saving throw DC=Spell Check.
18-19	Black fire erupts from the caster's hands scorching a single opponent for 1d6+CL damage and causing a 10' radius cloud of choking smoke. Those caught in the cloud must make a Fortitude save DC = Spell Check or suffer -1 to all rolls for 1d4 rounds. The cloud dissipates after 1 round. Undead creatures are not harmed by the flames.
20-23	Gold-tinged black fire erupts from the caster in a 20' line. Anyone caught in its path are scorched for 1d6+CL damage and must make a Will save (DC=Spell Check) or flee in terror for 2d4+CL rounds. Undead creatures touched by the flames are not damaged, but undead of 6 HD or less must make a Will save or fall under the control of the caster for 1d4 turns.
24-27	Results higher than 23 provide no additional benefits until Nergal's worldly powers are increased.
	Patron Taint (1d4)
1	<p>The caster must display his or her grisly triumphs. The first time this result is rolled, the caster must prepare a "token" from a defeated enemy. This may be a finger, eye, ear, or the like, but the caster must spend 1d3 hours+CL blessing the token and thereafter it must be visibly worn at all times. The second time this result is rolled, the caster must repeat the process with a token from a cleric of a Lawful or opposed god that he or she defeats, prepare the token as described previously, and visibly wear the token at all times. Worshippers of the deity offended will recognize the artifact with a successful INT check (DC=CL of the wizard). The third time this result is rolled, the caster must take a token from every enemy he or she personally defeats, prepare it as described, and visibly wear it at all times.</p>

2	The caster's affinity for the dead becomes creepy. The first time this result is rolled, once a month, the caster must spend at least 24 hours in the presence of the dead or undead. This could be in a graveyard or crypt or other place, but the dead must be visible. The second time this result is rolled, the caster must permanently reside in a place hallowed for the dead, for every day not spent in the presence of the dead for at least an hour, the caster takes a cumulative -1 to Spell Checks. The third time this result is rolled, the caster receives a single undead "valet" that remains in his presence at all times. The valet can perform simple tasks, but cannot fight or even defend itself (AC 10, HD 1, Mv 30'). The valet is obviously undead, though the caster can disguise that fact, as desired. If killed, turned or destroyed, the caster receives a new valet in 1d6 days.
3	The caster's desire for converts to the cause of Nergal is overpowering. The first time this result is rolled, the caster must convert (Patron Bond) one sentient creature to the cause of Nergal each month. For every month that a conversion is not successfully performed, the caster receives a cumulative -2 to all Spell Checks and cannot use Nergal's Invoke Patron. The second time this result is rolled, the caster must convert a sentient creature that is diametrically opposed to Nergal or Nergal's aims, at least one per year. Until this conversion is successful, the caster takes a -4 to Invoke Patron (Nergal) checks. Each time this is subsequently rolled, the caster must convert another sentient creature that is diametrically opposed to Nergal and Nergal's aims.
4	The caster takes on aspects of the dead. The first time this result is rolled, the caster constantly stinks of the grave (rotting flesh, embalming chemicals, grave dust, etc). The second time this result is rolled, the caster's face begins to rot like that of a corpse. The process takes some time, but increases each time a spell is cast. At the discretion of the Judge, the caster's head may eventually rot completely to the skull, mummify, or simply continually rot like that of a zombie. Other than social penalties, it is at the discretion of the Judge if there are other effects. The third time this result is rolled, the caster is considered undead for the purposes of clerical turning and other spells that affect only undead.
<b>Patron Spells</b>	Due to the weakness of Nergal on the mortal world, it grants no spells to its patrons.
	<b>Spellburn (1d4)</b>
1	Nergal's power drains the caster, represented by crackling black flames that result in physical ability loss.
2	The caster is assaulted by a horde demonic black roosters resulting in ability loss.
3	The caster channels the undead energies of his or her patron which wilt and rot the skin. The ability loss only heals naturally, and the caster appears as a mummified walking corpse.
4	The caster peers into the Sightless Depths, which burn the caster's brain. He or she takes Personality damage equal to all physical damage spellburned. Personality points are healed only through natural means.