

SWORDS & WIZARDRY

WHITE BOX RULES

Author: Matt Finch and Marv Breig

Editors: Matt Finch, Jason Cone, Allan T. Grohe, Jr., Jerry Mapes,
Jesse Rothacher, and Suzy Moseby

Artists: Del Teigeler, Brett Barkley, J.E. Shields, Kennon James,
Ed Bickford, Matt Finch, Jeff Preston, Jason Sholtis, Peter Fitzpatrick

Cover Art: Brett Barkley

Layout: Suzy Moseby

Contributors: Michael Shorten, Matt Finch

With special thanks to Jason Cone, Allan T. Grohe, Jr., and Jerry R. Mapes for their advice, and to Jesse Rothacher for the generous donation of his time and skills on the layout of prior printings of this book.

*Dedicated to E. Gary Gygax (1938-2008), Dave Arneson (1947-2009) and
Jerry R. Mapes (1965-2009)*

MYTHMERE
GAMES™

ISBN: 979-8-88584-013-2 (PDF)

Fourth Print Edition—2024

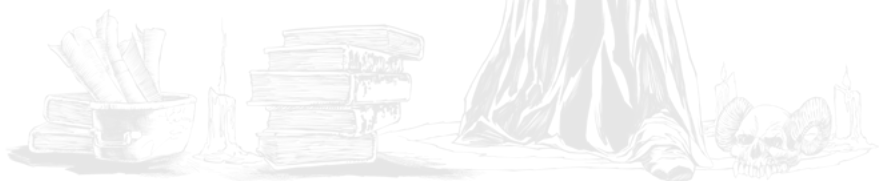
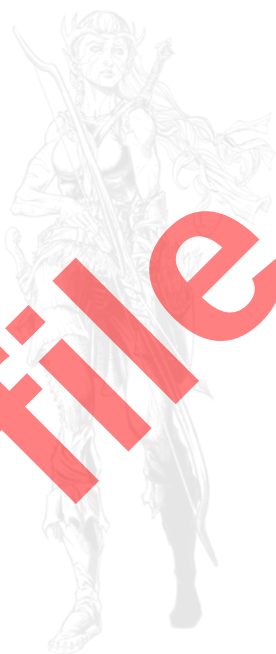
©2024 Mythmere Games. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Printing a copy of this PDF for personal use is permitted. Mythmere Games and the Mythmere Games logo are trademarks of Mythmere Games, LLC. All characters, names, places, items, art and text herein are copyrighted by Mythmere Games, LLC. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at: <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at: <https://creativecommons.org/licenses/by/4.0/legalcode>.

Introduction.....	7
Chapter 1: Getting Started	8
Dice	9
Character Sheets	9
Attribute Scores.....	9
Experience Bonus (XP)	10
Hit Points (HP)	13
Alignment (AL).....	13
Starting Gold.....	13
Character Retirement	13
Chapter 2: Character Classes	14
The Cleric	14
The Fighter	16
The Magic-User.....	18
Chapter 3: Character Ancestry	20
The Dwarf	20
The Elf	21
The Elf (Variant).....	22
The Halfling.....	23
Chapter 4: Items & Equipment.....	24
Calculating Armor Class.....	27
Converting Armor Class Systems	27
Chapter 5: Playing the Game.....	28
Gaining Experience	28
Time.....	28
Movement.....	29
Combat	29
How Initiative Works	30
The Attack Roll.....	31
Specific Situations	33
Damage and Death.....	33
Healing.....	33
Invisible Opponents	34
Melee Attack	34
Missile Attack	34
Morale.....	34
Negotiation and Diplomacy.....	34
Spells	34
Loyalty.....	35
Turning the Undead	37
Gameplay Example.....	39

Chapter 6: Spells & Magic.....	40
Cleric Spell List.....	40
Magic-User Spell List.....	41
Spell Descriptions.....	42
Chapter 7: Running the Game	64
Designing an Adventure.....	64
Creating a Campaign.....	64
Experience Points.....	65
Guidelines for Running a Dungeon Adventure	65
Chapter 8: Monsters	76
Monster Descriptions	79
Creating Monsters.....	113
Wilderness Adventures.....	114
Chapter 9: Treasure	120
Magic Potions.....	125
Magic Potion Descriptions	125
Scrolls	126
Protection Scroll Descriptions.....	127
Magical Weapons.....	128
Unusual Weapons	129
Unusual Weapon Descriptions.....	129
Unusual Armor.....	130
Unusual Armor Descriptions	130
Miscellaneous Items	130
Wands.....	131
Greater Wand Descriptions	131
Rings	132
Lesser Ring Descriptions.....	132
Greater Ring Descriptions	132
Staves.....	133
Staff Descriptions	133
Miscellaneous Magic Items	134
Miscellaneous Magic Item Descriptions	136
Cursed Items	142
Cursed Item Descriptions	142
Chapter 10: Publishing Your Own Materials.....	143
The Swords & Wizardry Compatibility-Statement License	143
AELF License Material.....	144

Sample file



CHARACTER NAME:

Class		LEVEL	
Alignment		Experience Points (XP)	
Age		Prime Attribute	
Ancestry		XP Bonus	
Deity			

STR	Attribute Bonuses	
	Bonus to Missiles (DEX)	
	Hit Point Bonus (CON)	
	Additional Languages	
INT	Max # of Special Hirelings	
WIS		
CON	Class Abilities	
DEX		
CHA		

HIT POINTS	
SAVING THROW	
ARMOR CLASS	

Gold & Treasure Coins: Gems: Other:	Items & Equipment
	Movement Rate

Weapon	Damage	To Hit Bonus	Range

Roll Needed to Hit Armor Class

[illegible]

Spells

[illegible]

Notes

Notes