

Swords & Wizardry is an OGL adaptation of the original 1974 fantasy role-playing game created by Gary Gygax and Dave Arneson that started it all. WhiteBox is an adaptation of the Swords & Wizardry Core Rules that takes the game even further back, because it only uses the first three books of the original game - no material from the supplements at all.

Prepare to be introduced to the old style of free form gaming. These rules are flexible and open to interpretation —designed not to cover all conceivable situations, but to allow good Referees and Players the freedom to create and play games of their own design.

Inside this book, you will find everything you need to create, equip and play a character (except spells which are detailed in Book II).

MG
Mythmere Games

This book is published under License from Mythmere Games. Swords & Wizardry: White Box is copyright 2009 by Matt Finch and is the property of Mythmere Games. All Rights Reserved.



BHP
BRAVE HALFLING PUBLISHING

Third Print Edition—25 November 2010

Swords & Wizardry White Box EDITION



Book I of IV: Characters