

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 booklet you will find all kinds of treasure —both magical and mundane to reward the heroic or foolhardy.

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Mythmere Games

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Book IV of IV: Treasures