WHITE BOX
FANTASTIC MEDIEVAL ADVENTURE GAME

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Introduction

When I discovered the OSR, I enjoyed every game I read, but one stood out from the rest as the most versatile of games: Swords & Wizardry: WhiteBox. It's conciseness was a breath of fresh air after the volumnous and verbose trend in modern fantasy role-playing games. But it had one problem, its presentation left a lot to be desired. I waited for years to see an update, but it never happened. Finally, one day, I had waited long enough. If no one else was going to update it, then I would do it myself. I had no experience in publishing and had a decent understanding of MS Word. White Box: Fantastic Medieval Adventure Game was born.

I have since gained some experience points and raised to level 2. I have also formed some relationships with industry professionals. So when the time came that I had to add some things to the game, I took advantage of my experience and I spent some gold on a hireling to enhance the game's presentation.

Your eyes now behold the result of that labor.

It is my sincere hope that you will find this version of the game easy to use and simple to learn and that it will serve as the foundation for many great adventures in the world of your imagination.

Good journey!

-Charlie

MYTHIC MAGIC ITEM
The White Box

Roll 1d6	Destination
1	The land of Blackmarsh
2	The dungeons beneath Castle Grey
3	A magical house on a lake in Jeneve
4	The Green Tower on Chief's Hill
5	A land of faeries and talking animals
6	Anywhere you want. You are only limited by your imagination

The White Box was created by two men who were masters of eldritch sorcery. They brought their powers together to create a magical artifact, that would transport the users to other worlds of magic and wonder. It is said no one knows what it is, until they hold it in their hands and discover the magic for themselves. For some the box may appear to be made of wood and for others it may even appear as a book.

Chapter 1
Getting Started

White Box requires two kinds of participants: (1) The Referee and (2) the Player. For Players, the first step in playing the game is to create a Player Character (PC). This is a simple matter of rolling some dice to determine your character's attributes, picking a character class, race (if non-human) and buying in-game equipment. If you're the Referee, however, you've got a bit more preparation to do—that's covered in Chapter 7.

Rule Number One

The most important rule in White Box is that the Referee always has the right to modify the rules. In fact, it's encouraged! This is your game, after all. There are gaps in the rules—holes left open on purpose—because much of the fun of role-playing games is being able to make up rules as needed.

Dice

White Box uses several different types of dice, and they are abbreviated herein according to the number of sides they have. For example, a four-sided die is noted as "d4." If this text requires a player to roll "3d4" that means to roll three (3) four-sided dice and add the results together. Other die types (six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided) follow in the same manner.

There is no die with 100 sides. When asked to roll d100, roll two (2) ten-sided dice, treating the first roll as the "tens" and the second as the "ones." So, if one were to roll a "7" and then a "3", the result would be "73."

The roll of two zeroes is treated as a result of "100," so you cannot roll a "0" on percentile dice. The lowest result possible is a "1."

About the Optional Rules

White Box is very easy to learn and play. The rules are simple and clear. As you create your character and read through the rules, you will see that there are several "Optional Rules" described. These are for customizing the game to fit the way you want to play, but if you are the Referee and this is your first time running a game like this, stick with the basic rules and customize later. The optional rules, plus any new rules that you and your group invent, are often called "House Rules," because each gaming group will use a different mix of alternate and invented rules. This is a good thing, eventually you're supposed to customize your game to fit what you want, not to follow the "official" rules forever and ever.

Character Sheets

A character sheet is a piece of paper designed to organize and contain any and all necessary PC information, for the benefit of both the Referee and Player. For White Box, the character sheet could be something as simple as a 3x5" index card—with equipment and spells written on the back. Or you can download the sheet below at http://whiteboxgame.blogspot.com/

Attributes

The basic attributes are numbers which represent the Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma of a character. The standard way to create attribute scores is to roll 3d6 for each attribute in the previously mentioned order. Once those rolls have been made, it is often obvious which type of character best fits the abilities—though, the player always has the option to play any class desired. Once the player decides on a class, points from other attributes may be shifted around (on a 1 for 1 basis), but only into the "Prime Attribute" of that character class. Shifting points around may not lower another ability score below 9, however.

Some Referees allow more flexibility (optionally). One example is to let the players roll 3d6 a total of six times and arrange the rolls however they want. This allows the player to put the best results into abilities that best suit the type of character the player wants to be.

Table 1: Attribute Bonus

Attribute Roll	Description	Modifier
3-6	Low	-1
7-14	Average	0
15-18	High	+1

Attribute Modifier

White Box doesn't give many modifiers for the range of attribute scores. You can modify the game to change the effect that these scores have. Table 1 gives the standard range and effects for attributes scores. Feel free to change the values. For example, if you prefer the "average" range to be 9–12, adjust the table.

Experience Bonus

Each character may get a bonus percentage to their "experience points" (XP) that will increase the amount of experience points gained during an adventure. All characters add together the following: 5% if the character's Prime Attribute is 15+, 5% if Wisdom is 15+, and 5% if Charisma is 15+. A Cleric with Wisdom of 15+ gets the 5% bonus twice: once because it is the Prime Attribute for a Cleric, and again because it is applied to all characters. The maximum attainable bonus is 15%. All awards of XP to the character during play will be increased by the amount of the bonus (by 0%, 5%, 10%, or 15%, whichever it is).

An optional method for the experience point bonus is simply to give the character a bonus of 10% if the Prime Attribute is 15+, 5% if the Prime Attribute is 13-14, and −10% if the Prime Attribute is lower than 9. There is no bonus for scores between 9 and 12. If you use this method, do not also give the +5% bonuses described in the basic rules that follow: if you do it this way, the maximum XP bonus is 10%.

Strength

Strength represents the character's physical power. It is the Prime Attribute for Fighters, so when a Fighter character has Strength of 15+, t he character gets a 5% bonus to XP. Fighters can use their Strength Bonus to modify their "to-hit" and damage results when using melee weapons.

Intelligence

Intelligence represents knowledge, reasoning, and the ability to solve puzzles or understand difficult concepts. A high Intelligence score gives a character an additional language for every point above 10. Intelligence is the Prime Attribute for Magic-users, who will get a 5% bonus to XP if the character's Intelligence is 15+. Magic-users can use their Intelligence Bonus to improve "spell effectiveness" (i.e. target suffers a loss on his saving throw).

Wisdom

Wisdom determines a character's insight, perception, and good judgment. Wisdom is the Prime Attribute for Clerics. Any character with a Wisdom score of 15+ gets a 5% bonus to XP, and a Cleric character with Wisdom 15+ gets another 5% (total of 10%) because it is the Prime Attribute for the Cleric class. Clerics can use their Wisdom Bonus to improve "spell effectiveness" (i.e. target suffers a loss on his saving throw).

Constitution

Constitution refers to the health and endurance of a character. A high Constitution score (15+) gives the character a +1 to each hit die, and a low score (6 or lower) gives a −1 penalty to each hit die.

Dexterity

Dexterity is a combination of coordination and quickness. It is the Prime Attribute for Thieves (if they are used). A high Dexterity score (15+) gives a character a bonus on "to-hit" rolls when attacking with a bow or other ranged weapon, and a low score (6 or less) gives a penalty of -1 to such rolls. Dexterity can be used to modify a character's Armor Class.

Charisma

Charisma refers to a character's personal magnetism and leadership ability. Any character with a Charisma of 15+ receives a 5% bonus to XP. Charisma also determines the number of Non-Player Character (NPC) hirelings a character can acquire. These hirelings include specialists (ship captains, assassins,

Table 2: Charisma Modifier

Charisma	Hirelings (Max #)	Loyalty
3–4	1	-2
5–6	2	-2
7–8	3	-1
9–12	4	0
13–15	5	+1
16–17	6	+2
18	7	+2

etc.) and non-human creatures, but do not usually include basic soldiers. Charisma modifies the loyalty of NPCs (See "Loyalty").

Hit Points

Hit points (HP) represent the amount of "damage" a character can take before dying: they are determined by the number of hit dice (HD) the character has at each level, which is found in the description of each character class later on. If a player begins the game with a 1st level Fighter (1+1 HD) the player would therefore roll 1 HD (1d6) and add "+1" to the end result to determine his PC's starting hit points. When the character accumulates enough XP to gain a level, usually a new hit die is rolled and added to the total (sometimes a new level only gives an additional hit point, though, not a whole new hit die).

Alignment

Alignments in the game represent cosmic forces and are described as Law, Chaos, and Neutrality. In general, Law also corresponds to being "good," Chaos corresponds to being "evil," and Neutrality simply means that the character is indifferent between the two moral polarities. It is quite possible for the Referee to make the alignment system more complex: perhaps Lawful only means that you are in favor of centralized hierarchies in society, in which case you could actually be Lawful Evil as well as Lawful Good. It is a matter of preference if you want to make the alignment system more complex.

Character Retirement

If a character reaches the highest level listed on the table for that character class, what happens? Does advancement stop? Does the character have to retire? Each group has its own play style and a preference for a given range of character levels for their games. If the Referee wants to extend the tables to allow higher-level characters, then go for it!

Chapter 2
Character Classes
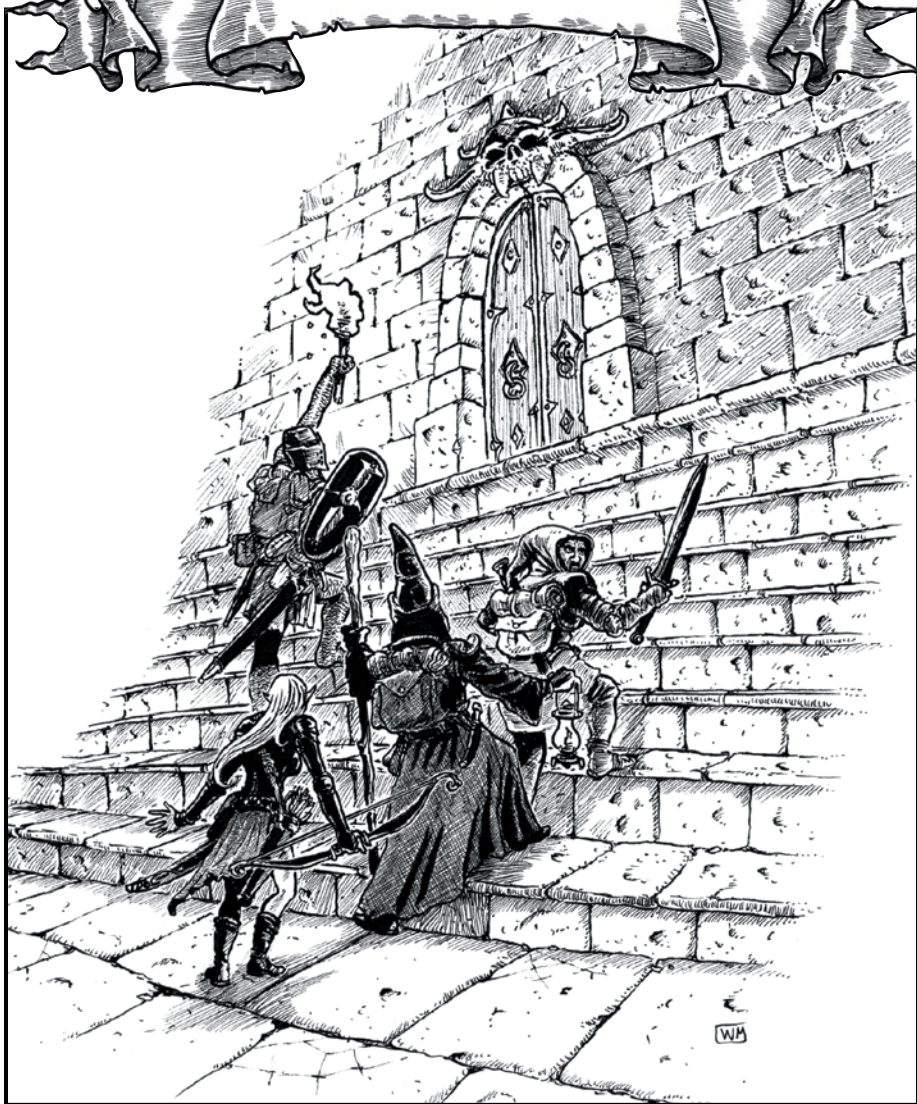
There are four possible character classes in the game: the Cleric, the Fighter, the Magic-user, and the Thief (optional). The Referee is, of course, free to invent or allow other character classes in the game.

The Cleric

Clerics are armored priests who serve a particular alignment, religion, or patron deity. Players may make up the details if the Referee doesn't use a particular mythology for the campaign. Mythologies and other details of a campaign world often come later if the Referee is just starting.

The Cleric is a champion of his faith and moral alignment. The character might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of some temple hierarchy. Since many of the Cleric's abilities are oriented toward healing and protecting, they tend to play a support role during combat. However, they are able to stand shoulder-to-shoulder with the party's Fighters if need be—at least for a while. Clerics must be either Lawful (good) or Chaotic (evil). There are no Neutral Clerics unless the Referee decides otherwise.

Cleric Abilities

Weapon and Armor Restrictions
Because of secret religious practices, Clerics may only use blunt weapons (club, flail, mace, etc.) and the only missile weapon they are allowed is oil. Clerics have no armor restrictions.

Spell Casting
Clerics cast divine spells from a specific spell list, as per the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Cleric uses the standard spell list.

Saving Throw
Clerics receive a +2 bonus on saving throws vs. poison and paralysis (unless the alternative "Saving Throw Matrix" is used).

Table 3: Cleric Advancement

Level	Exp. Points	Hit Dice	To Hit	Saving Throw	Spells				
					1	2	3	4	5
1	0	1	+0	15	–	–	–	–	–
2	1,500	2	+0	14	1	–	–	–	–
3	3,000	3	+0	13	2	–	–	–	–
4	6,000	3+1	+1	12	2	1	–	–	–
5	12,000	4	+1	11	2	2	1	–	–
6	24,000	5	+2	10	2	2	1	1	–
7	48,000	6	+2	9	2	2	2	1	1
8	96,000	6+1	+3	8	2	2	2	2	2
9	192,000	7	+4	7	3	3	3	2	2
10	384,000	8	+5	6	3	3	3	3	3

TURN THE UNDEAD
Clerics can use their divine power to banish the undead, causing them to flee.

ESTABLISH TEMPLE
At tenth level, the rank of "Patriarch" is awarded. A Cleric, who chooses to build and dedicate a temple to a deity, may attract a body of loyal followers who swear fealty to the character. If the Cleric changes alignment after establishing a Temple, the character will lose any followers (and probably face a revolt).

EXPERIENCE BONUS FOR WISDOM
Wisdom is the Prime Attribute for Clerics. Clerics with Wisdom of 15 or higher receive a 10% to experience, 5% as normal, and 5% because it is the Prime Attribute for the class.

TURN THE UNDEAD
Lawful clerics (only) have the ability to turn the undead, causing them to flee or destroying them outright. When a turning attempt is made, roll 3d6 and consult the Turn Undead table for the result. One turn attempt may be made per encounter.

If the result on the dice is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds (or cower helplessly if they are unable to flee). Optionally, the Referee may rule that only 2d6 HD are turned, starting with the lowest to highest.

For Lawfully aligned Clerics, if the table indicates a "D" then the undead creature is destroyed automatically and will crumble to dust.

Table 4: Turn Undead

HD	Examples	Cleric Level									
		1	2	3	4	5	6	7	8	9	10
<1	Skeleton	10	7	4	D	D	D	D	D	D	D
1	Zombie	13	10	7	4	D	D	D	D	D	D
2	Ghoul	15	13	10	7	4	D	D	D	D	D
3	Wight	17	15	13	10	7	4	D	D	D	D
4	Wraith	–	17	15	13	10	7	4	D	D	D
5	Mummy	–	–	17	15	13	10	7	4	D	D
6	Spectre	–	–	–	17	15	13	10	7	4	D
7	Vampire	–	–	–	–	17	15	13	10	7	4
8	Vampire	–	–	–	–	–	17	15	13	10	7
9	Vampire	–	–	–	–	–	–	17	15	13	10
10+	Lich	–	–	–	–	–	–	–	17	15	13

TURN UNDEAD (VARIANT)

Referees who wish to limit the use of the Turn Undead ability might try to count this as merely a 1st level Cleric spell.

CHAOTIC CLERICS AND THE UNDEAD (OPTIONAL)

Many Referees allow Chaotic clerics as well as Lawful clerics to turn the Undead. If Chaotic clerics are allowed to turn the undead, treat a result of "D" on the table a bit differently; instead of destroying the undead creature, the Chaotic cleric has forced it into servitude. It will follow the character's commands, although the Referee will decide the limitations on this power. Perhaps the cleric can only keep a certain number of undead under control at one time (or a certain number of hit dice) – the cleric's level is a good number to use for this limit, whether it stands for a maximum number of Undead creatures or for a maximum number of total hit dice.

The Fighter

The Fighter is a warrior, trained in battle and in the use of armor and weapons. Your character might be a ferocious Viking raider, a roaming samurai, or a medieval knight. Because they are the best equipped of all the character classes to deal out and absorb damage, Fighters often end up on the front lines, going toe-to-toe with dragons, goblins, and evil cultists. If you are the party's Fighter, the down-and-dirty work is up to you.
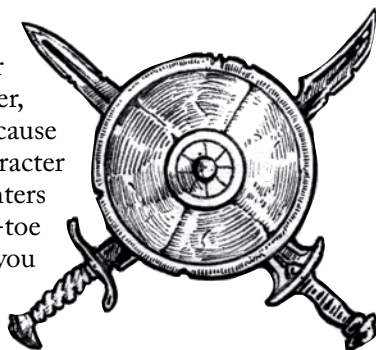
Fighter Abilities

WEAPON AND ARMOR RESTRICTIONS
Fighters are trained in warfare and, as such, have no restrictions on the kind of weapons or armor they can use.

COMBAT FURY
Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each combat round.

SAVING THROW
Fighters receive a +2 bonus on saving throws vs. death and poison (unless the alternative "Saving Throw Matrix" is used).
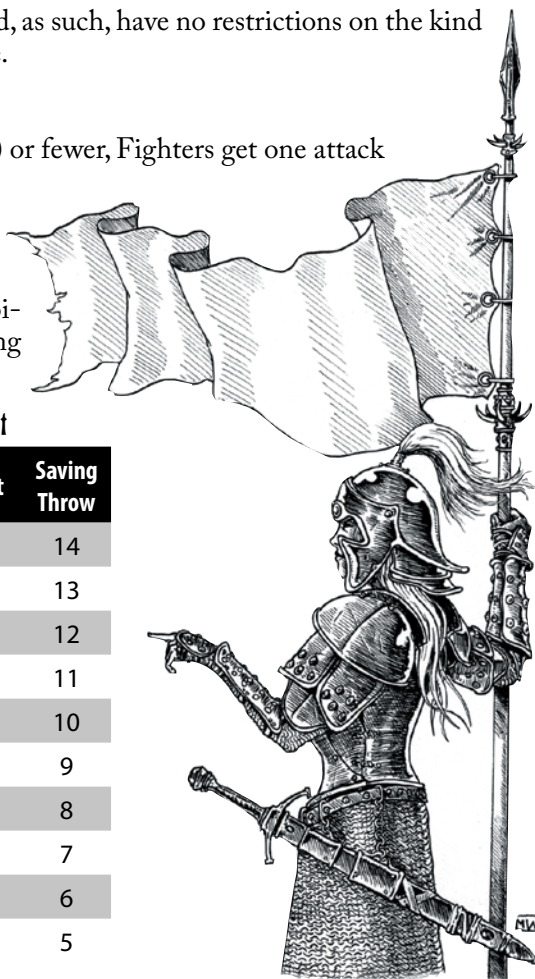
Table 5: Fighter Advancement

Level	Exp. Points	Hit Dice	To Hit	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+4	8
8	128,000	8	+5	7
9	256,000	9	+6	6
10	512,000	10	+6	5

ESTABLISH STRONGHOLD

At ninth level, a Fighter who chooses to build a castle is considered to have reached the rank of "Baron" or "Baroness," bestowed by the local ruler or monarch. The character may choose to attract a body of soldiers, who will swear their fealty as loyal followers.

EXPERIENCE BONUS FOR STRENGTH

Strength is the Prime Attribute for Fighters, which means that a Strength score of 15+ grants an additional 5% experience.

The Magic-User

The Magic-user is a mysterious figure, a student of arcane powers and dark magic. They can be devastating opponents. However, at lower levels, they are quite vulnerable and must be protected by the other party members. As Magic-users progress, they generally become the most powerful of the character classes—holding sway over the political destinies of great kingdoms and able to create wondrous magical artifacts.

Magic-user Abilities

Weapon and Armor Restrictions

Magic-users tend to spend their waking hours in study of arcane tomes and scrolls. As such, they have little time to train with weapons or learn how to properly engage in physical combat. Magic-users may only wield daggers or staves, and are not allowed the use of armor.

Spell Casting

Unlike the Cleric, the Magic-user owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Magic-user presses a select spell formula into her mind, effectively "preparing" it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Magic-user's mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available "slots" in the Magic-user's memory. If the Magic-user finds spell scrolls during an adventure, she can copy them into her spell book.

Saving Throw

Magic-users receive a +2 bonus on saving throws vs. spells—including those cast from wands and staves (unless the Alternate "Saving Throw Matrix" is used).

Experience Bonus for Intelligence

Intelligence is the Prime Attribute for Magic-users, which means that an Intelligence score of 15+ grants them an additional 5% to all experience points awarded.
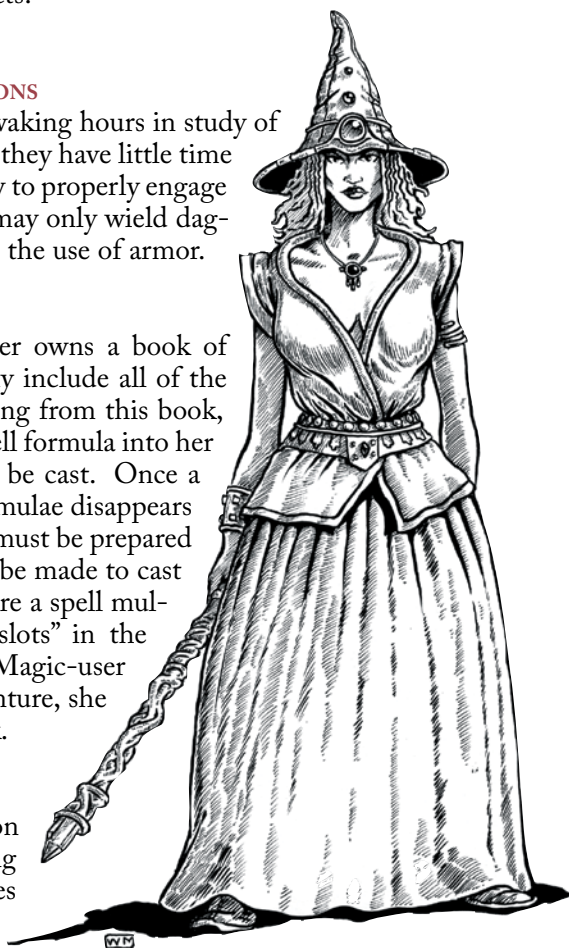
Establish Tower

At tenth level, a Magic-user gains the title of "witch" or "wizard" and can build a stronghold to house her library and laboratory. She will attract a mix of mercenaries, strange servants and even a few monsters (like flying monkeys). This motley crew will swear fealty to her and serve her with whatever loyalty she can inspire.
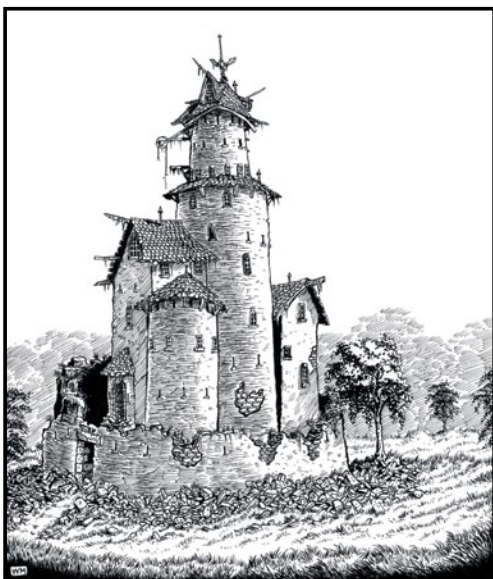
Table 6: Magic-User Advancement

Level	Exp. Points	Hit Dice	To Hit	Saving Throw	Spells					
					1	2	3	4	5	6
1	0	1	+0	15	1	–	–	–	–	–
2	2,500	1+1	+0	14	2	–	–	–	–	–
3	5,000	2	+0	13	3	1	–	–	–	–
4	10,000	2+1	+0	12	4	2	–	–	–	–
5	20,000	3	+1	11	4	2	1	–	–	–
6	40,000	3+1	+1	10	4	2	2	–	–	–
7	80,000	4	+2	9	4	3	2	1	–	–
8	160,000	4+1	+2	8	4	3	3	2	–	–
9	320,000	5	+3	7	4	3	3	2	1	–
10	640,000	5+1	+3	6	4	4	3	2	2	–
11	–	6	+4	5	4	4	4	3	3	–
12	–	6+1	+4	4	4	4	4	4	4	1

The Thief (optional)

While there are many who wield sword and spell while exploring tombs and dungeons, the thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, he is not a combatant by trade. Instead he strikes from the shadows and his keen eyes see dangers that his companions do not. Thieves are rarely noble, but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them very useful to dungeoneers and explorers and there are some among their ilk who hold to a code of "honor among thieves."
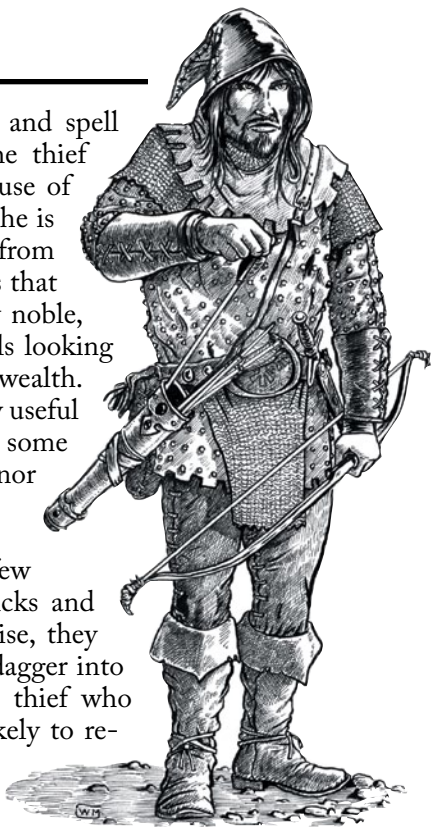
Thieves often go equipped with but a few weapons and light armor, and rely on picks and tools for survival. When combat does arise, they fade into the darkness, ready to plunge a dagger into the backs of unsuspecting foes. The rare thief who manages to amass fortune and glory is likely to retire and start a guild of others with similar skills.

Thief Abilities

WEAPONS AND ARMOR RESTRICTIONS
Thieves are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and only wear leather armor.

BACK STAB
Any time a thief attacks an opponent who is unaware of their presence, the thief receives a +2 to their Base Hit Bonus. If the attack is successful, the thief may roll his weapon damage twice.

SAVING THROW
Thieves receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

THIEVERY
Thieves are stealthy and light-footed. The thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed. The Referee has the final say as to whether an action falls under the purview of thievery or not. When the thief attempts to use

this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the thievery ability, the thief is successful in their attempt. Thieves are not often aware of when their attempts to remain stealthy fail, and the thief always believes he is successful.

ESTABLISH GUILD:

A thief of ninth or higher level may choose to establish a secret hideout, often in an ur-ban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a Guild Master, and those who arrive are members of his Thieves Guild. In return for a cut of their earnings, the thief will provide these apprentices with protection from local law enforcement as much as he is able.

EXPERIENCE BONUS FOR DEXTERITY

Dexterity is the Prime Attribute for Thieves, which means that a Dexterity score of 15+ grants an additional 5% experience.

Table 7: Thief Advancement

Level	Exp. Points	Hit Dice	To Hit	Saving Throw	Thievery
1	0	1	+0	14	2
2	1,250	2	+0	13	2
3	2,500	3	+0	12	2
4	5,000	3+1	+1	11	3
5	10,000	4	+1	10	3
6	20,000	5	+2	9	3
7	40,000	6	+2	8	4
8	80,000	6+1	+3	7	4
9	160,000	7	+4	6	4
10	320,000	8	+5	5	5

Chapter 3
Character Races

In a fantasy world, humans often aren't alone. Elves may populate the great forests, Dwarves may carve their halls and mines into the heart of the earth, and Halflings may reside in the comfortable hill-houses of their bucolic shires. By contrast, some fantasy worlds depict an isolated human race pitted against ancient pre-human evils and the grim, savage wilderness of worlds at the dawn (or dusk) of human civilization itself. Some fantasy worlds, as a third example, accentuate the bizarre, with a wide variety of fantasy races available to the players—such worlds are filled with conflict and contradictions, always with a new wonder to be found beyond the next corner. The Referee determines what non-human races, if any, you can choose for your character.

The Dwarf

Dwarves tend to live in underground cities. As such, Dwarves easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny slits designed to release arrows, darts, or poison gas). What the Dwarf does or does not perceive is for the Referee to decide but for an optional die roll to use, see the Keen Detection racial ability.
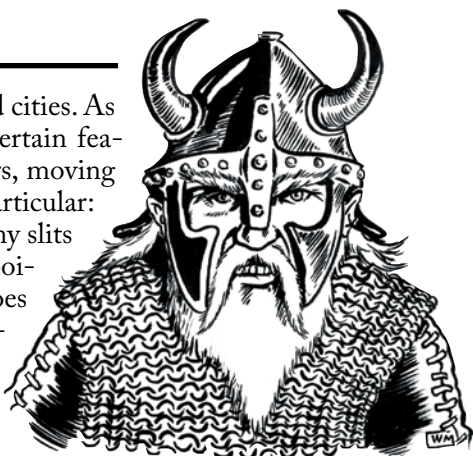
Dwarven Abilities

CHARACTER ADVANCEMENT
Dwarfs can choose between two classes, the Fighter or Thief (if used), and they are typically allowed to advance as high as 6th level.

WEAPON AND ARMOR RESTRICTIONS
Like human Fighters, Dwarves have been trained in warfare and have no restrictions on the weapons or armor they may use.

FIGHTING GIANTS
Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting dwarves, and only inflict half the normal damage against them.

KEEN DETECTION
Dwarves are good at spotting traps, slanting passages, and construction while underground (1-4 on a d6 when searching, 1-2 on a d6 if just passing by).

SAVING THROW
Dwarves do not use magic and are somewhat immune to its effects; they receive a +4 bonus on saving throws vs. magic (whether or not the alternate "Saving Throw Matrix" is used).

LANGUAGES
For campaigns that give each race its own dialect, Dwarves should be able to speak with gnomes, goblins, orcs, and kobolds.

The Elf

The Referee can interpret Elves in many different ways. Are they faerie-folk of Irish legend, the Vanir of Norse mythology, or perhaps something more akin to the Elves of Tolkien's imagination?

As a baseline, most Elves are associated with magic as well as being skilled with the sword and bow. The Elven adventurer may choose, on any given day—perhaps when the moon rises—whether to use the capabilities of the Fighter or Magic-user. As a result, the Elf has two alternate advancement paths (experience points, hit dice, saving throws, "to-hit" bonuses, etc.) depending upon whether he donned steel that day or summoned up the power to cast spells.

Elves must use a spell book to prepare spells, just as a Magic-user. Spells disappear from his casting capability once they are cast, until prepared again.

Elven Abilities

CHARACTER ADVANCEMENT
Elves may use either the Fighter or Magic-user class advancement charts, to be announced at the start of an adventure. They are typically allowed to progress to 4th level as Fighters and 8th as Magic-users.

WEAPON AND ARMOR RESTRICTIONS
When an Elf adventures as a Magic-user, the character has the same weapon and armor limitations as a Magic-user. The exception to this would be magic armor, which may still be worn even when the Elf is acting as a Magic-user.

HEREDITARY FOES
Elves gain an extra +1 ("to-hit" or to damage) when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls.

KEEN DETECTION
Elves are good at spotting hidden and concealed doors (1-4 on a d6 when searching, 1-2 on a d6 if just passing by).

For campaigns that give each race its own dialect, Elves should be able to speak with gnolls, goblins, orcs, and hobgoblins.

The Elf (Variant)

Some Referees may want to allow the Elf to advance as a blend of Fighter and Magic-user instead of switching back and forth. In that model, the following advancement table might be used instead. Aside from Character Advancement and Weapon and Armor Restrictions, Elven Race Abilities remain the same.

Table 8: Elf Advancement

Level	Exp. Points	Hit Dice	Hit Bonus	Saving Throw	Spells		
					1	2	3
1	0	1+1	+0	14	–	–	–
2	5,000	2	+1	13	1	–	–
3	10,000	2+1	+1	12	2	–	–
4	20,000	3	+1	11	2	1	–
5	40,000	3+1	+2	10	3	2	–
6	80,000	4	+2	9	4	2	–
7	160,000	4+1	+2	8	4	2	1
8	320,000	5	+2	7	4	2	2

WEAPON AND ARMOR RESTRICTIONS

Elves would have the advantage of both magic and armor at the same time, so the Referee may limit the Elf to chain mail. Elves may not use two-handed weapons (two-handed sword, polearms, etc.) or shields while casting spells.

The Halfling

Halflings are short, often stout, and live in shires, rustic communities that are usually remote from those of larger folk. A few of them have a mildly adventurous spirit, enough to venture forth for a while at least, exploring the world beyond the farms and fields of the local shire.

Halfling Abilities

CHARACTER ADVANCEMENT

Halflings can choose between two classes, the Fighter or Thief (if used) and they are typically allowed to advance as high as 4th as a fighter and 6th as a thief.

WEAPON AND ARMOR RESTRICTIONS

Like human Fighters, the Halfling has no weapon or armor restrictions.

FIGHTING GIANTS

Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures such as halflings and dwarves, and only inflict half the normal damage against them.

DEADLY ACCURACY WITH MISSILES

Halflings receive a +2 "to-hit" when firing missile weapons in combat.

NEAR INVISIBILITY

When not engaged in combat, Halflings can be quite stealthy, making themselves hard to spot and moving in almost total silence. The success of this ability is determined by the Referee, or a die roll can be used, with a roll of 1-5 on a d6 indicating success.

SAVING THROW

Halflings are somewhat immune to magic, and receive +4 on saving throws vs. magic (even if the "Saving Throw Matrix" is used).

LANGUAGES

For campaigns that give each race its own dialect, Halflings should be able to speak with creatures that fit the style of the Referee's campaign.

Chapter 4
Equipment

Each character begins the game with 3d6x10 gold pieces, which is used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in the amount of gold pieces. The Referee is encouraged to include additional items and equipment.

Equipment Weight
A "normal" level of miscellaneous equipment is assumed to weigh 10 pounds. If treasure is added to this, each coin and gem is assumed to weigh 0.1 pound.

Weapon Damage (optional)
In the original game, all weapons did 1d6 damage, regardless of type. White Box provides some slight variation. To play the original game as it was written, simply ignore all variations in weapon damage – they all inflict 1d6 damage regardless of whether the weapon is a two-handed sword or a dagger.

Table 9: Adventuring Gear

Item	Cost (gp)
Backpack (30 lb. capacity)	5
Bedroll	2
Belladonna, bunch	10
Bottle (wine), glass	1
Case (map or scroll)	3
Crowbar	5
Flint and Steel	5
Garlic (1 lb.)	10
Grappling Hook	5
Hammer	2
Helmet	10
Holy Symbol, wooden	2
Holy Symbol, silver	25
Holy Water, small vial	25
Lantern	10
Mirror (small), steel	5
Oil (lamp), 1 pint	2
Pole, 10 ft.	1
Rations, trail (day)	1
Rations, dried (day)	3
Rope (50 ft.), hemp	1
Rope (50 ft.), silk	5
Sack (15 lb. capacity)	1
Sack (30 lb. capacity)	2
Shovel	5
Spellbook (blank)	100
Spikes (12), iron	1
Stakes (12), wooden	1
Tent	20
Thieves' Tools	25
Torches (6)	1
Waterskin	1
Wolfsbane, bunch	10
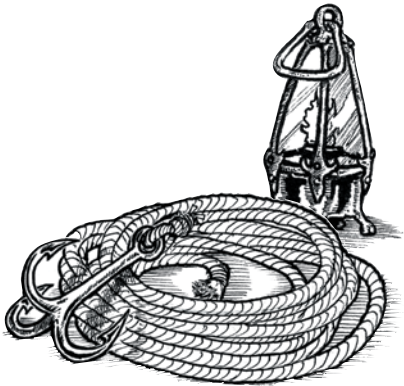
Table 10: Transportation

Type	Cost (gp)
Armor, horse (barding)	320w
Bags, saddle	10
Boat	100
Cart	80
Galley, large	30,000
Galley, small	10,000
Horse, draft	30
Horse, light riding	40
Mule	20
Raft	40
Saddle	25
Ship, sailing (large)	20,000
Ship, sailing (small)	5,000
Wagon, small	160
Warhorse, heavy	200
Warhorse, medium	100
Warship	40,000

Important

Numbers for the "Ascending" armor class system always appear in brackets [like this].

Calculating Armor Class

To calculate a character's Armor Class, you must decide which system to use. The two systems have the same armor protection, but in one of them a high armor class is better, and in the other a low armor class is better. Just decide which you prefer:

Descending AC System

In this system, an unarmored human has an AC of 9. The armor you buy lowers your AC and the lower the AC, the harder you are to hit. To calculate your Armor Class, look at the Armor table above, in the "Effect on…" column. For whatever type of armor you bought, subtract the number shown from your base AC of 9. That's your new Armor Class.

Ascending AC System

For the ascending system, an unarmored person has an AAC of [10]. AAC means "ascending armor class," and it is used in brackets as a reminder of which system is in use. Your armor adds to your AAC, so the higher your AAC, the harder it is for your enemies to hit you. To calculate your Ascending Armor Class, look at the Armor table, in the "Effect on…" column. For whatever type of armor you bought, add the number shown in brackets to your base AAC of [10]. That's your new Armor Class.

Converting Armor Class Systems

To translate between the Ascending and Descending AC systems, the ascending armor class (AAC) and descending armor class (AC) values should add up to 19. Thus, AC 7 is the same as AAC [12] (12+7=19).

Hiring Assistants

Many characters, particularly when first starting an adventuring career, are in need of hirelings to assist in carrying loot or fighting monsters. Characters are free to create advertisements and inquire at local taverns to find available hirelings. Prices are in gold pieces and are for one week of service.

These rates are for humans only. Demi-humans cost more to hire—and it may take more than just the promise of gold coins.

Table 11: Melee Weapons

Weapon	Damage	Weight	Cost (gp)
Axe, battle*	1d6+1	15	7
Axe, hand‡	1d6	5	3
Club	1d6	10	–
Dagger	1d6-1	2	3
Flail	1d6	15	8
Mace	1d6	10	5
Morning Star	1d6	15	6
Polearm (bardiche, halberd, etc.)*	1d6+1	15	7
Spear†‡	1d6	10	2
Staff*	1d6	10	1
Sword, long	1d6	10	10
Sword, short	1d6-1	5	8
Sword, two-handed*	1d6+1	15	15
Warhammer	1d6	10	5

* Two-handed weapon
† Can be used as either a one-handed or two-handed weapon
‡ Can be used as either a melee or missile weapon

Table 12: Hiring Assistants

Hireling Type	Cost (gp)
Alchemist	250
Animal Trainer	125
Armorer	25
Assassin	500
Blacksmith	5
Captain, Ship	75
Engineer	200
Horse rider	3
Non-combatant (servant, torch bearer)	2
Sage	500
Sailor	3
Soldier	5
Spy	125

Table 13: Missile Weapons

Weapon	Damage	Rate of Fire	Range	Weight	Cost (gp)
Arrows (20)	–	–	–	1	5
Arrow, silver	–	–	–	1	5
Axe, hand	1d6	1	10 ft.	10	3
Bolt, crossbow (30)	–	–	–	5	5
Bow, long	1d6	2	70 ft.	5	40
Bow, short	1d6-1	2	50 ft.	5	25
Case (30 bolts)	–	–	–	1	5
Crossbow, heavy	1d6+1	1/2	80 ft.	5	25
Crossbow, light	1d6-1	1	60 ft.	5	15
Pouch (20 stones)	–	–	–	1	1
Quiver (20 arrows)	–	–	–	1	5
Sling	–	1	30 ft.	1	2
Spear	1d6	1	20 ft.	10	2
Stones (20)	1d6	–	–	1	1

* Rate of Fire is the number of projectiles than can be fired per combat round
† There is a +2 "to-hit" bonus for missile weapons utilized at short range (x1), a +1 "to-hit" bonus at medium range (x2), and no bonus or penalty for long range (x3) attacks
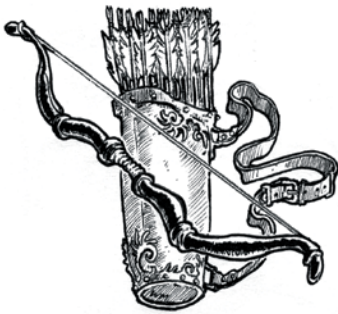

Table 14: Armor

Armor	Effect on AC [AAC]	Weight (lb.)*	Cost
Chain mail	-4 [+4]	50	30
Leather	-2 [+2]	25	15
Plate mail	-6 [+6]	75	50
Shield	-1 [+1]	10	10

* At the Referee's discretion, magical armor weighs either half of its normal weight or nothing at all