Below are a few essential adventuring rules for Swords & Wizardry White Box, based on similar rules found in the original 1974 and 1977 editions.

Dungeon Doors: Dungeon doors are large, heavy and even unlocked are hard to open. Humans and Elves will open an unlocked door on a roll of 1-2 in 6, while Dwarves and Halflings have a base 1 in 6 chance. At the referee's option, characters will apply any strength bonus or penalty to this roll. It is assumed that most monsters can easily open doors, and that once opened, doors will shut on their own.

Light: Torches and lanterns illuminate a 30-foot radius. Torches burn for one hour (six turns), while lanterns burn one pint of oil in four hours (24 turns). Players using a light source cannot normally surprise monsters, but they can of course still be surprised. It is assumed that all monsters see in the dark, unless they are charmed or otherwise in the service of players.

Listening at Doors: Humans have a 1 in 6 chance of hearing noise, non-humans hear noise on a roll of 1-2 in 6. Note that success indicates the player heard *something*, but they may not know what caused the sound.

Oil: Thrown oil that is subsequently set alight by a thrown torch or similar will burn for two rounds, doing 1-6 damage per round on a successful hit of AC 8 [11]. The referee should adjust the chance to hit based on the size of the creature being targeted, obviously large creatures such as Ogres and Giants will be easier to hit than, say, giant spiders.

Outdoor Movement: Base movement rate is in miles per day, but can be doubled during a forced march. For outdoor combat round movement rates, take the base rate, divide by three and multiply by 10 yards. For example a base movement rate of 9 normally allows 9 miles of travel per day, 18 miles forced, and 30 yards of movement per combat round. The referee should decrease the normal rate of movement for travel over difficult terrain, like swamps or mountains.

Secret Doors: Secret doors can be detected by any player who is actively searching for one with a roll of 1-2 in 6. Elves, however, find secret doors 4 in 6 when searching, or may sense with a 1 in 6 chance that *something is amiss* by merely passing by a secret door. It takes one turn for each 10'x10' area searched.

Traps: Most traps and pits are triggered on a roll of 1-2 in 6 when any player passes over the triggering mechanism. Note that Dwarves can detect stonework traps similarly to how Elves detect secret doors - they have a 4 in 6 chance to detect such traps if actively searching, or 1 in 6 if merely passing by. Players falling into a pit trap will take 1-6 damage per 10 feet fallen.

Note on finding secret doors and traps: I would be judicious in my use of die rolls for either. Ideally, players would be descriptive enough during a search that they would automatically find a trap or secret door. For example, if moving a wall sconce opens a secret door, and the player

says "I examine the sconces on the north wall for anything unusual", I might automatically allow them to figure out how the secret door opens. If, however, they merely state "I search the north wall for secret doors", I would roll. Some features might be so well hidden as to always merit a die roll, or at least a roll with some sort of adjustment. In my opinion, this method of descriptive search is much more rewarding and interesting than generic searches and repeated die rolls.

Wandering Monsters: In the dungeon, check every hour (six turns) for wandering monsters. Outdoors, check once per day for wandering monsters. Normally there is a 1 in 6 chance of encountering something, the specific encounter is rolled on a table. Initial encounter distance is dependent on the circumstance.

Level Beneath Surface	Consult Underworld Encounter Level Table (d6)									
	1	2	3	4	5	6	7	8	9	10
1	1-3	4-5	6							
2	1	2-4	5-6							
3		1	2-4	5-6						
4			1	2-4	5-6					
5				1	2-4	5-6				
6					1	2-4	5	6		
7						1	2-4	5	6	
8							1-2	3-5	6	
9								1-2	3-5	6
10+								1	2-3	4-6

Underworld Encounter Tables, by Dungeon Level

Fighter/Cleric/MU/Thief encounters: Roll for alignment 1-2=Chaotic 4-5=Neutral 6=Lawful. For thief encounters, ignore a 'Lawful' result.

Die Roll	Level 1	Level 2	Level 3	Level 4	Level 5
1	Kobold	Beetle, Giant Fire	Demon, Lemure	Hell Hound	Hell Hound
2	Skeleton	Centipede, Giant	Grey Ooze	Centipede, Giant	Hydra
3	Rat, Giant	Ghoul	Harpy	Doppelganger	Dragon, White
4	Goblin	Gnoll	Lycanthrope, Wererat	Gargoyle	Cockatrice
5	Gnome	Lizardman	Lycanthrope, Werewolf	Gelatinous Cube	Ochre Jelly
6	Orc	Spider, Giant	Wight	Worg	Mummy
7	Zombie	Hobgoblin	Bugbear	Wraith	Ogre
8	Dwarf	Human, Berserker	Shadow	Ogre	Ogre Mage
9	Elf	Human, Bandit	L3 Fighter	L4 Fighter	L5 Fighter
10	Hobgoblin	L2 Fighter	L2 MU	L4 Cleric	L5 Cleric
11	Stirge	L2 Cleric	Demon, Imp	L3 MU	L4 MU
12	Beetle, Giant Fire	Dark Elf	Dark Elf	L4 Thief	L5 Thief

Die Roll	Level 6	Level 7	Level 8	Level 9	Level 10
1	Hell Hound	Minotaur	Lycanthrope, Werebear	Hydra	Hydra
2	Dragon, White	Hell Hound	Hydra	Dragon, Blue	Lich
3	Dragon, Black	Hydra	Dragon, Blue	Dragon, Black	Dragon, Red
4	Hydra	Dragon, White	Dragon, Black	Dragon, Green	Dragon, Gold
5	Basilisk	Dragon, Black	Dragon, Green	Dragon, Red	Black Pudding
6	Blink Dog	Dragon, Green	Vampire	Chimera	Elemental, Air
7	Medusa	Banshee	Elemental, Air	Demon, Ballroch	Elemental, Earth
8	Specter	Vampire	Elemental, Earth	Vampire	Elemental, Fire
9	Troll	Demon, Succubus	Elemental, Fire	L9 Fighter	Elemental, Water
10	L5 MU	Salamander	Elemental, Water	L9 Cleric	Death Knight
11	L6 Thief	Wyvern	Gorgon	L8 MU	Slug, Giant
12	Sidhe	Djinni	Invisible Stalker	L9 Thief	Purple Worm