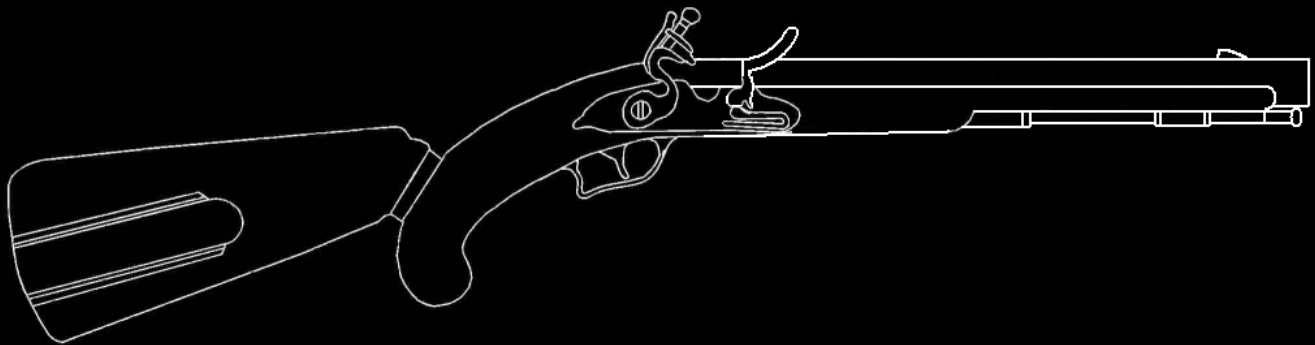


BLACK BOX BOOKS

TOME FOUR: DOGLOCKS AND DRAUGHTS

Compatible with Swords and Wizardry WhiteBox



Written By Kirt A. Dankmyer

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Firearms

Guns can be a part of a fantasy setting without dominating it. John Carter and Solomon Kane carried pistols alongside their swords, and what is a pirate without a flintlock? Primitive firearms are unpredictable weapons, prone to malfunction, which provides balance against more traditional medieval weapons... and additional excitement!

First, understand that firearms blow through medieval armor. Guns ignore worn armor, penalizing the AC of the target. It is up to the referee whether a given monster's AC is connected to armor or something else, such as dexterity, speed, or magic. When in doubt, penalize the AC by 2.

Firearms are volatile. If a natural 1 is rolled while using a gun, not only does the gun automatically miss, but it breaks, and cannot be used again until it is repaired. In addition, when the weapon breaks, there is a 1 in 6 chance that it explodes, destroying the weapon and doing the weapon's damage to everyone within 5 feet, including the wielder.

Right after this paragraph is a short table of firearms appropriate for most games. Rate of fire is not listed because all of the weapons fire once and then have to be reloaded, as they are all muzzle loaders; after firing once, the weapon must be reloaded by ramming one dose of black powder and a single bullet down the muzzle.

| Weapon or Item | Damage | Range [†] | Weight (lb) | Cost (gp) |
|--------------------------------|--------|--------------------|-------------|-----------|
| Black Powder (dose) | -- | -- | -- | 10 |
| Blunderbuss* | 1d6+2 | 10 ft. | 8 | 1,000 |
| Bullets (30) | -- | -- | 1/2 | 30 |
| Bullet, Silver | -- | -- | -- | 25 |
| Musket* | 1d6+3 | 40 ft. | 9 | 2,000 |
| Pistol, Doglock** | 1d6+1 | 20 ft. | 4 | 800 |
| Pistol, Dragon | 1d6 | 20 ft. | 3 | 750 |
| Pistol, Flintlock | 1d6+1 | 20 ft. | 4 | 1,000 |
| Pouch (30 bullet capacity) | -- | -- | 1 | 1 |
| Powder Horn (10 dose capacity) | -- | -- | 1 | 3 |

* Two-handed weapon

** When reloading, there is a 1 in 6 chance that it will take two rounds instead of one, as the mechanism is a little bit more awkward than a flintlock.

[†]As usual, +2 "to-hit" at short range (x1), +1 "to-hit" at x2 range, and no bonus or penalty for attacks at x3 range.

Below is an example of a magic firearm. It counts as an "Unusual Weapon"

Literal Doglock: This is a doglock pistol with a +1 "to-hit" bonus. In addition, if there is a hidden or invisible danger within 100 feet that can be detected by scent, there is a 2 in 6 chance that the pistol will alert its owner by growling. There is a 1 in 6 chance the weapon will also have a +2 "to-hit" bonus against felines and couriers. The weapon may bark during combat and whine if there is difficulty reloading it due to the doglock mechanism.

Medicine

While potions are useful, not everyone has access to the alchemical and magical knowledge required to create them. Instead, herbalists and apothecaries use various substances to achieve certain effects. Some of these substances are magical, some of them are not.

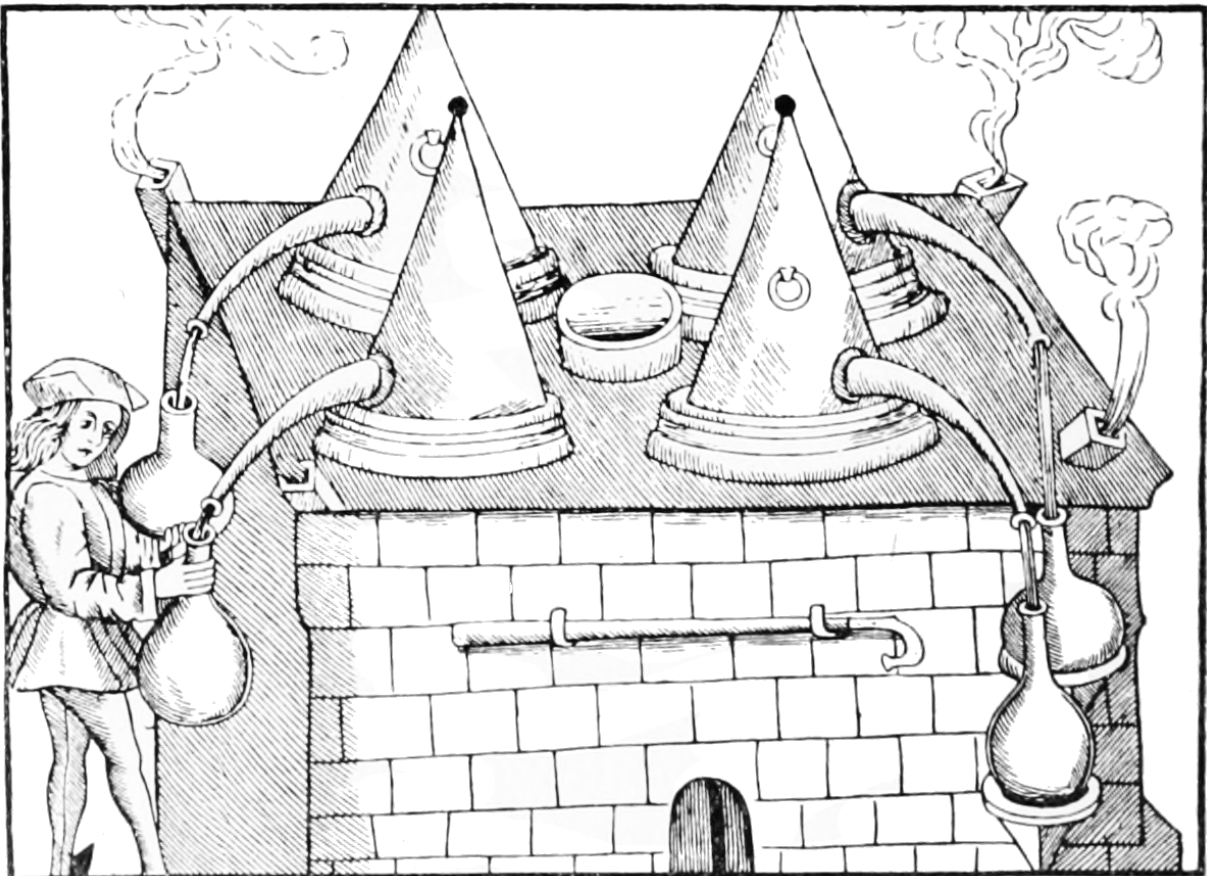
A sample list of such substances is below. When using them in treasure, they count as potions. However, there are some differences. First, each entry will list how the substance is administered. Most are liquids that are drunk, aka *draughts*, but not all of them.

Second, each entry will list a Primary Effect. This is a useful effect, and why one would want to use the medicine in question. However, these preparations are not perfect, so there is a 1 in 6 chance that the Primary Effect will not occur.

On top of this, there will be a Side Effect listed. There is a 1 in 6 chance the Side Effect will occur when the drug is taken. If a character uses one of these substances while under the influence of another, the second medicine works as normal, but the Side Effect always occurs.

Like potions, these are one-use items that last 1d6+1 turns if a duration is needed; if relevant, roll separately for how long the Primary Effect and Side Effect last.

On the next page are ten of these sample medicines, so the referee can roll a d10 to determine one randomly. Each entry has a number in front of it for this purpose. The entries are deliberately vague, so the referee can decide what the draughts and so on look like and why they cause the effect they do, in terms of game-world flavor. (For example, maybe Aux Paste greatly improves one's ability to track movement, making it easier to dodge or avoid effects. Or maybe it makes one's breath smell better to luck demons!)



1 - *Axaranth Cider*: Draught. Primary Effect: If forced down the throat of someone who reached 0 HP or less after no longer than a single round in that state, character does not die, waking up with 1d6 HP. Side Effect: If Primary Effect does not occur, character becomes a vampire controlled by the referee and attacks. If Primary Effect does occur, character is groggy and slow. 1/3 normal movement, cannot attack or cast spells, -2 to saves.

2 - *Ashbark Beer*: Draught. Primary Effect: Roll 4d6. Keep the highest three dice. Cure that many HP worth of damage. Side Effect: Dizzy and nauseous. -2 "to-hit" and damage, and cannot drink or eat anything for the duration. 1 in 6 chance of falling prone due to dizziness every turn (outside combat) or round (during combat).

3 - *Ashbark Tea*: Draught. Primary Effect: Cures 1d6+2 HP of damage. Side Effect: Nausea. -2 "to-hit" and damage, and cannot drink or eat anything for the duration.

4 - *Aux Paste*: Eaten. Primary Effect: +2 saving throws, opponents attack at -2, +1 to hit. Side Effect: Muscle weakness. -2 to melee damage (minimum 1) and halve movement rate.

5 - *Brok Flower Infusion*: Draught. Primary Effect: +2 to attack rolls. Side Effect: Berserk rage. Each round, save or attack the nearest person, friend or foe. Roll randomly if multiple targets. Lasts 1d6+1 rounds, not turns.

6 - *Epsomleaf*: Smoked. Primary Effect: Cures 1d6 HP of damage, and character gains strength above and beyond 18. Additional 1d6 to damage rolls and +4 "to-hit". Side Effect: Character becomes extremely clumsy, worse than a DEX of 3. -4 "to-hit" for missile weapons, AC worsens by 2.

7 - *Goblin Coffee*: Draught. Primary Effect: +1 on attack rolls with missile weapons. Character always goes first every round. +2 to saving throws where reaction speed could be an issue, such as dodging a falling boulder. Side Effect: Nervous tic. Penalize AC by 1, -1 to melee attack rolls, must move at least five feet every round if possible.

8 - *Goldenroot Beer*: Draught. Primary Effect: Cures one non-magickal disease (determine randomly if more than one). Side Effect: Extreme drunkenness. -4 "to-hit," 1 in 6 chance of falling prone due to dizziness every turn (outside combat) or round (during combat).

9 - *Mantis Toadstool*: Eaten. Primary Effect: Character grows and becomes 35 feet tall. Side Effect: Muscle pain. Movement is halved and -1 "to-hit".

10 - *Pahrweed Sap*: Draught. Primary Effect: This is a weak but deadly poison. Save with a +2 bonus or die. Side Effect: Cures 1d4 points of damage.



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