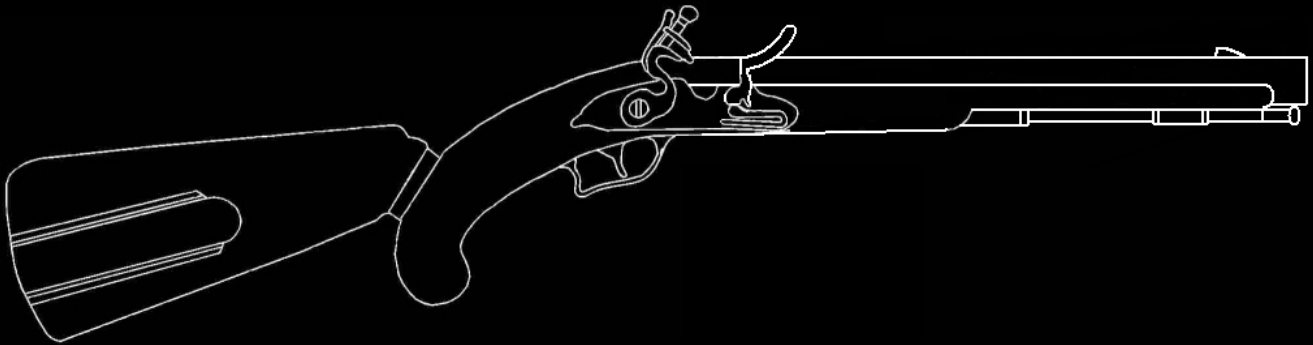


BLACK BOX BOOKS

TOME FOUR: DOGLOCKS AND DRAUGHTS

Compatible with Swords and Wizardry WhiteBox



Written By Kirt A. Dankmyer

*Swords & Wizardry, S&W, WhiteBox, and Mythmere Games are the trademarks of Matthew J. Finch.
Ivanhoe Unbound & Kirt A. Dankmyer are not affiliated with Matthew J. Finch or Mythmere Games™*



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

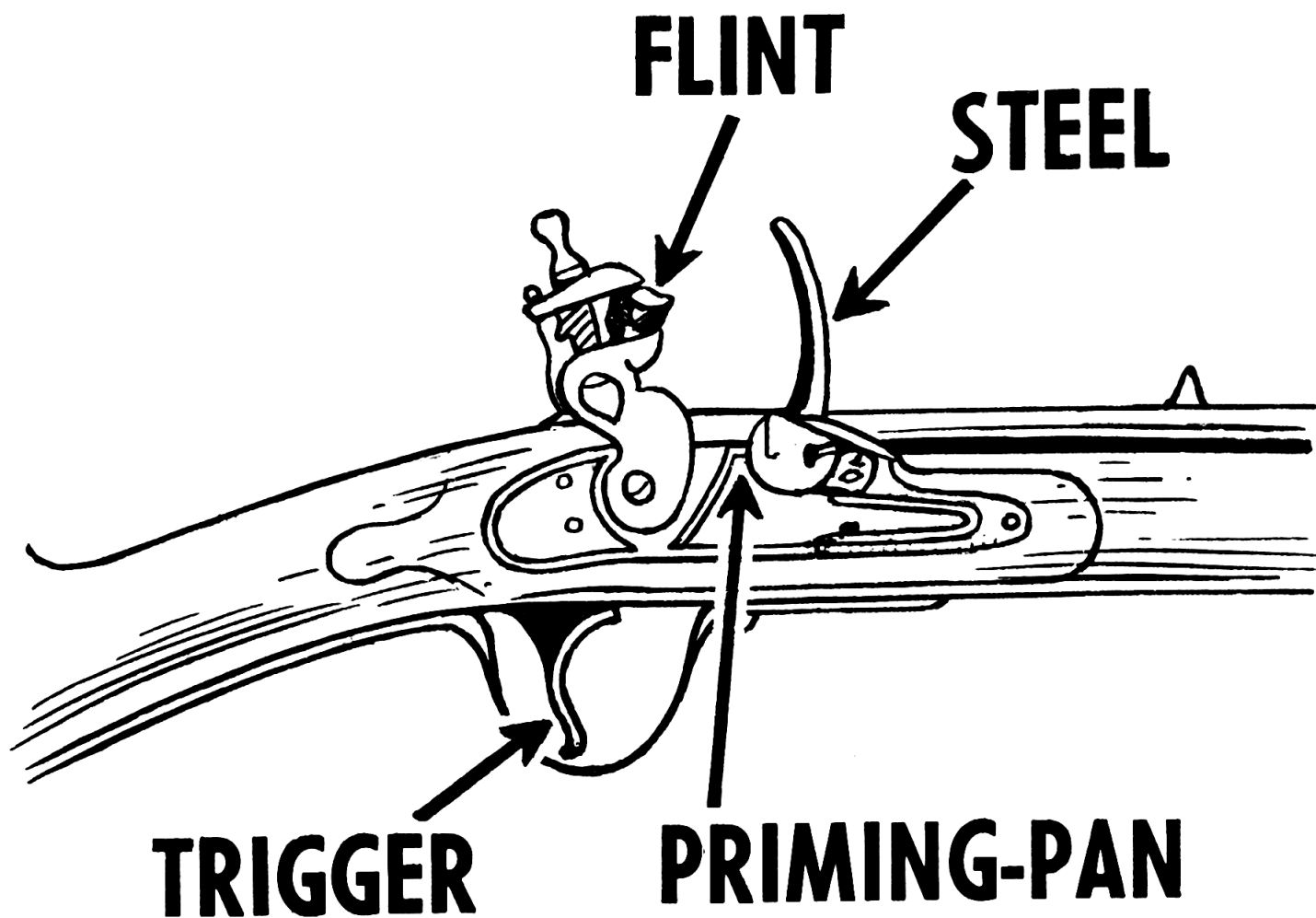
*** Two-handed weapon**

**** 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.

There 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.



This product uses the OPEN GAME LICENSE Version 1.0a (see attached document and/or <http://www.wizards.com/d20/files/OGLv1.0a.rtf>)

DESIGNATION OF PRODUCT IDENTITY: The names Black Box Book™ and Ivanhoe Unbound™, including the Ivanhoe Unbound logo, when used in any context, are product identity, copyright 2015 by Kirt A. Dankmyer. All artwork is in the public domain. All text that does not directly affect the game rules for the items contained in this document are product identity.

DESIGNATION OF OPEN GAME CONTENT: All game rule text and tables, with the exception of material specifically excluded in the declaration of product identity, is open game content. Please give up-front credit where it is due, including conforming to the Swords & Wizardry Compatibility-Statement License.

DESIGNATION OF PRODUCT IDENTITY

The names Black Box Book™ and Ivanhoe Unbound™, including the Ivanhoe Unbound logo, when used in any context, are product identity, copyright 2015 by Kirt A. Dankmyer. All artwork is in the public domain. All text that does not directly affect the game rules for the items contained in this document are product identity.

DESIGNATION OF OPEN GAME CONTENT

All game rule text and tables, with the exception of material specifically excluded in the declaration of product identity, is open game content. Please give up-front credit where it is due, including conforming to the Swords & Wizardry Compatibility-Statement License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.