

BLACK BOX BOOKS: FOMORIANS AND FAITH REFEREE GUIDE

This booklet expands the information in the *F&F Player's Guide* with information and adventure seeds.

High Tech

By default, Athconnit does not have any fossil fuels and is not volcanically active, so there isn't enough sulfur around for gunpowder. This can be tweaked if the Referee has some preferred primitive firearm rules or wants more high tech in the campaign. It does mean that sulfur is actually a resource worth adventuring for, perhaps even worth bargaining with demons to obtain. Patrons will want to make *some* gunpowder, and there could be all manner of unusual things deep under Athconnit other than magma. Also, high tech from other realms, whether as "simple" as a crate of solar-powered calculators or as complicated as a bio-engineered language-translating fish, create additional variety in treasure.

The Enemies of the Fomorians

The Referee does not have to specify the original enemy right away, though it is implied the Fomorians were trying

to protect themselves from some sort of faeries. Because the old enemy cannot enter Athconnit, except in a world-shattering event that player characters would be involved in, the nature of that enemy determines what sorts of monsters that the Referee might exclude from the game and what sort of items are laying around from the invasion. Was the enemy sword-wielding sidhe, raygun-wielding aliens, or something else altogether? Some "items" might even be intelligent constructs who seek to return their masters in an aforementioned world-shattering event!

The second wave of unplanned "invasion" started right after the ritual completed and continues to this day, in the form of people and creatures stumbling through certain faerie rings into Athconnit. Although people enter the rings one at time, it is quite possible for everyone who entered a single ring over the course of centuries to appear in Athconnit at the same place and time. The largest influx was centuries ago, on the day after the ritual was cast, admitting medieval Nestorian Christians, Caliphate-Era Sunni Muslims, and demi-humans in large enough numbers to sow the seeds of the current political situation.

Both invasions are likely to have greatly influenced the

current condition of the Formorians. Perhaps their outposts vary widely in tech level, isolation having eroded one community to the point of barbarism while only miles away a group of technician-priests still maintain a solar power station. As a twist, maybe the Formorians are actually the original invaders, locked inside Athconnit and living in golem-patrolled prison complexes.

Regardless, if the player characters were born in another time or place, they may wish to leave Athconnit. This means killing at least one Fomorian. Details are left to the Referee; it is only suggested that escape be as hard or easy as one's players are likely to tolerate.

In any case, at the end of this booklet is one potential game-statistical take on the Formorians.

Player Characters

Obviously, the nature of the setting is such that the Referee can import any race, class, or element they want from other OSR games or even much, much further afield. And while it should go without saying, the Referee should not be shy about changing or banning anything, even "canon" races like Elves and the Chorals.

Speaking of the latter, a lot is deliberately left up to the

Referee about the Chorals. What was the place they came from like? What technology level did they have? Why did Christianity appeal to them enough to convert?

The author likes to imagine the Chorals had reached the equivalent of human 20th century technology before coming to Athconnit. Just imagine what a typewriter or automobile designed by and for a Choral would look like!

Athconnit's Map

Some additional notes, mostly possible adventure seeds, and details on 3 locations not on the player's map, marked with an asterisk (*).

(A) Nyse: Lots of people from higher-tech places gather at this metropolis. They're going to want sulfur, high-tech items, and maybe just the most dangerous treasure of them all, *scientific data*. They make good quixotic patrons.

(B) Hameau du Chœur Coloré: Perhaps Hameau's original inhabitants were a secret bug-cult dedicated to bringing the Chorals to Athconnit; after all, they named the village *before* the Chorals arrived. Or the inhabitants were *transformed* into the Chorals, their memories erased until a Choral PC encounters a *Remove Curse*...

(C) Ys: Imagine all the Referee's favorite crazy

underwater creatures, except they've built a cosmopolitan society down there. Then, the player characters hear a rumor that the literal Holy Grail was in Ys when it sank...

(D) Dwartheim: Maybe Dwarves really don't have souls; there is actually only one real dwarf, and the rest are his constructs. Perhaps the real problem is the dread Marble God the secret Dwarven priests worship...

(E) Dogsard: Every campaign needs a hive of scum and piracy. But domesticated owlbears? Maybe they're secretly very intelligent. And plotting to take over Dogsard...

(F) Balor's Teeth: See the previous section. Maybe the Fomorians were the first to domesticate owlbears?

(G) The Foot: This is the place for the Referee put that mega-dungeon they've been writing since 1983.

(H) City of Eyes: The player characters are surprised to find that the crumbling records indicate the city was founded by their future selves...

(I) Candymarsh: Whimsical or deadly? Well, we all know the old-school fantasy genre is rife with both. But who'd think a serious threat would live in the *Candymarsh*?

(J) Gerena: Given its location, despite its claims of neutrality, this city is likely a satellite of Irem, but

independent enough that the Christian powers might be plotting to install their own puppet government. Maybe the city is split between two governments, one propped up by Nyse and one by Irem. How would one implement the Berlin Air Drop in a fantasy game?

(K) Irem: The scholars of Irem are also interested in the dangerous exchange of *scientific data*. Plus cat-smuggling and old fashioned Cold War intrigue.

(L) The Curse: The Referee will find sample statistics for the Elfcursed in the next section. Perhaps the Elf Queen just wants an undead army to march on Balor's Teeth, which sounds almost benign, except when you consider what happens to Athconnit and the people trapped there if all the Fomorians are dead...

(M)* Angry Rand: Not on the player map, this is a village of modern atheists, LeVey Satanists, and industrial-era neo-pagans. It's a place to hide from the religious wars and learn about actual, working magic. Their spells don't hide the place as well as Grovehaven, but they do the job. The name is a deliberate joke on the part of the inhabitants, many of which are American Libertarians. If Nyse or Irem found out about this place, they'd want to co-opt it,

convert it, or conquer it...

(N)* Don't want to go home, but still want to leave Athconnit? This crashed starship, once repaired, might do the trick. Non-electronic literature on the ship indicates it comes from some place called "the Kelron sector."

(O)* Grovehaven: Though mentioned in the *Player's Guide*, this is where Grovehaven actually *is*. It's as a bucolic a place as you could ever imagine, a major breadbasket, and a trade nexus between the Dwarves and the Chorals. If the spell around it was defeated, knowledge of its location would be *valuable*.

Elfcursed

Armor Class: 4 [15]

Special: Fire, see below

Hit Dice: 7

Move: 12

Attacks: Claw

HDE/XP: 8/800

These intelligent, cunning walking corpses patrol the edges of the forest claimed by the Elves of Athconnit, attacking non-Elves and retaliating in self-defense against any Elves inclined to hunt them.

They are wreathed in cold blue flame, dealing 2d6 damage per round to anyone in melee range. *Remove*

***Curse* will destroy one, but not before the caster briefly bursts into flame, taking 3d6 damage.**

Fomorian of Athconnit

Armor Class: 2 [17]

Special: See below

Hit Dice: 10

Move: 18

Attacks: Punch or stomp

HDE/XP: 11/1,700 (and up)

Fomorians vary widely in size, shape, and appearance, from twisted, two-headed gnomes to beautiful women as tall as castles, and everything in between. Formorians are hostile to most outsiders, though most are highly susceptible to flattery, as well as lacking in common sense, making them easy to fool, like giants in fairy tales.

Every Formorian can cast at least one Magic-User spell of at least 5th level at will, as a natural ability, often connected to a physical trait, such as an eye covered by a special patch that casts *Disintegrate* over and over when exposed. This may mean an individual Fomorian may merit more XP than the baseline given above...

This product uses the OPEN GAME LICENSE Version 1.0a (see attached document and/or <http://www.wizards.com/d20/files/OGLv1.0a.rtf>)
Map by Ákos Néma, licensed under a Creative Commons Attribution 3.0 License. <http://creativecommons.org/licenses/by/3.0/>

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 text that does not directly affect the game rules for the races and monsters 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 conform to the Swords & Wizardry Compatibility-Statement License as well.

Map by Ákos Néma, licensed under a Creative Commons Attribution 3.0 License. <http://creativecommons.org/licenses/by/3.0/>

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 text that does not directly affect the game rules for the races and monsters 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 conform to the Swords & Wizardry Compatibility-Statement License as well.

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 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch. Swords & Wizardry WhiteBox Rules by Marv Breig, copyright 2008-2011 Matthew J. Finch. Black Box Books, Tome Six: Fomorian and Faith, Copyright 2015 Ivanhoe Unbound; Author Kirt A. Dankmyer. Cover art is in the public domain.