

BLACK BOX BOOKS

TOME THREE: CANNIBALS AND CONFUSION

SECTION A: CANNIBALS

Compatible with Swords and Wizardry WhiteBox



Written By Kirt A. Dankmyer
Cover Art by Kotone Breitbarth

*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™*



Cannibals

Four of these anthropophagi are *loosely* adapted from the works of Clark Ashton Smith, a contemporary of Lovecraft. One is from ancient legend, and another is completely original. With luck, the referee can find them all a home...

Avatar of Mordiggriel

Armor Class: 2 [17] Special: See below

Hit Dice: 16 Move: 36 (floating / flying)

Attacks: Suffocate (2d6) HDE/XP: 17/3,400

The god Mordiggriel demands that every dead person become his food. Demands is maybe too strong a word, as no definite personal attributes are ascribed to him. He's mostly impersonal, consuming and cleansing, like fire.

Mostly. While he prefers to allow his clergy to defend his prizes, *in extremis* he will send a piece of his essence to defend what is his. His avatar is a bulk of darkness, black and opaque, cloaked in the chill of the void. Its form is huge as a dragon, but changing from moment to moment, swirling and spinning. Briefly, it may take the semblance of a giant with eyeless head and limbless body. Any dead flesh the avatar touches is instantly devoured.

While Mordiggel is eternal, his avatar can be harmed by magic weapons, gold-coated blades, or any magic that does *not* involve heat, cold, air, wood, stone, or the mind.

Clergy of Mordiggel

Armor Class: 6 [13] Special: Two attacks

Hit Dice: 2 Move: 13

Attacks: Claw & Bite HDE/XP: 3/60

Where the Cult of Mordiggel (see above) holds sway, once someone is dead, his clergy, which can be of any gender, appear to silently bear away the corpse. Anyone can join the cult, but once they do, they never appear as an individual to the outside world ever again.

Instead, they are heavily garbed in funereal purple, wearing huge masks of silver graven in the likeness of skulls. Nearly all skin is covered, only the tips of their fingers visible, peeking out of fingerless gloves. It is said that before a corpse is fed to Mordiggel, he shares his provender with his shrouded ministers... and this is true.

What most do not know, except those who've tried to steal from a Temple of Mordiggel, is that these nightly repasts have changed his clergy. The masks come off, revealing heads and faces half human, half canine, cheeks rosy and robust, with spiky teeth, longer than coffin nails,

and curving claws gleam like the hooks of darkly tarnished metal... Most thieves do not survive the revelation.

Graedigg

Armor Class: 2 [17]

Special: See below

Hit Dice: 9

Move: 12/18 (when flying)

Attacks: Claw

HDE/XP: 11/1700

When someone born of the mortal world is seduced by an immortal daemon, sometimes a graedigg is born, or one can become a graedigg through a forbidden ritual that includes the consumption of the flesh of one's own child.

Graedigg are immortal. They must eat the flesh of a thinking creature once every century or so, or become terribly weak, though they will not die. Weakened or not, they can be killed, albeit with some difficulty.

The creature appears as a pale-skinned humanoid of any gender with the pink flush of health. The strongest indications of the graedigg's nature are yellow, curving, three-inch talons on their hands and feet, though they look more like overgrown fingernails on first sight.

Graedigg have the ability to create extensive but stationary and non-damaging illusions at will, affecting all the senses. They use this ability to make their ruined lairs appear intact and usable, where they take on the persona

of a kindly monk, nun, farmer, or innkeeper. They will try to enhance their ruse with the use of wrathful emanations (see below), offering drugged food and wine. Some of the victims will be eaten almost immediately, and others will be seduced, if possible, before ending up in the stewpot as well. For a graedigg, the consumption of forbidden flesh brings about the greatest ecstasy, more powerful and addictive than any narcotic.

A graedigg can only be damaged by magic weapons or spells, and this is the surest way to kill one. They can fly, and will try to escape this way if things go poorly for them.

Human, Akephalos

Armor Class: 6 [13] Special: None

Hit Dice: 2 Move: 12

Attacks: Weapon HDE/XP: 2/30

An akephalos does not look like most humans. The akephaloi attempted to usurp the gods, and as punishment, their heads were removed, and a mark put upon them so all would know their shame. They now have a face in their chest instead of a head, and natural swirling blue patterns on their bleached skin.

Most of the akephaloi live in humble, peaceful villages. However, there is still a peculiar strain of madness in

them. When an akephalos goes mad, they develop a craving for human flesh, and soon they join with roving bands of like-minded lunatics.

These nomadic cannibal akephaloi are called androphagi, and are greatly feared. They prefer to eat uncursed humans rather than fellow akephaloi, as they prize drinking out of human skulls and pin scalps atop their headless torsos. They will, however, eat what human flesh they can get, and it is not uncommon to see an androphage wielding a weapon made from the bones of a sane akephaloi.

Human, Fögr

Armor Class: 6 [13]

Special: Damage 2d6 keep highest

Hit Dice: 1+2

Move: 9 (12 without disguise)

Attacks: Weapon

HDE/XP: 2/30

In the frozen North, where folk are the color of snow, there are clans who believe that eating human flesh is good luck. However, in order to be able to occasionally trade with other clans who do not hold such beliefs, these peoples have evolved a special form of warrior and "hunter," the Fögr.

Fögr means "beautiful," and is used ironically. Fögr warriors make themselves appear as giants or ogres through the use of stilts, cunningly sewn animal skins,

wooden fists worn over their hands, and elaborate masks of wood, leather, and ivory. They constantly practice fighting in these disguises, and ambush travelers in overwhelming numbers, so that any who escape death flees the scene. The deaths and cannibalism are blamed on ogres, giants, or other such monsters.

If a group of fögr achieves surprise, there is only a 1 in 20 chance to see through their time-worn disguises. Otherwise, there is a 1 in 6 chance of seeing the truth. However, dead or unconscious, a fögr warrior is revealed as a costumed human by any examination, no roll required.

Wrathful Emanation

Armor Class: 2 [17]

Special: See below

Hit Dice: 1-1

Move: 12/18 (when flying)

Attacks: Weapon

HDE/XP: See below

All graedigg (see above), plus a handful of dabblers in dark magics, are capable of producing multiple eidola, wrathful emanations which do not exist apart from the being that created them. At dusk, 2d6+6 of these things can be spawned by such a knowledgeable creature, though they turn to dust just before more are made the next day.

Wrathful emanations look like normal humanoids, but will greatly resemble the one that dreamed them into

being. Their only other visibly unnatural feature is that they do not cast a shadow; there is at least 1 in 6 chance a given person will notice.

They are controlled utterly by their creator, who can see and hear through them. They do have some will of their own, being cut from negative emotions, and if left to their own devices, they will find and capture living creatures and flay them until nothing is left but osseous matter.

When an emanation takes all its hit points in damage, 1d3 rounds later it stands up again; re-roll hit points. If the emanation's creator chooses to absorb it, destroying it until it is once again dusk, said creator heals 1d6 hit points. Often the source creature will choose to do this when a wrathful emanation is struck, to maintain the illusion the things are mortal. The only way these shards can be permanently dispelled is by killing their creator, whereupon they disappear in an eyeblink.

(This is why they have no XP value, per se, they just raise the HDE of the originating entity. This is already figured into the graedigg.)

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 either from Kotone Breitbarth under a Creative Commons Attribution-Share Alike 4.0 International license or in the public domain. All text that does not directly affect the game rules for the creatures and classes 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 (<http://www.d20sward.com/swords-and-wizardry-srd/legal-information>)

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 either from Kotone Breitbarth under a Creative Commons Attribution-Share Alike 4.0 International license or in the public domain. All text that does not directly affect the game rules for the creatures and classes 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 (<http://www.d20swsrd.com/swords-and-wizardry-srd/legal-information>)

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.