

BLACK BOX BOOKS

TOME FIVE: ENCHANTMENTS AND EFFIGIES

BONUS HEXES

Compatible with Swords and Wizardry WhiteBox



Written By Kirt A. Dankmyer

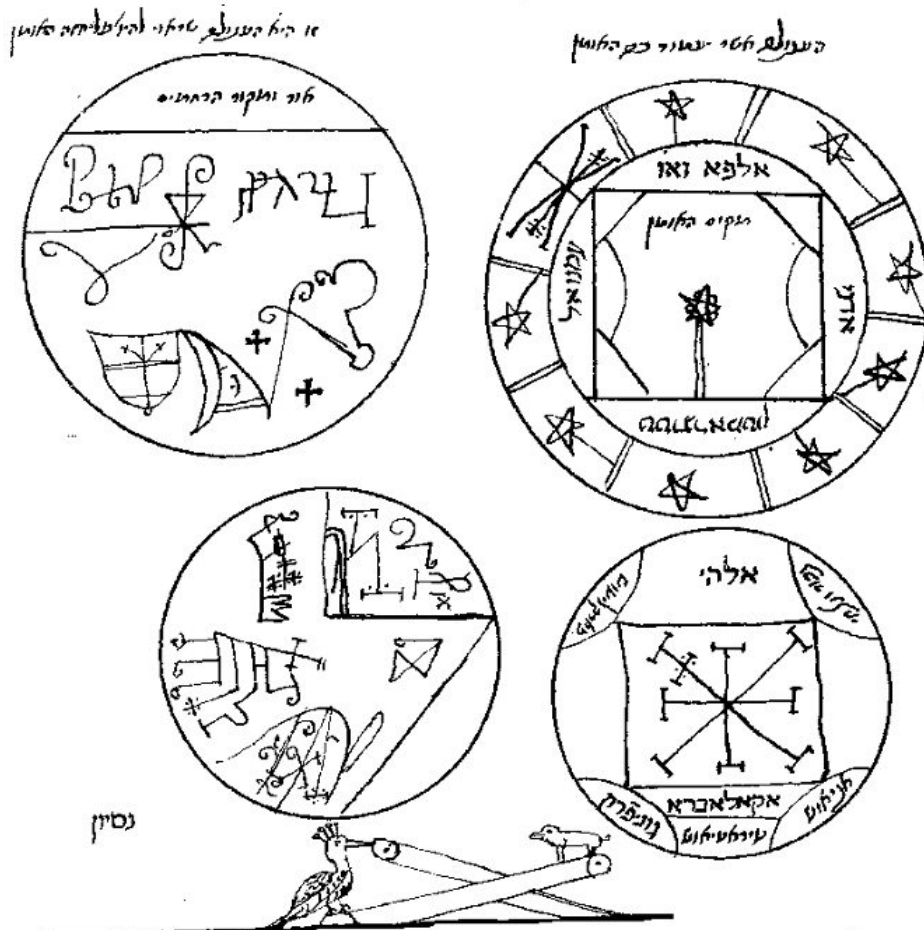
Swords & Wizardry, S&W, WhiteBox, and Mythmere Games are the trademarks of Matthew J. Finch.
Ivanhoe Unbound & Kirt A. Dankmyer are not affiliated with Matthew J. Finch or Mythmere Games™



Additional Charms for the Pellar Class

Starting on the next page are more Charm examples!
Rules for Charms and Hexes are in the other booklet.
Hexes from the other booklet aren't repeated here.

One important footnote for all Charms and Hexes is that no matter how easy a Hex seem to be to create, only a Pellar can do it. This is because the Pellar puts some of their own spiritual essence into the work. Also, there are often additional steps, such as muttering a "secret" rhyme as the work is done.



Crop Blessing. Level 7.

Materials Needed: A small amount of menstrual blood and a fancy hat. The blood is sprinkled on the hat, or mixed with wax and attached to the hat, embossed with an occult seal.

Activation: Wear the hat and dance around an area that covers no more than 300 square feet of ground.

Smoulder Duration: Six months.

Burn Duration: Instant. Hex takes effect and then the hat becomes non-magical. The hat can be used again in a Charm but the blood (and wax, if used) cannot.

Effect: Depending on the intent of the user, either exactly as per Plant Growth, or, when used on crops, ensures a good crop yield for that patch of ground, barring supernatural or magical intervention. (That is, a drought created by a lich could be a problem, but a natural drought would not be.)



Crystal Ball. Level 4.

Materials Needed: A crystal ball smeared with 13 ounces of fat from a werewolf or any other supernatural creature equally or more dangerous.

Activation: Stare into the ball and imagine the desired effect.

Smoulder Duration: 1d6 hours

Burn Duration: 1d6+1 hours. The crystal ball can be used again for magic once the Hex is over; the fat cannot.

Effect: Except for duration, as per Crystal Ball spell.

Cursed Hex. Level 1.

This is usually passed off as a Blessed Hex, as it is exactly the same except in one particular, the Effect: everyone in the building the Hex is attached to that is friendly to the building's owner (including the owner) gets -1 to all attack rolls, a penalty to morale, and a -2 to saving throws.



Friendship Charm. Level 1.

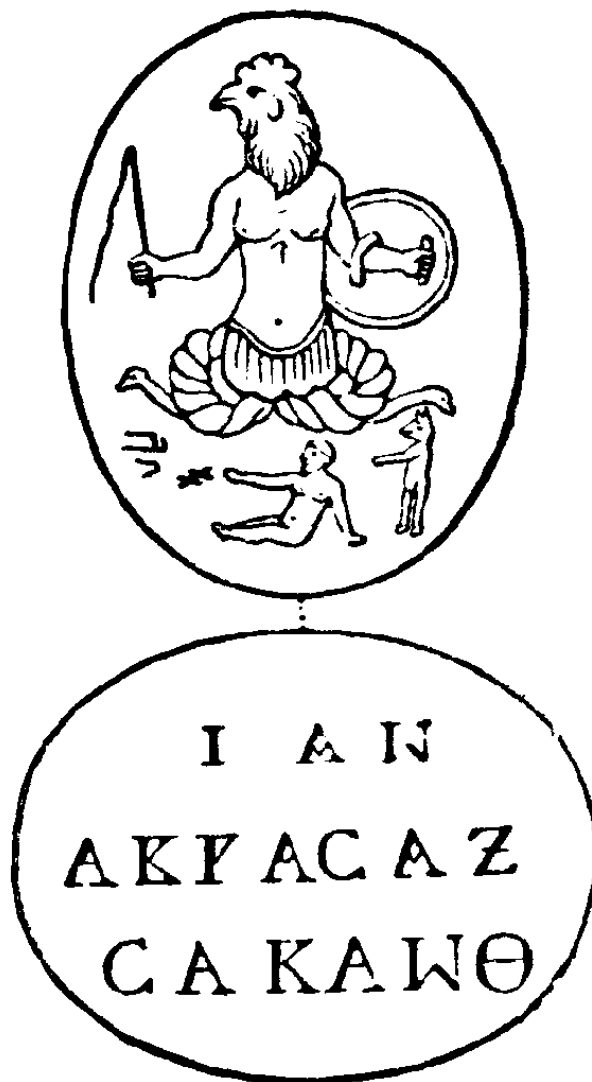
Materials Needed: Pen and ink, to create a written and folded talisman.

Activation: Rub the ink with one's thumb while looking at the person to be affected.

Smoulder Duration: 25 hours

Burn Duration: 1d6 hours after activation.

Effect: Upon activation, subject is affected as per the Charm Person spell, except using the duration above.



***Curse Slicer.* Level 10.**

Materials Needed: A pair of scissors, a knife, or a ring. At least one ounce of bone dust from a magical creature, such as a unicorn, a troll, or the undead. A vial of potable water. The dust is mixed with the water to make the paste, which is slathered on the metal part of the Hex.

Activation: Slash the Charm at the effect to be dispelled (use one's hand as the blade for the ring version of the Hex). Only activates if the user actually has something in particular in mind that they are trying to counteract.

Smoulder Duration: 1d6+2 days

Burn Duration: Instant. Charm immediately becomes non-magical after use. Metal part of the charm can be re-used for a Hex if cleaned, but the bone paste (both the dust and the water) cannot be.

Effect: Exactly as one of the following spells, whichever is most appropriate for counter the effect that is being dealt with: *Dispel Chaos*, *Dispel Magic*, or *Remove Curse*. Where level is relevant, use 10th level.



***Sleep Dust.* Level 4**

Materials Needed: Several ounces of opium and valerian root from a single plant, ground together with a mortar and pestle and put in a bag.

Activation: Throw the dust vaguely in the direction of the creatures to be affected.

Smoulder Duration: 1d6 days

Burn Duration: 1d6 turns, or at referee's discretion (the latter as Sleep spell)

Effect: As the Sleep spell, except for duration and affecting 1d6 more victims than indicated on the Sleep table

Charms and Hexes Listed by Level

Level 1	Level 4	Level 7	Level 10
1. Blessed Hex*	1. Crystal Ball	1. Crop Blessing	1. Curse Slicer
2. Cursed Hex	2. Love Charm*	2. Protection Charm*	2. Healing Hex*
3. Friendship Charm	3. Sleep Dust		

***Details are in other booklet**

House Rule: Positive Reputation

Some referees may want to include the following optional class feature for the Pellar, given that most Pellar come from the lower classes.

***Positive Reputation.* At tenth level, the Pellar gains an extremely positive reputation with the peasantry in the local region or the Pellar's home region. Within that region, the peasantry will aid them without question, providing information, food, shelter and even a hiding place, so long as they do not seriously risk death for aiding the Pellar. This courtesy is extended to the Pellar's companions, though to a lesser degree, and since it is a mundane reputation and not a magical effect, extreme rudeness on the part of the Pellar or his companions might turn a particular set of peasants against them.**

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 class and 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 class and 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.