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Best of

# CAVALIER ATTITUDE

An Old School Roleplaying Zine

from Cavalier Attitude Vols. I & II



56 PAGES OF  
"OLD SCHOOL"  
GOODNESS!

by

Louis "sirlou" Kahn

A compendium of adventures, articles and fantasy fiction  
Compatible with first edition and OSRIC™ gaming rules

Starry Knight Press

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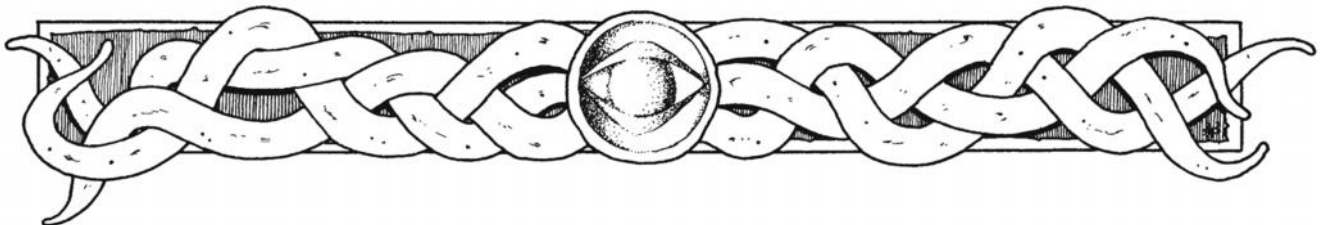
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## PREFACE

Hello and welcome, adventurers and Game Masters! You hold in your hands an exciting compendium of adventures, role-playing articles and fantasy fiction taken directly from the pages of my Old School zine **Cavalier Attitude**.

In this supplement you will find five short adventures which have previously appeared separately in the pages of my zine. There are six articles culled from the pages of the zine, discussing current topics and new rules for your OSR games. Lastly, there is fantasy fiction to inspire your imagination and fuel your games, a staple of Old School role-playing! All of this is presented here, together, for the first time in a single volume.

### I. ADVENTURE AWAITS!

Unlike my prior three compilations (**SC1 Wondrous Adventures**, **SC2 Amazing Journeys**, and **SC3 Tales from The Dales**), which each featured a series of completely fleshed out one-shot adventures, the stories in this book are presented in their most basic, stripped down form, allowing the GM to fill in the details and shape the narrative to the needs of their players and campaign.

Your group will to be introduced to a variety of challenges, in different environments, requiring several different skill sets. There are battles for sure, but there are also puzzles, traps and thinking problems! Each adventure is presented in a simplified manner, so that Game Masters may use the game system of their choice

I have attempted to present these adventures as they were originally published in the pages of **Cavalier Attitude**, making only minor changes and providing additional details to allow for more flexibility in their use, where I felt it was necessary. However, I did choose to supplement these adventures by providing world maps to anchor them firmly in my published campaign setting, and thereby provide the GM and players with more context and opportunities for adventure, once these particular modules have been played through.

Nonetheless, these adventures were written to be generic enough in setting that they may be placed anywhere in the GM's own campaign world and my setting details may be ignored if the GM wishes.

The adventures presented herein are as follows:

**SHRINE OF THE TITANS:** This high level adventure first appeared in **Cavalier Attitude** Vol. I, Issue 2, and involves a mission to rescue a militia unit who went missing while investigating strange activity at an ancient shrine up in the mountains. It introduced two new monsters: the **Frost Giant Ghost** and **Hill Giant Mummy** (See Appendix C, New Monsters). It is intended for 4 to 6 seasoned player characters of levels 8 to 10.

**SEA HAG'S FOLLY:** In this introductory level adventure, first published in **Cavalier Attitude** Vol. II, Issue 1, your players are local heroes whose village is invaded by aquatic humanoids under the control of a **sea hag**. When the invaders abscond with the mayor and her mate, the players are called on to save the day. This adventure introduced two new magical items: *cold iron* ore and the *Staff of the Dead* (See Appendix D: New Magic Items). It is intended for 4 to 6 novice players of levels 2 to 4.

**THE CRYSTAL CAVERN:** This adventure setting was first presented in **Cavalier Attitude** Vol. II, Issue 2. Lying in the dangerous **Under-Realm**, this venerable pub provides a *relatively* safe staging point for your players to begin their adventures in the bowels of the earth where the most ancient of evils hold sway: the **Under-Realm**. Expanding on the setting from the zine, a chart of rumored adventure hooks and a mini-adventure are included here, for the first time. In **The Slaver's Camp**, your players must defeat a group of slaver's before they can sell their wares. It is intended for 4 to 6 players of levels 5 to 7.

**THE DARK CHANTERIE:** In this adventure your players will be exploring an ancient cult shrine which was, until recently, magically sealed. A recent ground tremor broke the seals, allowing adventurers to uncover the secrets hidden within its dark halls. A high level adventure intended for 4 to 6 players of levels 12 to 16, this scenario was first published in **Cavalier Attitude** Vol. II, Issue 3.

**THE ICY HOLLOW:** This is a winter-themed adventure which takes place at an old abandoned dwarven keep in a snowy valley in **The Dales**, the ancestral home of the dwarves, gnomes and halflings in my campaign realm. Your players are hired by the local **dwarven warders** to investigate rumours of new occupants at the old tower. This adventure was first published in **Cavalier Attitude** Vol. II, Issue 4. It features a new holiday themed monster, the **Snow Demi-Elemental** (See Appendix C, New Monsters). It is intended for 4 to 6 player characters of levels 4 to 6.



GM's will note that these adventures are provided with few statistics. This was done for two reasons: first for brevity sake when they were published in the zine, and second, to keep them as system agnostic as possible. The GM should use the rulebook of their choice to provide full stat blocks for the foes herein; we only provide their hit points. However, the OSRIC compatible monsters created specifically for these adventures have their full stats provided in Appendix C, New Monsters.

## II. OLD SCHOOL RULES!

Like the fantasy gaming magazines I grew up reading (primarily Dragon© and Dungeon© magazines, from the venerable wordsmiths at TSR©), I wanted the articles in my zine to inspire players and GM's, and to encourage them to expand their games with additional concepts, ideas and rules not listed in the official gaming manuals.

Thus, the six articles presented here encompass a broad range of **Old School** gaming interests, including the following topics: how to introduce new gamers to Old School retro-clones, choosing a retro-clone of choice, new OSR classes and rules, and tips and advice on how to apply the rules at your table.

The articles presented herein are as follows:

**INTRODUCING PLAYERS TO RPGS VIA OSR:** In this article, from the inaugural issue of the zine (**Cavalier Attitude** Vol. I, Issue 1), we discuss the efficacy of using OSR games, and OSRIC in particular, to introduce new players to role-playing games, including those who have never played such a game before.

**8 REASONS TO CHECK OUT OSRIC:** This article provides an explanation of what OSRIC is, and why I think it might be the very best of the Old School Renaissance retro-clones. The article was originally commissioned by the editors of the *High Level Games Blog*, and was first published on their blog, before being re-published in **Cavalier Attitude** Vol. I, Issue 2.

**HANDY HAVERSACK:** In this article we cover a topic close to every role-playing gamer's heart: what items should every adventurer have in their backpack? To answer that question we proffer a "standard pack" which will allow players to meet all of an adventuring life's uncertainties, with a breakdown of our pack's contents and the use and necessity of each item. This article was first published in **Cavalier Attitude** Vol. II, Issue 3.

**THE WARRIOR MONK:** This article, first published in **Cavalier Attitude** Vol. II, Issue 2, focuses on introducing Western-style medieval monks as player characters for OSRIC games. Unlike the Eastern archetype monks of the First Edition, these **warrior monks** are loosely based on medieval European monks, with a healthy dose of fantasy thrown in.

**THE SCOUT CLASS:** This article discusses a new playable class for OSRIC, the **scout class**: a class composed of lightly armed military spies, dogged bounty hunters, and bold frontier people. Examples of the scout class would include Hawkeye from **Last of the Mohicans** by James Fenimore Cooper; or the **Man with No Name**, the protagonist in Sergio Leone's *Spaghetti Western* films. This class was published in **Cavalier Attitude** Vol. II, Issue 3.

**OUT OF ALIGNMENT:** This article, which appeared in issue **Cavalier Attitude** Vol. II, Issue 4, discusses the complex topic of player character alignment: specifically when and how a player's alignment may change, the consequences of this monumental shift in the player's ethos, and how to handle this issue as a Game Master.

## III. NEVER ENDING STORIES!

I have also included the first installment of a recently added column entitled the **Bard's Corner**, which premiered in **Cavalier Attitude** Vol. II, Issue 4. This column presents fantasy fiction short stories with a role-playing theme, written by me and other authors.

The very first story we published is included herein, as follows:

**SIENNA'S TALE: DEATH COMES TO BLACKROCK:** In this story we meet the brave, inquisitive girl **Sienna**, on possibly the worst day of her young life. From seemingly out of nowhere, cruel Oruks attack her family farm, which lies on the outskirts of the border village of Blackrock. The Oruks take everyone and everything that matters to her, but they cannot break her spirit!

We hope you enjoy these adventures, articles and stories, and that we have whet your appetite for more issues of **Cavalier Attitude!** The zine, along with our modules and supplements, may be purchased through our website ([starryknightpress.com](http://starryknightpress.com)) or our online distribution partners.

*Louis "sirlou" Kahn*  
*April 2019*

# SHRINE OF THE TITANS

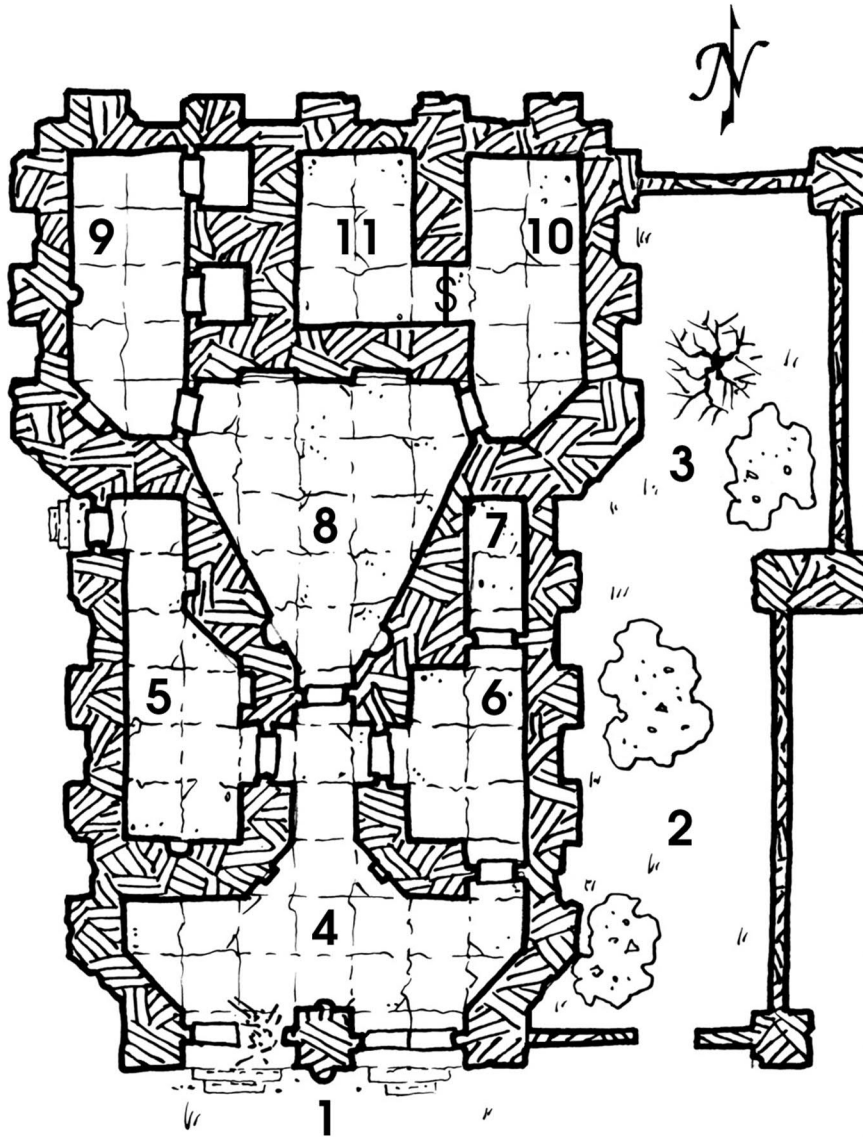


## A Giantish Adventure

Compatible with Most Fantasy RPG systems

Recommended for 4-6 player characters of levels 8 to 10

This module was first published in December 2017 in **Cavalier Attitude** Issue 1, Vol. 2



## THE SHRINE OF THE TITANS

This adventure is intended for 4-6 players of levels 8 to 10. It is written as system agnostic, and should be compatible with most fantasy RPGs.

The village of **Krosstorp** lies in the southern region of the nation of **Jarlburgh**. It sits at the base of the rolling hills which become the mountains separating **Jarlburgh** from its neighbor, **The Red Eagle Barony**. Sitting near the border, **Krosstorpians** are used to dealing with brigands attempting to ply

their trade in the no man's land between nations.

But even these sturdy folk have been troubled by reports from shepherds, whose flocks graze in the local mountains, of a mad priestess founding a strange cult up in the mountain pass. A militia unit from nearby **Tower Suor** was sent to investigate, and did not return. Realizing this threat was beyond his troops' abilities, and looking to get to the bottom of this mystery, garrison officer **Captain Túmi Bjarke** posted a warrant seeking the aid of traveling heroes.

Your party has answered this call! **Captain Bjarke** charges the PCs with two quests: (1) find his missing soldiers, and (2) investigate the priestess, and stop her, if needs be. He gives the players the locals' intelligence on the priestess' location.

The party will travel a day's ride south through the hills into the mountains. The GM should make two random encounter checks (1 in 6 chance; consult your reference manual of choice for Random Wilderness Encounters: Mountain). The players reach the shrine just as night is falling.

**1. SHRINE ENTRANCE:** As the party tops a ridge they come upon the shrine. It looks recently built. The structure is very tall; e.g. the entry doors are 20' high. One door was recently destroyed. There is also an opening in the southeast portion of the 20' high wall surrounding the structure, leading to a grassy graveyard. The shrine is dark and quiet as the party approaches.

**2. UNDEAD AMBUSH:** A **hill giant mummy** (42hp) lurches out from behind a tree and attacks as the party enters this area.

**3. GHOSTLY GIANT:** As the players near the tree on the map, a **frost giant ghost** (58hp) slowly floats up and attacks the party.

**4. VESTIBULE:** When the party enters, they see a battle was recently fought here. They find the corpses of a **hill giant** and 3 **Jarlburgh guards**. 2 **hill giants** (46hp each) are still here guarding the room.

**5. WEST TRANSEPT:** This room is full of boxes, bags, barrels and crates with the **Jarlburgh** seal on them. There are several dead sheep piled

in a corner: 3 are being cooked on spits in fireplaces in the room. There are 2 **stone giants** (51hp each) sorting through the goods. An exit door is in the northwest corner.

**6. EAST TRANSEPT:** As the party enters, they see a **fire giant** (60hp) working at an anvil next to a forge. He is being assisted by 2 **hill giants** (46hp each).

**7. STOREROOM:** This room contains mundane supplies for the daily running and maintenance of the shrine, and nothing else.

**8: NAVE:** This large room is the main worship area of the shrine. There are giant-sized pews and an altar on the north wall. Several large foes currently occupy the room, as follows: a **frost giant** (56hp), an **ettin** (55hp), a **giant troll** (45hp), a **giant two headed troll** (54hp), and a **hill giant** (46hp).

**9. ACOLYTES' CHAMBER:** The acolytes rest and study here. There are 3 present: 2 **stone giants** (51hp each) and a **fire giant** (60hp). They are **3rd level clerics**. In the small rooms are 9 captured

**Jarlburgh** guards.

**10. PRIESTESS CHAMBER:** This is the priestess's room. She believes these mountains are the giants' sacred home. She is a **half-giant, 9th level cleric** (50hp), wearing *plate +2*, a *shield +2*, and wielding an *unholy mace* (See Appendix D: New Magic Items). A **hill giant** (46hp) **acolyte (Cleric 3)** is with her.

**11. TREASURY:** Behind a secret door is the giant's treasury. The GM should place treasure here which is appropriate to their campaign.



**GIANT: HILL**



**GIANT: FIRE**



**GIANT: STONE**



**GIANT: FROST**



# SEA HAG'S FOLLY

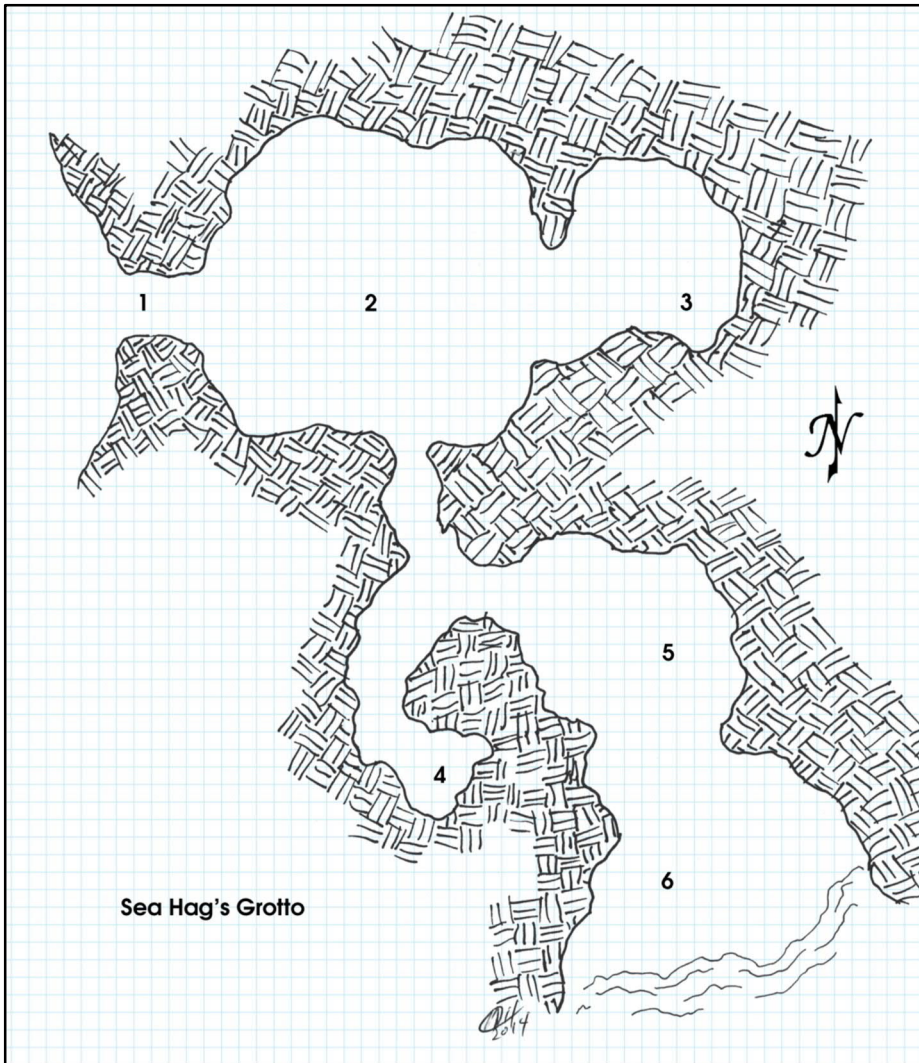


## **An Aquatic Adventure**

**Compatible with Most Fantasy RPG systems**

**Recommended for 4-6 player characters of levels 2 to 4**

This module was first published in March 2018 in **Cavalier Attitude** Issue II, Vol. 1



The raiders leveled several structures, wounded many, and killed a few villagers. They broke into the village longhouse and absconded with the **chieftain**, her mate, some valuables, and the strange metal sphere.

Your players must find their lost folk, defeat the raiders and recover the sphere. The players can easily follow the attackers' tracks, which travel for an hour along the coast, before reaching their lair, a seaside cave.

The **crab men** and **sahuagin** are acting under direction of a **sea hag** who dwelt in a cave out in the deep water. She came to shore upon hearing rumours of the metal sphere, which she knows to be a *cold iron* meteor. *Cold iron* is an extra-planetary metal which is one of the few things that can harm the **fae**, such as **sea hags**. She forced the two local aquatic humanoid clans to find the *cold iron* for her, so no surface dweller could use it against her.

### SEA HAG'S FOLLY

This adventure is intended for 4-6 players of levels 2 to 4. It is written as system agnostic, and should be compatible with most fantasy RPGs.

Your players hail from a small fishing village on the southwestern coast of **The Red Eagle Barony**, below the **Diútha Forest**. Their village is a quiet and peaceful place where the most troublesome things are calm seas and an occasional pirate crew, though most of the latter are scared away by the watchful eye of the nation's navy.

Recently, though, trouble has been brewing. The problems started after

local fishermen returned from a trip with a strange metal sphere they found in their nets. The small misshapen lump was 3' in diameter and incredibly dense. The local blacksmith and shipwright said he'd never seen it's like before! It was hung in a place of pride in the village longhouse and quickly forgotten.

Shortly thereafter though, mariners began reporting attacks by fish creatures, known as **sahuagin**, who ransacked their ships looking for something. This caused a lot of fear but little loss of life...until recently.

A day ago, a group of normally non-aggressive **crabmen** and some **sahuagin** attacked the village.



MAYOR BRENJA OSBERN

1. **ENTRANCE:** The cave entrance lies roughly 50' from the sea. The entrance is guarded by a group of 3 **sahuagin warriors** (12hp each) and 2 **crabmen** (15hp each).

2. **SANDY CHAMBER:** This large natural cavern has a floor of wet sand (move at ½ rate). The 4 **crabmen** (15hp each) here attack the party on sight.

3. **STOREROOM:** This room contains the raiders' supplies and valuables stolen from the village. The GM should place level-appropriate treasure here.

4. **SUNKEN ROOM:** This cavern is filled with 3' of water. Inside are 4 **sahuagin warriors** (12hp each) and a **sahuagin priestess** (3HD, 15hp) who will attack the PCs.

5. **PRISON:** This small cavern is filled with 3' of water. A cell was constructed with bamboo "bars". Standing guard are 2 **crabmen** (15hp each) and 2 **sahuagin warriors** (12hp each). 2 fishermen and the **chieftain's** mate are held here, injured but alive. The mate informs the party the **chieftain** was recently taken to see the **sea hag**.

6. **HAG'S GROTTO:** This large cavern opens onto the sea and is partially submerged; from 3' deep at the entrance to 10' at the south opening.



Seated on a makeshift throne of flotsam collected from the sea is what appears to be the village **chieftain**. This is the **sea hag** (15hp) using her *change self* ability. Sitting in the water in front of her, bound and gagged, is the actual **chieftain** (**Mayor Brenja Osbern**), who the **sea hag** has disguised to look like a "sea witch".

Nearby, 3 **sahuagin guards** (3+3HD, 18hp) lie on the floor feigning their deaths.

Once the players enter the room the false **chieftain** on the throne will claim she defeated the *sea hag* and her warriors, and will ask the players to lower their weapons.

Whether the party does so or not, she and her guards will leap to the attack and fight to the death.

Once the sea hag is defeated, the **chieftain** may be freed (if not slain) and the *cold iron nugget* recovered, lying at the foot of the throne. Nearby rests a small chest where the sea hag stored her treasure: this includes a *staff of the dead* (See New Magic Items) and any other level appropriate treasure which the GM wishes to place here.

Upon their return to **Inverdale**, the villagers will be very grateful and thank the party, throwing a banquet in their honour!

# THE CRYSTAL TAVERN

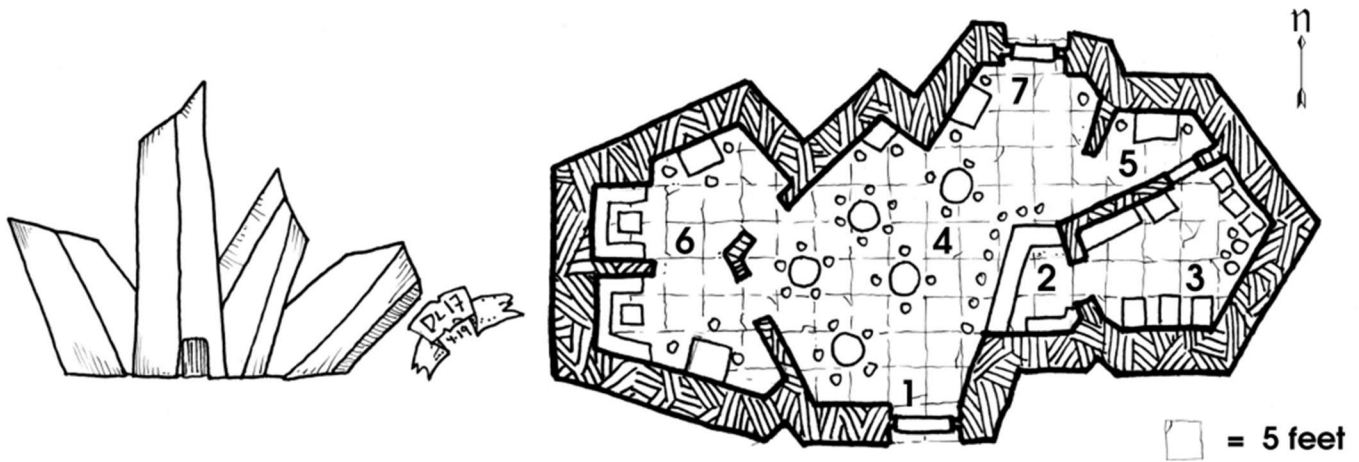


## An Under-Realm Setting

Compatible with Most Fantasy RPG systems

Recommended for player characters of 4th level and above

This setting was first published in June 2018 in **Cavalier Attitude** Issue II, Vol. 2



## THE CRYSTAL TAVERN

The **Crystal Tavern** is a handscramble hostelry composed of four enormous, hollowed-out pieces of crystal, which lies along a well-traveled trade route in the dangerous bowels of my campaign world: the **Under-Realm**. This tavern may provide your players with a relatively safe base of operations while adventuring in the **Under-Realm**. It is written to be mostly system agnostic and should be compatible with most FRPGs.

The tavern sits within a large natural cavern in the upper reaches, nearest to the surface, of the **Under-Realm**. The various **Under-Realm** races and factions recognize the necessity of neutral trading posts, and therefore establishments like this one are considered neutral ground and an informal peace exists within them.

Patrons are guaranteed safety and safe passage within the tavern's environs. However, what happens after someone leaves the safety of the tavern is entirely another matter.

This peace applies to all patrons, even surface-dwellers. Not even the roughest, most vile members of **Under-Realm** society will risk its

harsh justice to attack or kill your players when they are guests of the **Crystal Tavern**. However, this also applies to players, and if they break the rules of the tavern they too will pay the price: which is death.

This "storm peace" is guaranteed by peace knots on weapons, social pressure (e.g. mob justice will strike out if someone breaches the peace), and the raw power of the tavern's staff.

### TAVERN STAFF:

The tavern is owned and run by a formidable couple and their very rough and ready staff, as follows:

**Clem Draoi**, a human male (**Mage 8**, AC 1, 30hp), co-owns the tavern with his wife **Gretha**. He was captured by dark-elf raiders and sold to her clan as a slave. The two fell in love, escaped her family, and led a life of adventure. They settled down here after he won the tavern in a card game. **Clem** is the cook and often walks around inquiring if diners are happy with their meals. He wears *bracers* +9, a *defender dagger* and keeps a *staff of power* in the kitchen.

**Gretha Morgru**, a dark elf female (**Ranger 6**, AC 4, 40hp), co-owns

the tavern with her husband **Clem**. She is from a noble family but never shared their cruel ethos: which is why she ran away with a human lover and never looked back. She tends bar and generally sees to customer's well-being. She wears *studded leather* +3, and dual wields a *flaming cutlass* and *frost cutlass*. She also has a *crossbow of speed* behind the bar.

The half-ogre male **Jabra Vuse** (**Fighter 7**, AC 1, 63hp) is a mountain of a man. **Clem** and **Gretha** rescued him from **deep dwarf** slavers. He began as their hired muscle, but rose in their esteem to become a full member of their party. **Jabra** is the head of security at the tavern, and can generally be found roaming the establishment dressed in his black *plate* +2. He has his *halberd* +3 and a *longbow* +2 with him at all time.

**Delbrin Pyrite**, a male dwarf (**Thief 7**, AC 5, 36hp), is another member of the owner's former adventuring party. He wears *leather armour* +3. He wields a *vampiric short sword*.

He had been left to die in an **Under-Realm** dungeon by his former compatriots when **Clem** and **Gretha** found him. Having no master of the stealthy arts in their

crew, they offered him a job, he accepted, and they have been boon companions ever since.

**Delbrin** runs the mercantile at the tavern. He acts as a money changer, buys and sells mundane adventuring gear, and has a small stock of magical items. He can also arrange for **Clem** to identify magic items for a fee, providing a description of the item's properties and any command words. He carries little cash on his person, and stores his stock and coin in a safe behind the bar.

Usually seated across from **Delbrin** at their private table is a half-elf female named **Nareina Holdwinn (Cleric 6, AC 0, 43hp)**. She is the final member of the owner's adventuring party. **Nareina** was born from the union of two slaves: her mother was a dark-elf taken in a raid on her family by a rival faction and her father was a surface dwelling human captured during a rare above-ground raid.

The two fell in love during their captivity and conceived a child. Determined for the child not to be born into slavery, they fled their masters. Her father perished, her mother was wounded and died giving birth to **Nareina** at the temple of a goddess of luck. The priestesses took a chance on the child and raised her in their faith. When **Nareina** was grown she, in turn, decided to take a chance and join two adventurers, **Clem** and **Gretha**, who sought healing at her temple.

**Nareina** acts as the tavern's resident medic and healer: she provides spell and item based healing and removal of negative effects, for a price.

In addition to those above, the following members of staff serve at the **Crystal Tavern**:

Serving in the kitchen with **Clem** are 2 human **assistant cooks**: female **Suzain (Thief 4, 22hp)** and male **Furley (Fighter 4, 34hp)**. There are 3 **wait staff** members (all **Thief 5**): **shadow gnome** male **Ghiladen (24hp)** and **dark-elf** females **Vendula (26hp)** and **Xenia (25hp)**. The staff livery is *leather +1 (AC 7)*. They wield a *longsword +1* and a *dagger +1*. Lastly, there is a crew of 4 **bouncers** (all **Fighter 5**): half-orc male **Cur (25hp)**, human female **Shindra (25hp)**, **deep dwarf** female **Koreen (25hp)**, and human male **Graxus (25hp)**. The **bouncers** are given livery of *chain mail +1* and a *shield +1 (AC 2)*. Each has a *longsword +1* and a light crossbow.

#### TAVERN MAP DESCRIPTION:

**1. FRONT ENTRANCE:** The front entrance of the tavern has a 4 inch thick wooden door, banded with iron, it has a complex lock (-25% chance to pick it), and it is secured from inside with a heavy beam. There are 2 **bouncers** on duty here.

There is a peephole in the door which slides open and shut so the **bouncers** can view the persons seeking entrance. The door opens onto the **main room**. A sign above the door notifies those entering of the tavern's peace policy and the lethal penalty for violations.

**2. BAR:** There are stools and room to stand. The bar features some surface drinks, but mostly **Under-Realm** spirits the party has never heard of. Food and drink can be ordered here. The bar's lockbox, along with **Delbrin's** fund and supplies, are secured in a

concealed safe along the bar's back wall. The combination lock on this safe is extremely difficult to pick (-25% chance) and has a deadly poison needle trap (*save vs. poison* at -4 or die).

**3. KITCHEN:** This is where patrons' meals are prepared by **Clem** and his 2 **assistants**. There is a single entrance.

**4. MAIN ROOM:** The main dining room features 7 tables and chairs. It is well lit, for the **Under-Realm**. Service is provided by the 3 **wait staff**.

**5. MERCHANT'S CORNER:** This table is reserved for **Delbrin** and **Nareina**, and it is where they service their customers.

**6. PRIVATE ROOM:** This dining area is kept in shadows and offers booths and tables for those who seek privacy for their intimate or clandestine affairs.

**7. BACK ENTRANCE:** This door opens onto the **main room**. There is a peephole in the door, along with the sign advising customers of the tavern's rules, as at Area 1. There are 2 **bouncers** present at this entrance.

#### MEALS & ACCOMMODATIONS:

The tavern provides a menu of serviceable standard food and drink, although players may not be familiar with certain of the fare, drawing as it does from a primarily **Under-Realm** larder.

Prices are also a bit steeper than players may be used to (2gp per drink or meal) as the **Under-Realm** economy operates at a slightly inflated rate over that of the surface-world.

**Accommodations** may be had in the outbuildings located behind the tavern. These accommodations provide varying levels of privacy and luxury, as follows: private suite, including sitting room and private bath (sleeps 6-8, cost 50gp/night, minimum of 2 nights); private single room (sleeps 2, 10gp/night); private double room (sleeps 4, 5gp); dormitory (one bunk in communal room, 1gp). For all room but suites, bathing facilities are communal, at a cost of 1gp per usage. For the impecunious or those not inclined to bathe, washing bowl are provided free of charge. All private rooms have access to a communal indoor privy. Outhouses for all others are located behind each accommodation.

**RUMORS/ADVENTURE HOOKS:**

When visiting the **Crystal Tavern** your players may overhear or seek out rumours of adventures in the local **Under-Realm** environs. A list of six such rumours, and one quick adventure, are provided below. As with all such tavern rumours, they should be taken with a grain of salt and are likely to lead players into danger. I leave it to the individual GM to expand upon these rumors and adventure hooks, tailoring them to their own campaign.

Each time the players seek out gossip or rumours in the tavern, there is a 25% chance they hear something of interest. If a success is indicated, the GM should may roll 1d6 and consult the chart below. Asking around for one day will result in learning 1d2 rumours and no more. Players may seek out rumours on a subsequent day but what they hear may be repeated from the prior day.

**GM's note:** Once a rumour has been investigated by the players, the GM should remove it from the list and replace it with one of their own creation, to keep the tavern's rumour mill lively and growing.

**Rumours and Quests Chart**

Roll (1d6)	Subject
1	A vein of precious mithril has been found nearby. This is <b>false</b> ; attackers wait to ambush anyone who comes looking.
2	If you spare a <b>dark elf</b> in battle they owe you a life debt and will serve you. This is <b>false</b> , a cruel joke to punish the gullible.
3	A nearby <b>deep dwarf</b> outpost was overrun and is ripe for the plundering. This is the <b>true</b> ; it leads to the soon to be released <b>Starry Knight Press</b> module " <b>The Crystal Caverns</b> ".
4	The bar's owners are former adventurers who may wish to hire worthy adventurers. This is <b>true</b> and will allow GMs to create their own quests.
5	Many folks will pay high prices for the <b>cold iron</b> ore buried deep in the <b>Under-Realm</b> . This is <b>true</b> : the search for cold iron may lead to many adventures.
6	There is a nearby slaver's camp with a wealth of loot, which is lightly guarded. This is partly true; see the " <b>The Slaver's Camp</b> " mini-adventure below.

**THE SLAVER' CAMP:** This camp of **Under-Realm** slavers should provide a quick side-trek adventure for your players. A party of 4-6 players of levels 5 to 7 is optimal. The slavers have camped in a small, natural cavern before heading on to the lucrative auction houses of the **Under-Realm** city of **Rockhome** (First introduced in the **Starry Knight Press** module **S4 Mines of Mayhem**).

The party's goal is to infiltrate the camp and free as many of the

slaves as possible, with additional experience gained for defeating slavers or learning about their network (details of which may form the basis of a later adventure). Level appropriate treasure should be placed here by the GM.

**1. SENTRY POINT:** Two **dark elf** slavers (FTR 4, 26hp) are stationed here. If allowed to raise an alarm, 1d4 slavers arrive in 3 rounds.

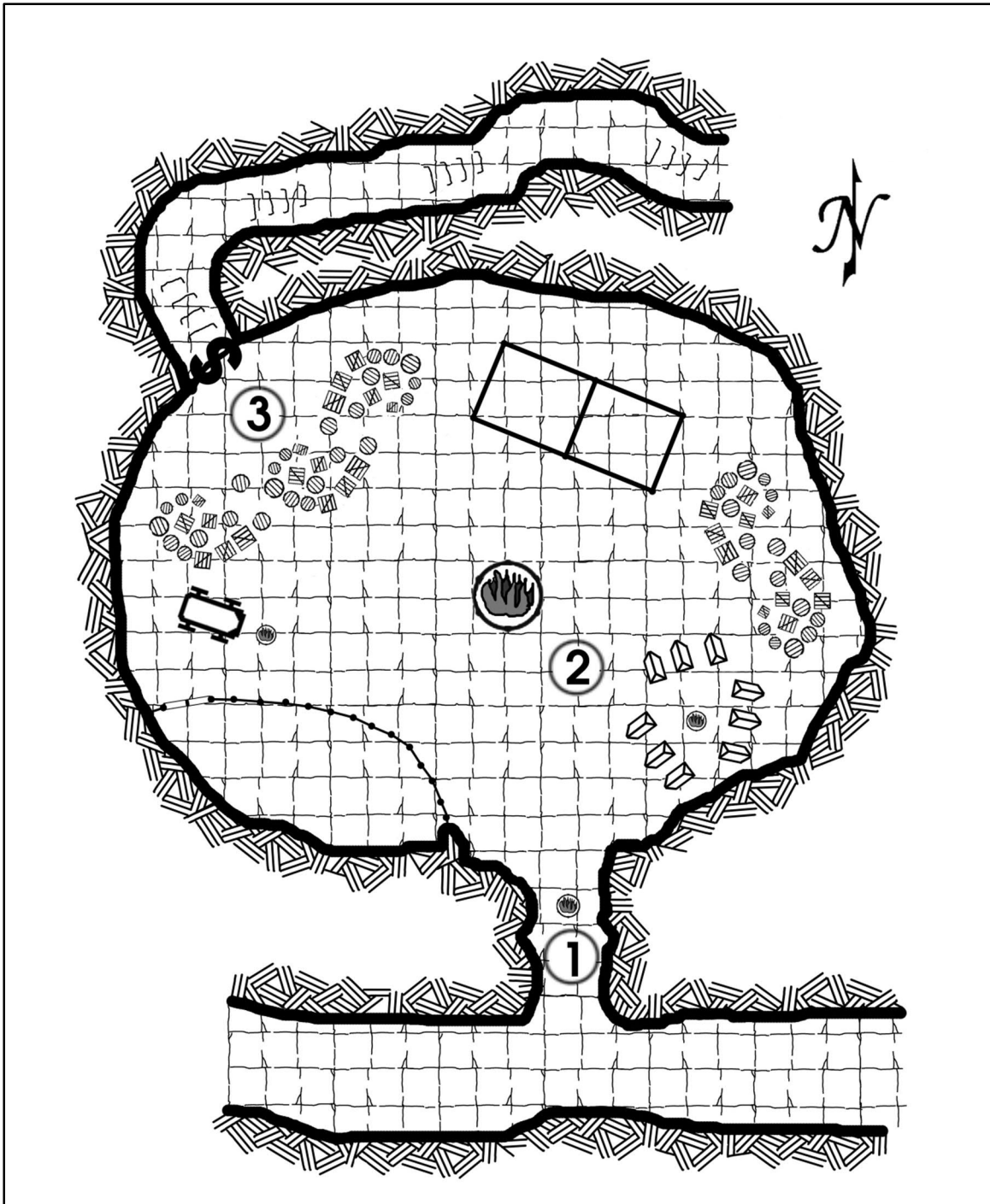
**2. CENTRAL CAMP:** This is the main slaver's compound. There is a 10' wide central fire pit, around which the camp is laid out. On the west wall is a pen filled with beasts of burden; twenty **deep coos** which may stamped if threatened or harmed. There are piles of crates and barrels scattered about, containing foodstuffs and items seized from the captives. There is a covered wooden wagon, north of the animal pens, where the **slave master** resides: **dark elf slave master** (FTR 5/Thief 5, 34hp). Two crowded slave pens lie along the north wall, holding 31 captives.

There are nine tents along the east wall, where the slavers sleep. The remaining slavers are lounging about here, as follows: three **shadow gnomes** (Thief 4, 20hp); two **deep-dwarves** (FTR 5, 33hp); a **human mage** (MU 4, 12hp), and a **half-orc cleric** (CL 5, 31hp)

**3. SECRET DOOR:** Behind a pile of crates and barrels in the northeast corner is a *secret door*. It is known only to the **slave master**, who will seek to use it to escape if he loses 50% of his hit points or over half of his troops.






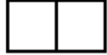


The secret passage leads further down into the **Under-Realm**, opening up additional adventuring opportunities.

# THE SLAVER'S CAMP



Scale:  = 5 feet

## LEGEND

							
WAGON	TENT	FENCE	CRATES & BARRELS	FIRE	CAGES	SECRET DOOR	SLOPE DOWN



# THE DARK CHANTERIE

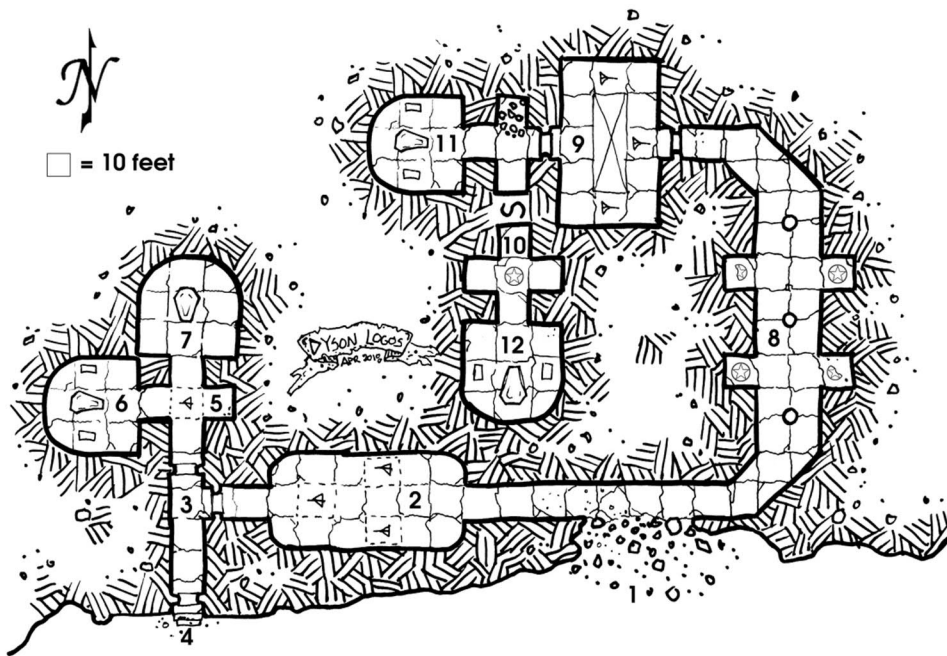


## A Construct Themed Adventure

Compatible with Most Fantasy RPG systems

Recommended for 4-6 player characters of levels 12 to 16

This setting was first published in September 2018 in **Cavalier Attitude** Issue II, Vol. 3



## THE DARK CHANTERIE

“The Dark Chanterie” is a high level adventure compatible with most FRPGs and intended for 4-6 players of levels 12 to 16. A sealed stone door has stood at the base of the cliffs near **Dùn Creige**, a small village in the nation of **Dùn Bhriste**, for time immemorial. Beyond the door is an ancient shrine, the so called **Dark Chanterie**. Rumours abound about the great dangers and treasure hidden within; but the door has remained inviolate against might of arms and magic ...until now!

The chanterie was the power base for a cult religion that worshipped powerful extra-planar beings. Upon death their clergy were transformed into **golems** and entombed here. The cult sealed this place to outsiders, intending for it to lay undisturbed in perpetuity. However, nature cares not for the plans of mortals, and recent earth tremors caused a portion of the cliff face to collapse, exposing the interior of the chanterie for the first time since it was sealed! Your players have chosen to explore its lost halls!

**GM's note:** The GM should place level appropriate treasure within.

**1. CAVE-IN/ENTRANCE:** The party may enter the temple via a newly created 30' wide by 10' high hole in the wall.

**2. TRAPPED CHAMBER:** This chamber contains a series of three traps, each triggered when a player walks over the indicated square. The floor vanishes, dropping the player 10' into a pit where an arc of lightning shoots across its width (D 1d6 fall, 6d6 lightning). The room is otherwise empty, the passage of time having rotted the furnishings: this is true for most of the dungeon. The heavy stone door to the west requires a combined 30 STR to open.

**3. ENTRANCE HALL:** This 40' long hallway runs south to the **sealed entry** and north to two identical crypts.

**4. SEALED ENTRY:** The massive entry door was sealed long ago with powerful arcane and holy spells, and it cannot be opened from either side by anything short of a *wish* spell.

**5. TRAP:** There is a *scything blade* trap here. Stepping on this 10' section of floor causes a set of blades to spring up and cut (D 6d6) those in the area.

**6. CRYPT OF FLESH:** Sealed within the large sarcophagus is the lowest of the order, a priestess transformed into a **flesh golem** (40hp). She rises and attacks anyone who enters her crypt.

**7. CRYPT OF CLAY:** The sarcophagus contains a **clay golem** (40hp) facsimile of a male priest, who rises and attacks all who enter here.

**8. PROCESSIONAL:** At the points marked on the map stand 4 **caryatid columns** (35hp each), depicting beautiful priests, who animate and attack once the players reach the second column placed in the center of the hallway.

**9. ACID TRAP:** When a player steps on any of the three pressure plates they prime the trap. The second time one of the plates is stepped the 10' x 30' cubic area indicated is enclosed in a *wall of force*, filled with an *acid fog*. Those trapped within take 2d6 damage per round. The walls stay up for 12 rounds, or until *disintegrated*.

**10. SECRET DOOR:** A secret door to the high priestesses crypt. A *non-animated* statue of her rests here.

**11. CRYPT OF STONE:** A **stone golem** (60hp) facsimile of a male priest rises out of his sarcophagus and attacks all who enter here.

**12. CRYPT OF IRON:** The high priestess of the cult is interred here, having been transformed into an **iron golem**. She has lesser hit dice and hit points (HD 14, 70hp) than a true **iron golem**, due to her smaller humanoid frame having being used. She attacks all who dare to desecrate her crypt.

# THE ICY HOLLOW

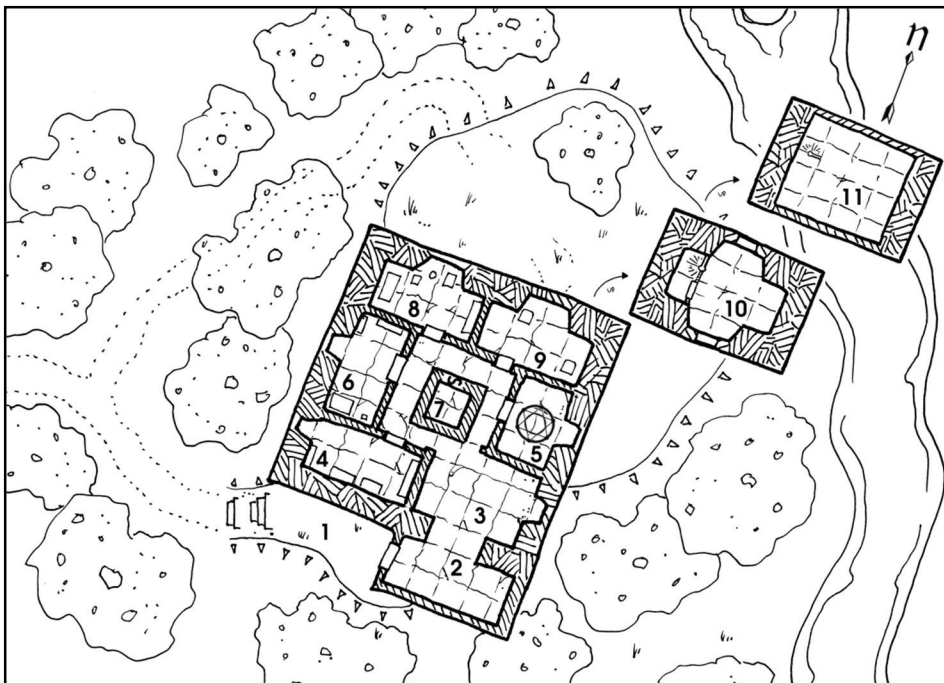


## A Winter Themed Adventure

Compatible with Most Fantasy RPG systems

Recommended for 4-6 player characters of levels 4 to 6

This setting was first published in December 2018 in **Cavalier Attitude** Issue II, Vol. 4



## THE ICY HOLLOW

This is a winter-themed adventure that takes place in a keep which lies in a frigid mountain clearing in the norther part of **The Dales**, near the village of **Trondvale**. This mid-level adventure is compatible with most FRPGs and is intended for 4-6 player characters of levels 4-6.

The **Icy Hollow Keep** was abandoned several hundred years ago by the local dwarven lords. Since that time, local legends have sprung up about the great dangers and treasures hidden there; but no one has had the need or nerve to go up and investigate, until now!

Recently, villagers have experienced scary sights and sounds emanating from the supposedly abandoned keep, and complained to the dwarven warders. Being too busy to investigate, the warders have chosen to hire adventurers to do so, which is where your players come in.

The situation at the keep is quite dire. A powerful mage took up residence at the keep recently. With his guards,

and a summoned **snow demi-elemental** (6HD, 36hp, see Appendix C, New Monsters), he intended to raze the local countryside, spreading chaos. Unfortunately, the creature broke free of the mage's control, and while he and his guards have trapped the beast in the keep's tower, the situation your players are walking into is highly volatile!

**GM's note:** The GM should place level appropriate treasure within the keep.

**1. ENTRANCE:** The door here is closed but not locked. The party hears loud crashing sounds from within the keep, which is the beast venting its anger.

**2. VESTIBULE:** This chamber serves as the keep's entry hall. It is patrolled by a single **troll guard** (42hp).

**3. MAIN HALL:** This room serves as the keep's main hall and provides access to the rest of the keep's rooms, via a 5' passageway. There are 2 **ogres** (25hp each) here who will come to the aid of their fellows, and attack anyone who enters the hall.

**4. KITCHEN/STOREROOM:** This is a food preparation area and general storeroom. A rotund human male, **The Cook** (FTR4, 24hp) and his 2 **half orc assistants** (FTR3; 18hp) are here. They will attack any intruders and will not surrender.

**5. SUMMONING ROOM:** The mage's summoning chamber. Every surface is frost-rimed and the arcane circle on the floor is cracked and broken.

**6. BARRACKS:** The mage's main force is holed-up here, a group of 8 **flind** (15hp) and their **leader** (21hp, 18 STR). They will fight intruders, but given the situation they will parlay and surrender, if allowed to flee the keep.

**7. TREASURY:** A secret door to the mage's treasury, containing three chests of level appropriate loot.

**8. OFFICER QUARTERS:** The **mage** (MU5, 15hp), his **general** (FTR 5, 30hp) and **lieutenant** (CL4) are hiding here, plotting how to resolve the impasse. They attack the party without quarter.

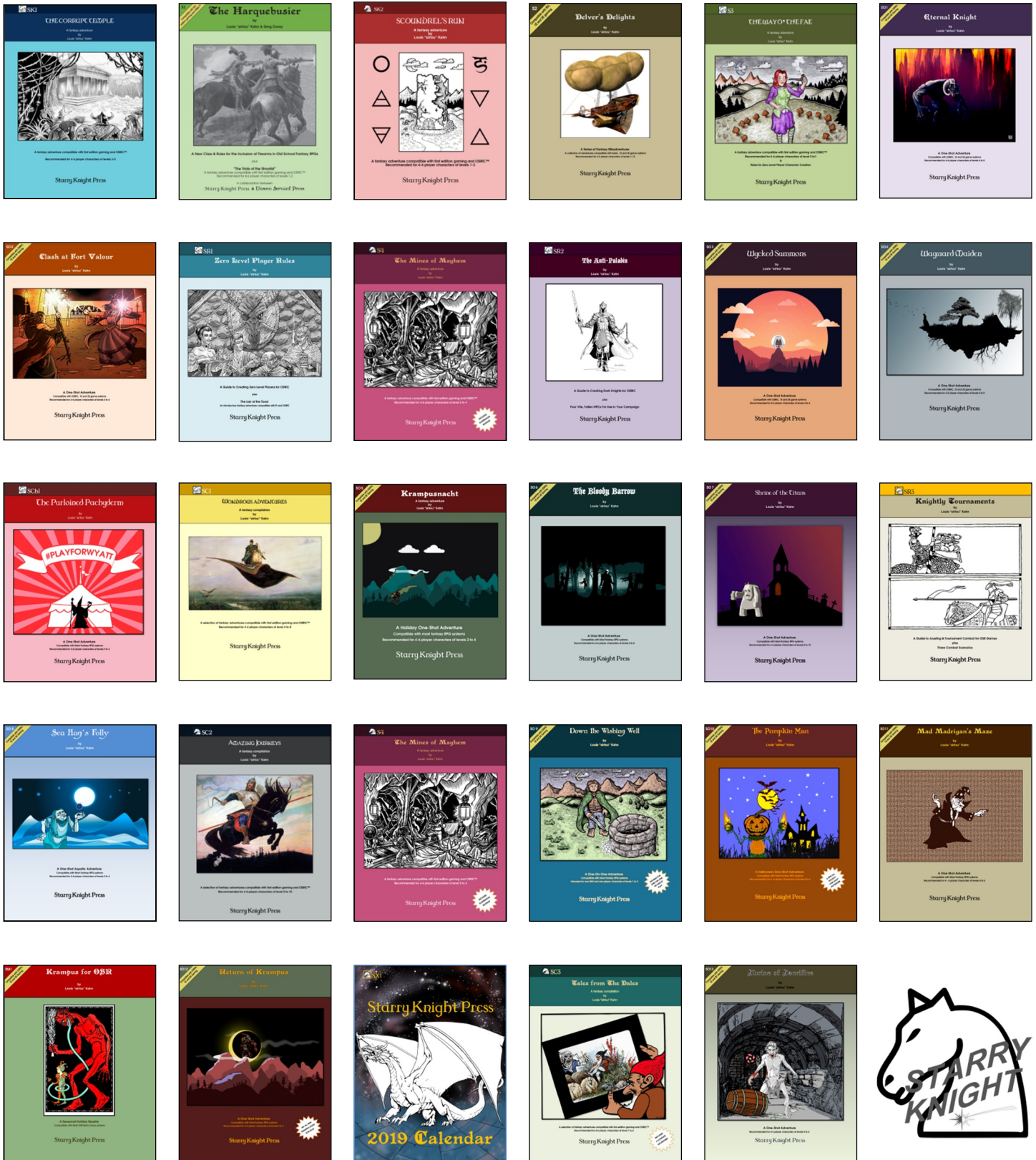
**GM's note:** The **demi-elemental** roams Areas 9-11. Roll 1d6 to determine which room it is in: 1-2 is Area 9, 3-4 is Area 10, and 5-6 is Area 11. The rooms' are covered in ice and snow.

**9. MAGE'S STUDY:** An arcane sigil is scrawled on this door. Defacing the runes dispels it, allowing the party to enter and the beast to exit the tower. The room's contents are destroyed.

**10. MAGE'S BEDCHAMBER:** This room has been completely ransacked, and the mage's property flung all over.

**11. BATTLEMENTS:** Guards would normally be posted here, but none are present as the creature roams freely in the tower.

If you enjoy this compilation, be sure to try one of our other modules and gaming supplements pictured below, which are available from our website ([starryknightpress.com](http://starryknightpress.com)) and our premium online retailer partners!



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## ARTICLES: Introducing Players to RPGs via OSR

### Introducing Players to RPGs via OSR and Zero-Level Player Characters

When I thought about writing an article about OSR role-playing, at first I was at a loss as to what to write about. I am an avid role-player, strong proponent of OSR gaming, and a prolific publisher of OSR modules and supplements. So any number of topics leapt to mind. I considered drafting a scholarly treatise on thaumaturgy or an article on the rationale and justification for OSR thieves to use bows or then again perhaps it was time to finish the unreleased OSR character class I'd been working on.

But then I stopped and asked myself, what is it about OSR and the earlier edition of the world's most famous role-playing game that really grabs me and has held me entranced for forty years?

For me, it is that sense of wonder I had when I first cracked open the Basic boxed set back in the late 1970's. It was evident in the fervor with which my friends and I squabbled over whose turn it was to read the *AD&D Player's Handbook*. As kids from non-affluent families, we'd banded together to buy our copies of the AD&D rulebooks and shared them equally...sort of. That sense of wonder remains, for me, primarily in the way I learned to role-play. I learned to play by observing my (virtual) surroundings, questioning the game master, using my logic and reasoning to try to solve the puzzles I was confronted with, and then by describing my actions to the game master.

The earliest editions of the game relied more on the description of your

actions, which I excelled at, versus the current edition which relies heavily on "ability checks", the names, purposes and modifiers thereto I cannot seem to get to stick in my *grogard* head.

*"I do want to try a role playing game, but I'm not sure about all those rules."*

For me then, the spirit of *how* we played the game back in the day is what was magical. This is what the OSR retro-clones try to capture, to match the gaming experiences I remember from my youth when I began playing Basic Dungeons & Dragons™ four decades ago. This is why I so enjoy OSR, as to me and many other *vintage* players it seems to be a rebirth of the style of gaming that we most enjoy!

So, in choosing what to write about, I decided to draw on my recent experiences introducing new players to OSR gaming, both those who had never played an RPG and those who had only played modern editions. I have done this several times in the last couple years using the OSRIC system.

I want to share a particular experience with you, which sums up why I love role-playing and OSR systems in particular.

We were all gathered around the dining room table at my best friend's place where I had learned to play

Dungeons & Dragons™ forty years before, and the moment was not lost on me. We were all together because my friend's parent was dying. There are only so many hours you can sit by a bedside, wringing your hands, or cleaning and running errands, before burn out sets in. I had just written and published a new adventure and I was hoping, if I was lucky, it would take everyone's mind off their worries, if only for a little while.

It had been a long journey since our childhood, but there I sat, preparing to lead a group of players through an adventure, some of them playing such a game for the very first time.

"I do want to try a role playing game," one woman spoke up, "but I'm not sure about all those rules." She looked at my pile of rulebooks with trepidation. "Do I have to read all that?" Her sentiments were echoed by a couple others, some of whom had only played newer editions and thought earlier editions might be clunky or old fashioned.

Knowing how old school gaming works, I reassured them, "It's fine. I'll explain how it works as we go along. It's not hard, and the way we play mostly relies on problem solving skills. You'll be good at it! You'll be fine".

We played through the evening and late into the night. Although novices, the players relied on their intuition and intellect as they described for me what they would do and how they were interacting with the environments I described. We talked it out; using minis and maps as aids. I interpreted their actions and rolled a few appropriate dice as needed.

They loved it!

## ARTICLES: Introducing Players to RPGs via OSR (cont.)

A couple folks sketched their characters for me, and the younger ones begged their parents to let them stay up and keep playing.

When the adventure was concluded, the party had completed their quest, evil was defeated, the champions of light had prevailed, everyone had enjoyed themselves, everyone was able to contribute, and, if for just a few hours, all of our spirits were lifted.

The above experience is a good example of why I use OSR rules to introduce people to role-playing. In my opinion, the OSR way of play is more conducive to teaching people how to role-play than the current incarnation, with its method of ability checks. New players often do not understand what "player abilities" are, versus their own skills and thoughts. I feel it adds a layer of obfuscation and a perceived need to memorize rules that takes novices out of the immersive game experience. I think 5E is a great system, it has brought many more people into our hobby and I am very happy so many people enjoy it. However, I believe it can be overwhelming to newbies.

With my most recent experiences to draw upon, I decided to write a supplement folks could use to quickly teach new players about role-playing with OSRIC. What I came up with was a system of "Rules for Zero Level Player Character Creation", and an adventure: "*The Way O' The Fae*".

The module starts with a group of players who are all friends in the small village of Breyburgh. This excerpt sums up the adventure: "You've spent your whole life among the stolid, staid and downright stubborn people of Breyburgh. Your escape has always been just a dream, until now!

Something strange is afoot in the village of Breyburgh. The cats in the village have gone missing. First one or two, which could be explained by forest predators, but now all the cats in the village are gone...and no one knows why. Now a visiting mage's cat is missing and he's offering a reward to find it. This is the chance you've been waiting your whole life for! It's your time to shine; if you and your companions can find this mage's cat you just might become *The Heroes of Breyburgh*".



"Spellbook" by Daniel Waltham

That module was well received and I found people really enjoyed the zero level player character aspect. So with that in mind, I decided to expand upon the rules for zero level player character creation in my new book: "**SR1 Zero Level Player Rules and The Lair of The Toad**". I created a revised, detailed and in-depth system for creating zero level player characters.

It is a straight forward set of rules for creating characters that have an *origin* related to their prospective class, a shared background, and reasons for knowing the other members of their group. They are friendly neophytes on the cusp of choosing their adventuring profession.

The system consists of rules for character creation, a set of zero-level spiritual and arcane spells (known as *benedictions* and *cantrips*), and an adventuring party of six pre-generated zero level PCs.

The players begin in one of three distinct career paths, called *archetypes*, featuring the *fighter* (including fighter subclasses), the *stealth* (thieves and assassins), and the *spell caster* (clerics and mages, and their subclasses) archetypes.

The book also includes an introductory dungeon to start these shiny new PCs on their road to greatness. In "*Lair of The Toad*", the players are hired to retrieve a lost heirloom ring for an elven seer who lost it in the sewers.

In both "*The Way O' The Fae*" and "*The Lair of the Toad*", the completion of the main quest line provides the players with sufficient experience to advance to the first level of experience, so they may choose an adventuring career path.

My goal was to provide a well thought out system for creating a new adventuring party forged from a close knit group, and not just random strangers "meeting in a bar". In this way, players can form their own versions of the tightly knit crews they watch in Wizards of the Coast's "Dice Camera Action" or Geek & Sundry's "Critical Roll".

I have had a lot of success and a great deal of fun introducing new players and seasoned veterans to the OSR world through the use of my OSRIC based zero level player adventures. It pleases me because it shows, despite the massive popularity of the newest edition of D&D, that our Old School way of playing still has a great deal to offer the RPG community!

Louis "sirlou" Kahn



### 8 Reasons to Check Out OSRIC

The OSRIC RPG, short for Old School Reference and Index Compilation, is a fantasy role-playing game system. OSRIC is what is known in the Old School or OSR (Old School Renaissance) movement, as a retro-clone, in that it is a faithful, as much as legally possible, recreation of the First Edition of the world's most famous role-playing game, Advanced Dungeons & Dragons.

It's recently been a topic on social media, and unfortunately not in a good way, because of a kerfuffle regarding some negative comments by one individual, not formally associated in any way with the authors or creators of OSRIC, regarding the laudable and evolved decision by Wizards of the Coast, current creators of Dungeons & Dragons, to foster and encourage inclusion and diversity in the game. It is an ideal that we should all embrace, and one which, as a four-decade long player, I heartily support. Our game should reflect the wonderful depth and variety of humanity, and I am happy that the time has come where people of previously underrepresented groups can now see themselves in the game.

In the aftermath of the unfortunate social media incident, a lot of folks were hurt, angry and upset, justifiably so, but in their confusion some began to condemn OSRIC for the comments of a lone individual with no official standing. They began to confuse that one person's comment with what the game stood for. Some began to wrongly think OSRIC supported and was based on an intolerant or non-inclusive ideology. All of these things are inaccurate.

It was all very unfortunate because OSRIC is a great system. Full disclosure here, I am a GM and author of OSRIC content, so I am a big supporter of the system. On the other hand, it also means, I know of which I speak! The

*"The No. 1 reason to check out OSRIC? Because it's for everyone!"*

owners of this site reached out to me after the kerfuffle, for my sort of "expert opinion" on OSRIC, as they liked my work and felt people were getting the wrong idea about the game; I was asked if I'd like to explain what OSRIC is, what it isn't, and why you all should like it. Frankly, there's no reason not to, and with this list I am going to show you 8 reasons why you should check out the OSRIC RPG!

#### **8) OSRIC was one of the earliest and most successful retro-clones.**

For this reason, there is a lot of content for this particular game system. Looking at current content, the last time I checked DrivethruRPG.com (a mainstay of mainstream and indie RPG content, such as my own) there were nearly 400 OSRIC titles currently for sale. Lulu.com has nearly 280 OSRIC titles for sale. In addition, looking at legacy content, there are thousands of BECMI (which stands for Basic, Expert, Companion, Master, Immortal rules, i.e. "Basic" D&D), Advanced Dungeons & Dragons (aka AD&D or 1E), and AD&D 2nd Edition (aka 2E) publications to choose from which are compatible with OSRIC (although

separate from 1E, the BECMI and 2E rules are compatible enough to make their materials useable). So if you are looking for a game that has a lot of support, with tons of compatible legacy content and continually developed new content, OSRIC is a great system to choose.

#### **7) Did I mention it's free?**

That's right folks, OSRIC itself is completely free! In fact go and download it right now.† But wait, there's more! Not only is the game system free, but so is its version of a "Monster Manual", which you can also download for free. † But hold on, its version of the "Player's Handbook" is also free as well; download the OSRIC Player's Guide directly from its author for free.† Now go back to the aforementioned DrivethruRPG and Lulu and search for "OSRIC" and you'll find a tonne (because one of the creators is British) of free content alongside the paid content discussed above. Don't get me wrong, I love Wizards of the Coast and their content, and as a content creator myself I strongly encourage you to support creators active in your gaming interests! However, if you're like me, you have a lot of gaming interests, and isn't it kind of nice to have a game you can check out and play for free? Heck yeah!

#### **6) OSRIC is accessible.**

It made me sad when people mistakenly thought OSRIC was somehow mean or cruel or anti-anyone, because one of my favourite things about OSRIC is that it is very accessible in a democratic way. As I mentioned above, the basic game is free. Go online and use a dice roller and download some free minis and you are ready to play! You can teach people to role-play via OSRIC for free. This is incredibly inspiring and

## ARTICLES: 8 Reasons to Check Out OSRIC (cont.)

democratizing! When I was a poor kid growing up, Dungeons & Dragons changed my life by offering a wonderful outlet into a dream land of magic, like Middle Earth and Narnia, but I actually got to go there and not just read about it! The books were expensive back then as well, but my friends and I scraped together the money, over a long time, and we eventually bought a set of books to share. We took turns reading them, grudgingly turning them over when our week was up. Before we got books it was really embarrassing when the rich kids would tease you about not being able to afford the hobby, as bullying kids are wont to do throughout time. It makes me weep tears of joy to know that poor kids and adults today have access to a completely free retro-clone of the game I grew up loving, and there is no more fretting or worrying about how to pay for it.

### 5) OSRIC is community driven.

Since the creation of the OSRIC game system and its companion manuals it would seem the gracious founders and designers Matt Finch and Stuart Marshall (our OSRIC version of Gygax and Arneson) essentially stepped back and let the world have at their creation. What that means is that the content being put out is coming primarily from the community of players and it has fostered, in my opinion, a renaissance of imaginative fantasy art and writing. I myself am an OSRIC creator, because I can be: it was just that easy. I had always wanted to send a dungeon off to TSR's "Dungeon Magazine", or an article to its "Dragon Magazine", as a youth, but I was always afraid it wouldn't be good enough or people would tease me for being a geek (those darn bullies again!). There was an editorial board and a big fancy

company deciding who and what got published (or so I assumed) and it was very intimidating. Flash forward a few decades and the internet and self-publishing have reshaped our society. I found OSRIC, I was inspired to write, and I did it. There are tonnes (lol) of people like me doing this (and so can you!) and it is a great community to be a part of!

### 4) OSRIC is kinda British.

OK this is a quirky reason, I know, but bear with me. If you love Tolkien and C.S. Lewis and cut your teeth on that style of high fantasy, chances are you might be just a wee bit of an Anglophile. If you are, then why not play a game where the programme running in the head of one of the creators, Stuart Marshall (editor in chief), was a British view of RPGs? I feel a little twinge of glee deciding what my favourite colour of cloak might be, and I can take a fortnight deciding what armour to purchase or calculating my saving throw against petrification! A silly reason perhaps, but it made me immeasurably happy to write, in one of my modules, of a sword composed completely of ice: "However, extended exposure to extreme heat (38°C) may damage or destroy it."

### 3) OSRIC is fairly easy to learn.

I don't want to stir up even more controversy (i.e. Edition wars!), so just hear me out. Being a fairly stripped down, retro-clone of a forty year old game means there are not endless pages to read before you start playing. For example, an average race description in OSRIC is about half a column long. The average character class description is about one and a half pages long. The entirety of the equipment list takes up two and two thirds pages. The average monster description is

maybe half a column. Part of this may be because most of the OSR folks are coming to OSRIC with a very good understanding of how to play RPGs and possibly a lifetime of rules floating around in their heads. However, if you are a new player, the rules light approach means there is not a huge amount to learn and memorize and you can fairly quickly get down to learning how to role-play. Which is the focus of all good games, in my opinion. While the rules can actually get quite complex and detailed, as anyone who has played 1E knows, OSRIC "feels" light and can be played as simple or complex as you want it to be. I have taught several people to play RPGs, who were previously scared of the "stacks of books", by using OSRIC. As the adage says, KISS (Keep It Simple, Stu! -- remember I said OSRIC is not mean!).

### 2) OSRIC is flexible.

The upside to what I consider to be a "rules light" approach is that the game is very flexible and open to what you want it to be. As an example, in my very first module ("The Corrupt Temple") I had a section where players might fall into the water and drown. So I looked in my trusty OSRIC manual for drowning rules and found...nothing. So I made up my own rules for this situation based on researching past rules and present rules and then threw in what sounded logical and reasonable to me. There are many unanswered questions in OSRIC, as in life, and I like that about it. It makes me more inventive, creative and it challenges me!

### 1) OSRIC is for all of us!

The last and final reason to try OSRIC is because it is for all of us, not just grognards! It is a great opportunity to see what gaming was like in the past

and to get to know the roots of modern Dungeons & Dragons, an activity that seems increasingly popular with the release of Wizards of the Coast's "Tales from The Yawning Portal", for example. I read a great quote about OSRIC once, which stuck with me because it exactly summed it up: "OSRIC is a love letter to First Edition." Those of us who played the game when it first came out were entranced, as are those of you who are just discovering the game now, and to us 1E is just our happy place for that reason, and likely always will be. It's not a criticism of 5E or the progress of gaming or of our society since the 1970's. It's just what makes some of us feel the old "buzz" of gaming excitement, and that brings us lots of happiness.

Now before I close, I feel like I should also deal with the elephant in the room: grognards. It seems the term grognard has taken on a very pejorative meaning lately, and that is a shame. For I am here to tell you that not all grognards are the angry grumbling complainers or potentially racist, homophobic, transphobic, able-centric, and mean trolls that online slang dictionaries or some blogs or social media posts would have you believe.

I have met and known a lot of folks over the years that have played a long time, for decades, and they all have one thing in common with newer players: a love of the game. Our love of the game is what binds us all together. Grognards are just folks who have a wealth of experience in a hobby we all love, who for the most part may enjoy playing the games of their youth (we tend to grow nostalgic as we get older), and who still have a lot to offer to the RPG community.

Are there jerks and wing-nuts in the grognard and Old School community? Certainly, as there are in every walk of life, but I believe they are the exception and not the rule. I think many of us are kind, gentle, understanding souls who are happy to share a table with anyone who is like-minded and wants to enjoy some communal role-playing fun! So if you encounter us in the wild trying to play 5E, as we stumble on unfamiliar ability checks or look bemused as you try to explain spell slots...again, please try and be patient! Or if we invite you to try out our OSRIC game, take us up on it to see what it's like!

Most importantly, though, I hope your take-away from this article is that OSRIC and its practitioners are no different than the modern game and its players; it's simply another way to play one of the most exciting and inventive hobbies ever created!

Louis "sirlou" Kahn

(This article previously appeared in *High Level Games Blog: 8 Reasons to Check Out OSRIC*, published 12.09.17, <http://www.highlevelgames.ca/blog/8-reasons-to-check-out-osric>)

† <http://starryknightpress.com/links.html>



## Medieval Western Monks as PCs in Old School Games: *the Warrior Monk*

**Introduction:** The **warrior monk** is a spiritual fighter whose core values are a devotion to a life of service, the quest for knowledge and upholding the ideals of their order. Unlike priests, clerics or paladins, they are not holy instruments of their deities, but they are nonetheless spiritual and serve in a different capacity.

There may be any number of orders of monks, and GMs (and players with their GM's approval) are encouraged to create their own. In this article I will provide an outline for the standard **warrior monk**, which is loosely based on medieval European monks with a good bit of fantasy thrown in, which may be used as a template for other monastic player characters.

These **warrior monks** may be men or women, young or old, rich or poor: it matters not. All are welcome to join the order and serve if they will give themselves over to the three tenants of the **warrior monks'** monastic order: **discipline, poverty and truth.**

**Discipline** is the first tenant for a reason, as a monk's life flows from their devotion to discipline. This means discipline within the order and respecting one's superiors; it means discipline of one's mind and constantly seeking to learn and expand one's knowledge; it means discipline of the body and working to learn martial arts to defend the weak, the helpless, and the order and its ideals; and it means discipline of one's appetites and the avoidance of excess, including overindulgence in drink, carnality or emotion, and instead seeking a life of harmony and

## ARTICLES: The Warrior Monk (cont.)

balance. Moderation in all things is the aim and goal of their disciplined lives.

*Warrior monks seek a feeling of being at one with everything, which they call "oneness".*

A **warrior monk's** fondest desire is to gain a feeling of serenity by achieving a feeling of being at one with and at peace with everything: at one with his staff during a battle; at one with his pen, parchment, heart and mind while creating a verse; or at one with a fellow being as she provides aid and succor. These monks seek connection among all things, which they believe to be the one great truth of the universe. They believe they become closer to "oneness", as they call it, through discipline.

**Poverty** is the second tenant as the **warrior monk** continually seeks to cast off the worldly decadence inculcated by the mindless accumulation of wealth. These pedestrian and worldly concerns will only weigh down the monk's spirit as it seeks to reach an enlightened state of *oneness*.

For this reason, the **warrior monks** have strict possession restrictions, like **paladins** and **rangers**: **warrior monks** may only own two (2) sets of robes or vestments, a single pair of footwear, a single staff, two other weapons, two (2) miscellaneous items of value to them (magical or mundane), one mount (one set of barding is allowed), and one set of standard adventuring gear (e.g. a pack, rope, and etc.).

Thus, those **warrior monks** who go adventuring are not doing so for the treasure or the magic items, they are doing so because of their beliefs, seeking to aid others, bringing forth the truth, and defending the Light.

Similar to **paladins**, the warrior monk cannot retain any treasure, with 50% of their earned funds going directly to their order and the remainder, after their personal upkeep and expenses have been paid, to be given to goodly charities. These need not be established charities, but the funds must be spent in service of those in need (e.g. the **warrior monk** might decide to build a school for local children, a community barn or well, or similar civic projects).

The last tenant of the **warrior monk** is that of the **truth**. They are men and women of letters and science and they excel at matters of logic and reasoning. They do not, however, see these pursuits as being in conflict with their mystical beliefs and in fact see the application of the scientific method to *both* the physical world and intangible worlds (e.g. the realms of magic, the arcane, the mystical, the Faerie realm, the realms of darkness, and others) around them, as a devotional practice. They are always seeking underlying truths and this is a guiding force of their belief system, because to know a thing is to be able to be one with the thing and, as discussed above, *oneness* is their *raison d'être*.

In their devotion to the three tenants of their belief system, the **warrior monk** must be unwavering. In fact, it is such a part of their very nature that were they to act in a manner inconsistent with their beliefs (e.g. hoarding a cache of money,

engaging in wanton and meaningless killing, fomenting rebellion against the leadership of their order, etc.) they would immediately lose their station as a **warrior monk** and would be required to do penance as decided upon by a powerful NPC **warrior monk**, which would most certainly include a quest involving great discipline, knowledge, and the search for truth.

However, should the **warrior monk's** lapse be found to be willful and intentional, the fallen soul would immediately be stripped of his or her status as a **warrior monk**, never to regain it. Such a former **warrior monk** would be reduced to a fighter in all respects, save for their reduced hit dice (1d8) with a fighter's skills only, and no special **warrior monk** abilities, powers, companions or followers for the remainder of his or her career. This may seem harsh, but it is part and parcel of the agreement a player makes when taking on the monastic life of a **warrior monk**.

The **warrior monk** is a servant of the Light and so those wishing to follow this path must be good-aligned, although their individual beliefs may be anywhere within that spectrum (i.e. lawful good, chaotic good and neutral good).

The **warrior monk** class resembles such legendary figures as the jovial and loyal companion **Friar Tuck**, of "Robin Hood", or the inquisitive friar **William of Baskerville** from the medieval murder mystery book "The Name of the Rose", by Umberto Eco, both of which I highly recommend.

**Building a base:** Unlike other classes, warrior monks do not save up funds to construct a fortress. However, once a

**warrior monk** has reached 9th level their order may honour them by having them oversee and manage a monastery of their own. The location of this base is chosen by the order, in an area where their beliefs are not represented, to expand their teachings.

Once the monastery has been built and an area of sufficient radius around it (at least 20 miles) has been cleared of hostiles, which will be done by and at the expense of the order, the **warrior monk** will begin to attract a body of followers to his or her monastery, **warrior monks** of like mind as the player.

Once the monastery is up and running, the **warrior monk** may then institute commerce with the citizenry of the now cleared region, which will be sufficient to support the monastery and its missions.

While some **warrior monks** might be content to retire at this point, and continue to engage in their search for *oneness* within their own monastery, perhaps satisfied with teaching and seeking enlightenment, others may see this as a next step in their evolution toward the pinnacles of understanding, truth and oneness. Such warrior monks will continue their adventuring careers, taking on greater, even world-altering, challenges as they strive to learn and understand as much as possible about the worlds around them before their time on this plane is at an end and they have moved on to the next.

**Race & Multi-class Restrictions:** **Warrior monks** may be of any race, including races considered

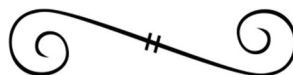
monstrous by surface dwellers, such as **dark elves**, so long as they follow the tenets of the order and champion the cause of good. Demi-human **warrior monks** are not limited in their level advancement. Lastly, **warrior monks'** single-minded focus on the three tenets of their beliefs leaves them no time for a multi-class or dual-class option.



### The Warrior Monk Character

<b>Minimum Scores:</b>	S 15 D 15 C 10 I 11 W 15 Ch 10
<b>Hit Die Type:</b>	D8 (max 9 hit dice)
<b>Alignment:</b>	Good-aligned only
<b>Experience bonus:</b>	Str and Wis 16+
<b>Armour/Shield Permitted:</b>	Cloth, off-hand mug permitted
<b>Weapons Permitted:</b>	Quarterstaff, mug, fist weapon, club, or sling
<b>Weapon Proficiencies:</b>	3 +1 every 2 levels
<b>Penalty to hit for non-proficiency:</b>	-2
<b>Weapon Specialization:</b>	Optional Rule - as fighters

If you are interested in the **warrior monk** class, stay tuned for more about them, coming soon in the supplement **SR4 The Warrior Monk!**



### Handy Haversack: What Every Player Should Carry

Much has been written over the years about what items a fully prepared adventurer should carry. The topic constantly circulates on social media: name the "Top 5" or "Number 1" item(s) your players need. Those are all well and good, and this article won't cover that ground again. Instead I come at the subject from a different angle. I wish to present here a **standard pack** which I provide to every new player character (PC) in my campaign.

I was inspired by the simplicity of a similar system that was used in the old TSR© Basic Dungeons & Dragons© modules of my youth, the inimitable "**B-series**". Several of them included, in the appendices, a selection of three packs of gear, labeled A to C, which players could choose from. We ended up using those three packs all the time; simply referencing one of those booklets was the norm. I decided to create my own pack.

I find my pack works equally well for beginners and veteran gamers. Veterans appreciate their pack taken care of so they get down to delving sooner. For the beginners, I can quickly describe the limited number of items in the pack and have them ready to play in 5 minutes. This avoids the GM answering newbie questions about every single item on the long list of equipment in most gaming books, most of which they don't immediately need. We've all been new players, and this gets them started quicker!

So, if you like this idea and wish to incorporate it in your game, below are the items in my **standard pack**, and the explanation I provide to my new players, for your consideration.

**(Special note:** This pack *does not* contain a 10' pole. I thought about it and decided a 10' pole creates an unwieldy and cumbersome pack; and there is nearly always a mage or other PC with a quarterstaff which provides the same utility.)

**Set of clothes:** This seems self-explanatory, but many players think their characters walk around and sleep in their armour! Folks need to remove their armour to let their bodies relax and rest, and if they don't there should be consequences.

**Boots, heavy:** Again many new folks fail to consider what is on their feet. A set of heavy boots is good for kicking in doors, kicking monsters and stomping out a fire.

**Backpack:** This one is self-explanatory. It is what their characters put all their loot and gear in. If your players don't get it explain to them that chain mail has no pockets!

**One week rations, standard:** Many newbies don't realize their characters need to eat, just like them. Without *lembas* bread we'd all be dead!

**50' rope:** Useful for climbing up and down, restraining foes, tying the party together to avoid falls and on and on.

**Hammer:** New players often confuse this with a combat warhammer, until I explain it's the type of small utility hammer used to nail in a piton or a tent stake, then they get it.

**10 iron spikes:** For securing ropes, making a tent, sealing doors open or shut, scratching a mark for directions, and a million other uses.

**Lantern, hooded:** A lantern which has a hood which can be lowered to dim it or focus the beam. Useful to hide the light source and one's presence. The lantern light is 30' radius, and consumes 1 flask of oil every 4 hours.

**4 Torches:** Wooden torches are cheap and provide a 40' radius illumination, but only last 1 hour.

**Flint and steel:** Necessary to light those torches, lanterns, camp fires, or spark an explosion or conflagration!

**2 flasks oil:** Sufficient for 4 hours of lantern light each, or may be used as an incendiary (D 1d8 for 2 rounds).

**2 candles:** Sheds 20' illumination and last for 30 minutes. Can also be used to seal items, as a long fuse on an incendiary, for leaving trails, etc.

**Chalk:** Used in mapping, notes and directions, on the floor it reveals someone passing, and can reveal invisible objects or persons.

**Bedroll:** Like a sleeping bag, to provide insulation from the cold earth.

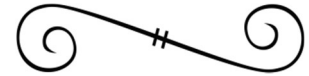
**Water skin:** Staying hydrated is a key to survival, but can also be used to scoop up potions or any other liquids.

**2 pouches, belt, large:** For keeping key items close at hand vs. the pack.

**2 sacks, large:** Useful for hauling out loot, covering a prisoner's head, making a bandage, and so on. Each one carries 4 cubic feet or

40 pounds.

**Generic specialist item:** The pack includes one generic version of whatever tool(s) your PC needs to do their job: thieves' tools, a holy symbol, spell books, or etc.



## The Scout Class: Military Specialist and Foresters

**Introduction:** The **scout** class is the classic lightly armed and swift military spy, dogged bounty hunter, or bold frontier person. The **scout** is a bit of a rogue, a bit of a warrior, and a bit of a trained killer, with some traits of all three. The **scout's** areas of expertise are stealthy combat, setting and finding traps, infiltration, subterfuge and reconnaissance and information gathering.

These are the swift men and women who are the advance infiltrators and reconnaissance masters of an army. They are the sworn bounty hunter operating on just this side of the law. They are the hearty homesteaders and frontier and frontier survivalists, hacking a life out of the wilderness for themselves and their kin.

Examples of the **scout** class would include **Hawkeye** from "*Last of the Mohicans*" by James Fenimore Cooper; or the **Man with No Name**, the protagonist in Sergio Leone's *Spaghetti Western films*. I highly recommend both of these works!

The **scout** must adhere to certain limitations and restrictions, like other advanced classes, as follows:

## ARTICLE: The Scout Class (cont.)

First, doing what they do requires **scouts** to have a certain level of detachment: that of a military person trained to war and following orders or a free-willed frontier person who chooses to follow their own independent path. For this reason the **scout** must be of neutral alignment, but may follow any path within neutrality (e.g. chaotic, lawful or true neutral).

*Scouts are the lightly armed military spy, dogged bounty hunter, or bold frontier person.*

Should the **scout** ever lose their detachment and let this sway or cloud their completion of the mission or the hunt (i.e. suffer an alignment shift to non-neutral), they will lose their edge – forever more becoming a mere thief, and losing all of their additional abilities.

Second, because they most often work, and at their best, alone, **scouts** may not employ any mercenaries or henchmen until they reach 6th level. Once allowed to take on hirelings, the **scout** will tend to favour a small, close knit band that shares their ethos and world-view. (The **scout's** special followers are addressed below.)

Third, to the **scout** mobility and speed are everything, and for this reason **scouts** cannot be weighed down by their material possessions. Thus, the **scout** has possession restrictions, like rangers: the **scout** may not retain any more treasure than they can lift or carry on their mounts (although a wagon would

be allowed, as a base of operations).

**Building a base:** Unlike other classes, once the **scout** has obtained "name-level" (9th level) they do not build a castle and become a noble lady or lord. However, the **scout** may instead choose to construct a military academy, bounty hunter training facility or frontier outpost of their own, and open it up to worthy students, disciples and/or like-minded folk.

The location of this base is chosen by the **scout**, but it must be in a remote area on the wild borderlands of civilized lands, where **scouts** can continue to practice their individualistic beliefs and teachings.

Once the **scout's** facility has been built and an area of sufficient radius around it (at least 20 miles) has been cleared of hostiles, two things occur: (1) the **scout** may institute commerce with the citizenry which will quickly settle the now cleared region, which will produce sufficient income to support the **scout's** holding and its missions; and (2) the **scout** will begin to attract like-minded followers which, similar to rangers, may include unusual or magical creatures (e.g. **fae** creatures, **bears** or other forest animals, **centaurs**, etc.).

While some **scouts** might be content to retire at this point, and be satisfied with teaching and training new recruits at their academy or training facility, others may see this as a next step in their rise to power. Such **scouts** will

continue their adventuring careers, taking on greater, even world-altering, challenges as they strive to perfect their art and become the ultimate intelligence gathering, hunting or silent killing machine.

**Race & Multi-class Restrictions:** **Scouts** may be of any race, including races considered monstrous by surface dwellers, such as **dark elves**, so long as they follow the **scout's** tenets of neutrality.

Demi-human **scouts** are not limited in their level advancement. Lastly, **scouts'** single-minded focus on their particular style of combat leaves them no time for a multi-class or dual-class option.

### The Scout Character

<b>Minimum Scores:</b>	S 15 D 15 C 10 I 11 W 15 Ch 10
<b>Hit Die Type:</b>	D6 (max 11 hit dice at 10th level)
<b>Initial Hit Dice:</b>	2
<b>Alignment:</b>	Neutral-aligned only
<b>Experience Bonus:</b>	Str and Dex 16+
<b>Armour/Shield Permitted:</b>	Cloth, leather, studded, ring, small shield permitted
<b>Weapons Permitted:</b>	Any single-handed weapon, oil, poison, sling, bow.
<b>Weapon Proficiencies:</b>	3 +1 every 3 levels
<b>Penalty to hit for non-proficiency:</b>	-2*
<b>Weapon Specialization:</b>	1 weapon - as fighter.

\***Scouts** use a d6 for hit dice, but they begin at first level with 2d6 hit points, plus their CON bonus, if any. While a d6 is the second lowest hit die possible for players, the two hit dice at first level helps to counterbalance this.

## ARTICLES: The Scout Class (cont.)

Moreover, if the GM follows the common rule of giving first level characters their maximum hit points per die, then the **scout** may begin play with a minimum of 12 hit points, which would make them quite powerful at earlier levels, especially given their fast leveling.

### Scout Class Abilities:

**Sixth Sense:** **Scouts** are less likely to be surprised (1 on 1d6), and more likely to surprise opponents (1-3 on 1d6) than others.

**Tracking:** **Scouts** can track others, with a 90% base chance of success in rural settings (modified by the GM for such factors as the age of the trail, type of terrain, and weather) and a 65% base chance in urban or dungeon settings (also modified by the GM to account for local conditions).

**Silent Strike:** If a **scout** gains the advantage and surprises a foe, they may choose to perform a swift, silent blow which may immediately kill the victim. In this instance, the **scout** does not make a "to hit" roll for a **silent strike** attempt, which is considered a special attack resulting in a chance to instantly slay the foe, and ensures substantial damage even if the victim survives. The chance for an instant kill is 50%, plus 5% per level of the **scout**, with a penalty of 5% for every two levels/hit dice of the target (rounding down). The GM may modify the percentage up or down depending on the circumstances (e.g. wary targets are less likely to be slain, while conversely unwary foes are more likely to be slain). Even when the **silent strike** attempt

fails, the attack still inflicts normal damage, except that the **scout** is not entitled to a backstab damage multiplier on a failed **silent strike** even if the attempt was made from behind the foe. For this reason, the player is required to designate to the GM *before attacking from behind* whether they wish to attempt either a **silent strike** or a standard backstab attempt.

**Backstab:** A **scout** may backstab with any of the melee weapons permissible to them. Backstabbing does double damage at levels 1-4, triple at levels 5-8, quadruple at level 9-12, and so forth.

In addition, when attacking from behind for a backstab, the **scout** attacks with a +4 bonus "to hit".

**Poison:** **Scouts** are allowed the use of poison, although they are not particularly any more skillful than other character classes. They are however, perhaps better acquainted with its use in non-traditional ways, and their traps and snares often make use of poisons.



**Thief Abilities:** The **scout** has certain thief abilities, performed at the same level as a thief, as follows: **Climbing** (similar to thieves' *climb walls* skill, but it applies to trees, rocks and natural surfaces, and it is performed at -20% for urban and dungeon settings); **Find, Remove and Set Traps** (similar to the thieves' *find traps* skill, but applies to making traps as well. These traps may cause up to 1d6 damage per **scout** level, with the damage level being at the **scout's** discretion when making the trap); **Hear Noises; Camouflage** (similar to the thieves' *hide in shadows* skill, but when performed in nature the **scout** adds an additional 5% chance of success per level); **Move Quietly;** and **Open Locks.**

**Scouts** apply the same dexterity and racial adjustments to their abilities as thieves do.

**Signaling:** **Scouts** have their very own silent language of signals, gestures, and spoken words; but they may also speak and understand thieves' cant.

**Animal Handling and Trick Riding:** Because of their experience with and connection to the natural world, **scouts** have several additional abilities relating to wildlife as follows: they are experts at fighting from the saddle, including with ranged weapons, and suffer no penalties for doing so; they may leap into or from the saddle, even at high speed, and take no damage; they can engage in trick riding, allowing them to hang off the side of their mount, stand on a mount, and similar tricks (per the GM's discretion); they may spur their



mount on, pushing a beast to twice its normal speed for short periods (a single combat encounter); and they have an *animal whisperer* ability which allows them to calm domesticated and wild animals, adjusting the animals reaction to a calm or neutral reaction, and to communicate, in a rudimentary form with domesticated animals.

**Acrobatics: Scouts** practice and train for agility and speed in combat, and therefore have the following acrobatic abilities: with a running start they may leap up to 20', 10' from a standstill; when falling they may roll and tumble to break their fall, negating any damage if a successful DEX check is made, or reducing it by reducing half if the check is failed); and they may dive safely into liquid (of a sufficient depth) from a height of 10' plus 10' per **scout** level, up to a maximum of 150'.

#### Advanced Abilities:

**Bonus Attacks (9th/17th): Scouts** are highly skilled and specialised warriors, and therefore they gain multiple attacks with melee weapons, although at a much slower rate than fighter classes, as follows: 1/1 attacks at 1st to 8th levels, 3/2 attacks at 9th to 16th levels, and 2/1 attacks at 17th level and beyond. Their rate of attack may be further increased if the GM allows the optional weapon specialisation rule in their campaign.

**Weapon Specialisation (optional):** Once again, as **scouts** are highly specialised warriors, they may take advantage of this optional rule if the GM allows it in their campaign.

This rule allows the player character to take a second proficiency in a previously mastered weapon and become *specialised* in that weapon.

**Weapon specialisation** grants the player one extra attack every 2 rounds with the specialised weapon (e.g. 3/2 attacks with a melee weapon at 1st level, 2/1 at 9th level, 5/2 at 16th level and so on) and +1 to hit and +2 damage with that weapon. Specialisation costs one proficiency slot for melee weapons and crossbows, and two slots for other missile weapons. Unlike true fighter classes, **scouts** may only choose to specialise in one weapon only, and may not double specialise.

If you are interested in the **scout** class, stay tuned for more about them, coming soon in the supplement **SR5 The Scout!**



## Out Of Alignment: Managing PC Alignment Changes

Player character alignment in RPGs is a hotly contested and oft discussed concept in most gaming circles. Much of that discussion tends to focus on the exact ethos expressed by each of the particular alignments (which number nine in traditional D&D and most retro clones).

More recently, many players prefer to play the darker and more chaotic alignments, and talk often turns to the propriety or the effect of this sort of role-playing.

Then there are some today who are even espousing a view that the very concept of alignment is passé and they call for the removal of the entire concept of alignment from RPGs.

Those are all very interesting debates on which I have strong personal opinions. For example, I do not allow evil characters in my personal or published campaign and I believe alignment is an important and necessary part of the game because in-game, as in life, we must be accountable for our actions. I firmly believe we should always strive to be good and be servants of the Light, however that manifests itself.

However, those topics are not the focus of our discussion today, as I will instead be focusing on this: *how I, as a GM, handle it when one of my players is "out of alignment"* (e.g. he/she/they are engaging in actions that are clearly outside the strictures of their stated and professed alignment or they have

## ARTICLES: Out Of Alignment (cont.)

expressed an interest in actively changing their alignment). This is a sticky wicket and can cause quite a lot of controversy within groups, both in game and in real life. But if handled properly it can also add a great deal to the enjoyment of the game and provide a huge amount of conflict, which is what makes great story-telling.

There are two ways in which a player character's alignment can change, *involuntary* and *voluntary*, and we will address each of them herein.

The first way, *involuntary* alignment change, may come about through some magical means (e.g. via your player donning a magical item such as a *helm of alignment change*) or through some negligent act or series of act by the player character (e.g. a lawful good player murdering unarmed innocents or a true neutral player consistently favouring one side, good or ill, over the other). In these instances the players often do not wish or intend to change their player's alignment and will be eager to return to their prior professed alignment.

*Voluntary* alignment change, on the other hand, occurs when a player, who has already been informed they are in danger of experiencing an alignment change, decides they wish to go forward with this change or when a player decides they wish to change alignments and then adjusts their character's actions to comply with the new alignment. In either scenario, the player is actively choosing to change their character's ethos, and expressing to you, the GM, they have no

interest in preserving their former professed alignment.

*Alignment changes are quite drastic and should not be undertaken lightly.*

In the case of *involuntary* alignment change which is instantaneous, such as when it occurs via magical means or the player engages in a very serious alignment non-conforming act (e.g. a good priest sacrificing innocents in exchange for power from a demonic presence), the consequences will be swift and immediate.

In the case of a slowly building *involuntary* change (e.g. a player commits a series of non-conforming acts and continues to do so, but professes a wish to return to their former alignment), the effects may increase over time, at the GM's discretion.

Finally in the case of *voluntary* alignment change, the effects will occur swiftly and fully, as soon as the wish to change alignment is professed.

In my campaign, a player changing alignment is a very dramatic experience. That player will be considered in limbo, and will no longer gain any experience during their transition. They will also experience a loss of effectiveness, and operate at one level below which they were at when the alignment change occurred (they

lose sufficient experience points to place them at exactly one level below their present level).

Moreover, the act of changing one's outlook on life is a dramatic one, and such players are unfocused and confused, perhaps wracked with guilt or second-guessing their motives and intentions, even when the change has been voluntary. This will severely limit the abilities of most magic wielding classes, including both arcane and mystical spell casters

Thus, all arcane spell-casters will lose their ability to concentrate enough to memorize spells, and thus will lose access to them, although they would still be able to read spells from scrolls.

In the same vein, mystic spell-casters will also be unable to focus enough to properly pray to receive new spells and, moreover, if their new alignment is not within their old patron's ethos they will lose all their mystical abilities, although like magic user's they would still be able to utilize magical scrolls.

Similarly, this lack of focus causes sleep difficulties and a temporary lowering of the player's constitution by 2 points. In addition, rest based healing is reduced by half because of the sleeplessness.

Moreover, any additional special abilities or class skills which the player has (e.g. paladin's *lay on hands* ability, ranger's tracking ability, or a druid's shape changing ability) will no longer be available to the player until the alignment change is resolved.

## ARTICLES: Out Of Alignment (cont.)

In my campaign, the length of time these penalties persist is based on whether the alignment change was voluntary or involuntary.

In the case of voluntary changes, the effects will last for a period of one month of game time. However, the spell casting block for priests may be longer and is purely dependent on when the character finds a new patron deity and is accepted into that faith's fold. This applies to all priests, druids and those classes who gain access to mystic spells (such as paladins and rangers).

In the case of involuntary changes, the effects will last for a *minimum* of one month of game time, but will actually continue for as long as the player remains out of favour with the gods of their prior professed alignment, which is generally the length of time it takes the character to complete the act of atonement required by the clergy of their lapsed alignment. This is the primary means by which the player may recover from an involuntary alignment change.

In addition to abilities being hampered, there will be other, perhaps longer lasting and more troubling, consequences of an alignment change.

Associates and compatriots, both other player characters and NPCs, may sense the change in the player and certainly will question them about what is going on with them. If the affected player's new alignment is one that is offensive to these folks (such as a chaotic evil player would be to a good based

party), they may at best cut ties with the player or at worst seek to bring them to justice for any wrongdoing.

Thus, a paladin might lose access to their warhorse. A mage might lose their connection with their familiar until the alignment shift is complete. Or a player might have their henchmen or followers abandon them during this period. A supportive noble might withdraw their patronage or protection. Perhaps local criminal authorities might begin an investigation of the character's activities. Moreover, these changes might be permanent if the player's new alignment is inconsistent with the companion's ethos.

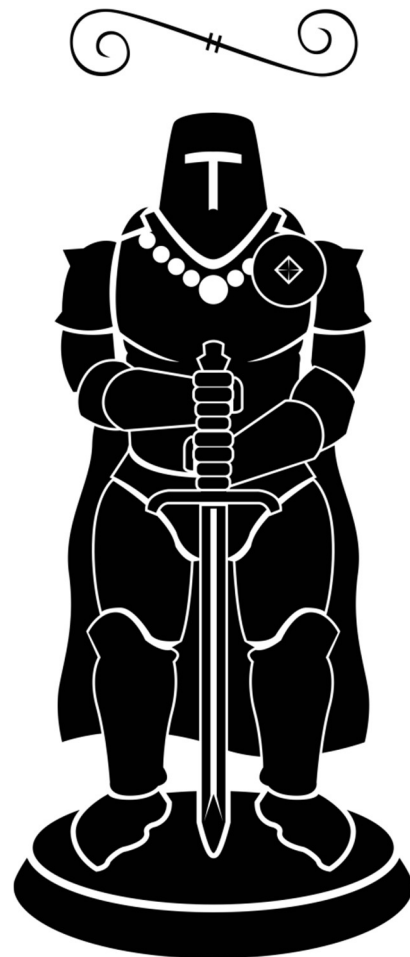
Given all the risks, is it worth it? I think it can really depend on whether the player is truly motivated to make this change, or has simply been inattentive to their in-game persona. This can be especially true of new players, but more experienced players can also easily fall into bad habits of not taking their in-game actions, and the consequences, seriously.

Thus, whenever one of my players begins a new character, whether they are a newbie or a veteran, I give them a sort of "grace period" of one level to truly get a feel for the character. If they realize before moving on to second level that they made a mistake and picked the wrong alignment (e.g. In playing a character they may realize they like playing them as a sneaky, greedy back-alley thief rather than a honest, helpful locksmith or frontier scout), I will let

them change one time with no penalties.

Another method I find quite effective is to start with zero level players with no stated alignment, and then allow the player to choose one when they choose a profession, although the alignment should generally be based on their actions and decisions during their formative period.

As for established characters, I generally find that reminding the *player* of all of the negative consequences of an alignment change in my campaign is sufficient to get their *character* back "into alignment" fairly quickly!



## FANTASY FICTION: Sienna's Tale

### Sienna's Tale: Death Comes to Blackrock

by Louis "sirlou" Kahn

It was a brilliantly crisp, beautiful morning and young Sienna hadn't been able to stay in bed. Despite the nip in the air, she'd gotten herself dressed, grabbed a crust of bread, a cold rasher of ham, filled a water skin and headed out of the house to start her day just before the crack of dawn. It wasn't altruism that had her completing her chores by the light of dawn, it was because if they were done early, she'd have the rest of the day to herself.

She'd heard from Tamlyn, the neighbor boy at the farm down the road, that a group of forest elves was in town, staying at the inn. A real live group of elves in her little hamlet of Svarlberg, she just couldn't believe it!

It was rare to see the fair ones this far North, up along the Dragon's Back, which is what the folks hereabouts called the high, bony ridges of the Dragons Peak Mountain Range that bordered their icy northern homeland from the warmer lands to the South.

As she thought about it she realized that she just *assumed* the mountains where called the Dragon's Back everywhere, but they might not be. Come to think it, she realized, they were most certainly called something else entirely in elvish! Sienna resolved to ask the elves that, oh and so many, many other things, once she was able to talk to them down at the inn.

She'd just finished caring for the livestock and the chickens, and was shouldering a large basket of eggs as she turned her steps back toward the family home, ruminating over the

proper address for an elf lord or lady, when something struck her odd. She wasn't sure if it was the smell or the sound which reached her first, but whichever sense it was it set off a full scale alarm in her breast and in her head. She dropped the basket, heedless of the cracked eggs, and turned her eyes to her family home – where she saw possibly the most horrible thing she had ever seen in her short life. Her home, her family's home was in flames!

She ran to the house, ignoring the heat and plunged through the door into the common room. The room was filled with smoke and ash, the heat making her feel like she was being baked alive, but she couldn't feel any of it. The moment she stepped into the room her physical senses had all gone numb when she saw the large, man shaped heap lying slumped along the far wall of the room. Was it her da? Screaming his name, she ran to him, shaking the limp form.

At her touch the lump gave a cry of pain that made her wince. She'd never heard her da ever cry out in pain before, not even that time there had been the hunting accident when that idiot Karlflegger had put an arrow into her father's leg by mistake. He'd been so brave, her da, and he'd taken a bit of drink to numb the senses, but he'd not cried out, and he'd even managed to joke with her, about her having twice as many chores while his leg healed, while waiting for Svarlberg's local cleric to be fetched to tend to his wounds.

She looked down and saw the front of the man's shirt was ripped open, and through it she saw a large, deep gash

from which poured her da's lifeblood. Judging by the matted cloth in his limp hand, it appeared he'd tried to apply pressure to the wound to staunch the flow of blood, but the deep wound and the fire had weakened him and he'd just about given up when she'd gotten to him. She cradled his head in her arms and wept bitter tears. She could not even imagine her life without him, how could she go on? He was all she had after her mom had passed from that strange pox that'd devastated the North a decade ago.

Her fear and pain were interrupted then, when her father let out a huge cough, spewing blood from his mouth. By the Gods, he was still alive! She leaned down to reassure him, she let him know that she'd save him – she'd get him outside and run and get the clerics. She stood up, covering her mouth with one hand and with her other she began straining to pull him, determined to drag her father to the door, toward the light and life.

She tried with all her might, but curse her weakness, she was just too small and he was just too heavy! She tried again, pushing this time, but simply budged him a few inches. She was weeping uncontrollably now, blinded by her fear and rage at her impotence, completely lacking the sense to get out of the fire before she joined her father in a slow and painful death. Some day she would realize that part of her knew it, part of her had wanted to die there with him, to not go on living if he was not with her.

But that was not to be.

## FANTASY FICTION: Sienna's Tale (cont.)

With his last strength her father yelled, "Enough, Sienna!" Then he lifted his head and gazed steadily in her eyes, and said the last words he would ever say to her, "I love you child, with all my heart. Now go, go now and live for me, live a long fruitful life and know that your mother and I will always be with you. Now go!"

With these last words he brought up an arm and flailed at her, causing her to stumble back. She fell on her rear end and yelped as she landed on some searing embers. The animal part of her brain took over and she scrambled to the door gasping for a breath of air. Just as she crossed the lintel a huge crash shook the ground as the fire weakened frame of the house could no longer support the upper floor, and it crashed down with finality, like a headman's axe, sealing her father's fate.

Then, as she sat there sprawled in the dirt, gasping for air and feeling her parched throat seize, she heard the oddest thing. It was a wheezing sound mixed with a pig's squeal and snorting. She looked toward the sound, and was horrified to find two mail clad humanoids pointing at her.

The two grotesque creatures were approximately five feet in height and their green skin was covered with a coarse, wiry black hair. The two beastly creatures had a slightly stooped posture, protuberant foreheads, and a pig-like snout in the place of where a nose should be. They had small, beady, red rimmed eyes set too close on either side of their snouts, and well developed canine teeth that thrust from their powerful jaws. She knew

what they were from descriptions she'd heard from traders and adventurers down at the inn, but she never imagined in all her life that she'd run into any of the nasty beings – they were Oruks. It was a name that spelled trouble and quite often, for the men of the North and indeed all good men everywhere, it meant death. They were ghastly vile creatures and in horror Sienna realized that they were laughing at her!

She also realized, from the bits and bobs of her family's possessions she could see poking out of a bag at one of the creatures' splayed feet, and from the blood on their cruel, brutishly crafted short bladed swords, that these bastard abominations had killed her da.

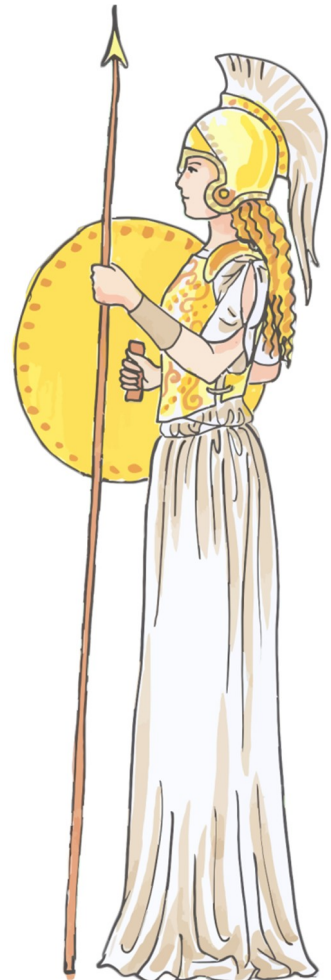
Rage filled her and once again all sense left her head. She was going to avenge her da or die trying. She'd chop up the bloody filthy monsters and make them into a stew! She'd kill them all! Sienna looked around madly for a weapon and just to her left she saw, lying in a pool of blood, her father's sword. It was just lying there where he must have dropped it after being fatally wounded by the Oruks before crawling into the house.

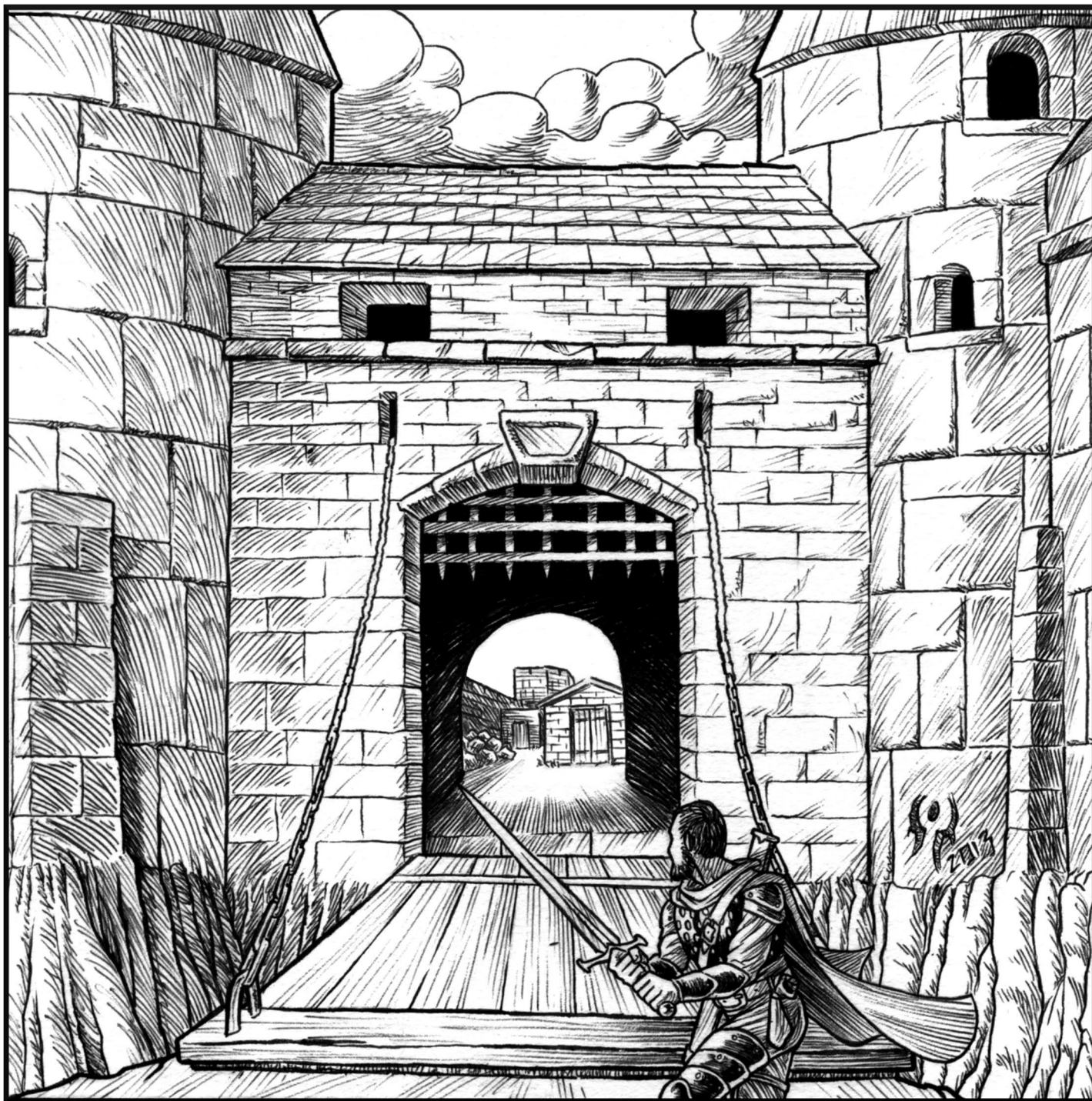
Sienna leapt the couple feet to the weapon and seized it, it was heavy and solid and it felt good in her hands. She would send these foul bastards back to the slimy hells that their demonic gods had birthed them from! She let forth a fierce battle cry, like she'd heard the militia use down at the practice field, and her rage and hatred was such that the two Oruks stopped

laughing at her and instead picked up their weapons.

Sienna steadied herself and made ready to charge. She'd just pushed off her back foot and her charge was good and truly underway when, to her dismay, she heard a twig snap and before she could even turn her head, she heard another of the squeals behind her, followed by the intense pain of an impact to the back of her head. She fell almost nearly senseless to the ground, the last thing she saw before her vision failed was the face of a laughing Oruk as it loomed over her, and then all was blackness.

To be continued...

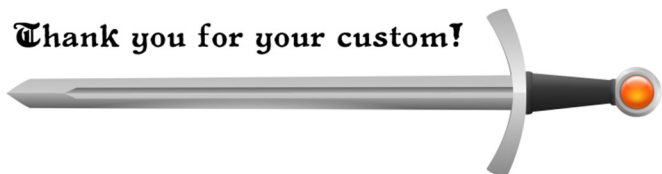




### ADDENDUM: THE ADVENTURE CONTINUES

I hope you have enjoyed this compilation of the best bits from **Cavalier Attitude**. I look forward to providing you further stories and adventures in the days to come!

**Thank you for your custom!**



Two of these mini-adventures were expanded into full-length modules as follows: **SO7 Shrine of the Titans** and **SO8 Sea Hag's Folly**. They are available for purchase at my website ([starryknightpress.com](http://starryknightpress.com)), where you will also find other exciting offerings for you and your players! Please accept my thanks, once again, on behalf of *Starry Knight Press*.

*Louis "sirlou" Kahn*  
*April 2019*

## APPENDIX A: Pre-Generated Characters

Pre-generated characters were not provided for these adventures when originally published in the pages of **Cavalier Attitude**, but are provided herein for use by the GM and their players. Their statistics are listed at four different experience levels, for use with all of the adventures in this book. **GM's note:** "to hit" and saving throw values do not include any bonuses.

Vin Yancy	Xelda Cumari	Denway Hülwen	Missy Ferndale	Jarn Schistburn	Imalda Furner
Human Male	Human Female	Elf Male	Halfling Female	Dwarf Male	Human Female
S 16 D 11 C 16 I 12 W 14 CH 17	S 17 D 15 C 15 I 13 W11 CH 13	S 16 D 15 C 13 I 16 W11 CH 14	S 13 D 18 C 15 I 13 W12 CH 13	S 17 D 15 C 16 I 12 W11 CH 10	S 16 D 13 C 15 I 13 W16 CH 13
<b>Sea Hag's Folly (Levels 2 to 4)</b>					
PALADIN, Level 3 HP 32 AC 4 Gear: Chain & shield Longsword +1 Crossbow Standard pack*	FIGHTER, Level 3 HP 28 AC 3 Gear: Chain & shield Longsword Crossbow +1 Standard pack*	FTR/MU, Level 2/2 HP 23 AC 3 Gear: Elfin chain & shield Longsword Longbow +1 Standard pack*	THIEF, Level 3 HP 19 AC 4 Gear: Leather Short sword +1 Sling Standard pack*	FIGHTER, Level 3 HP 32 AC 3 Gear: Chain & shield Battleaxe +1 Crossbow Standard pack*	CLERIC, Level 3 HP 25 AC 4 Gear: Chain & shield War hammer +1 Light hammer x3 Standard pack*
<b>The Icy Hollow (Levels 4 to 6)</b>					
PALADIN, Level 5 HP 52 AC 2 Gear: Chain +2 & shield Longsword +2 Crossbow Standard pack*	FIGHTER, Level 5 HP 46 AC 1 Gear: Chain & shield +2 Longsword Crossbow +2 Standard pack*	FTR/MU, Level 3/3 HP 37 AC 2 Gear: Elfin chain +1 & shield Longsword Longbow +2 Standard pack*	THIEF, Level 5 HP 33 AC 2 Gear: Leather +2 Short sword +2 Sling Standard pack*	FIGHTER, Level 5 HP 52 AC 1 Gear: Chain +2 & shield Battleaxe +2 Crossbow Standard pack*	CLERIC, Level 5 HP 42 AC 2 Gear: Chain & shield +2 War hammer +2 Light hammer x3 Standard pack*
<b>Shrine of the Titans (Levels 8 to 10) †</b>					
PALADIN, Level 9 HP 90 AC 0 Gear: Chain +2 & shield +2 Longsword +2 Crossbow Standard pack*	FIGHTER, Level 9 HP 76 AC -1 Gear: Chain +2 & shield +2 Longsword Crossbow +2 Standard pack*	FTR/MU, Level 9/9 HP 68 AC 1 Gear: Elfin chain +2 & shield Longsword +2 Longbow +2 standard pack*	THIEF, Level 9 HP 58 AC 2 Gear: Leather +2 Short sword +2 Sling +2 Standard pack*	FIGHTER, Level 9 HP 95 AC -1 Gear: Chain +2 & shield +2 Battleaxe +2 Crossbow Standard pack*	CLERIC, Level 9 HP 72 AC Gear: 0 Chain +2 & shield +2 War hammer +2 Light hammer x3 Standard pack*
<b>The Dark Chanterie (Levels 12 to 16) †</b>					
PALADIN, Level 14 HP 100 AC -3 Gear: Plate +2 & shield +3 Longsword +3 Crossbow +3 Standard pack*	FIGHTER, Level 14 HP 91 AC -4 Gear: Plate +2 & shield+3 Longsword +3 Crossbow +3 standard pack*	FTR/MU, Level 14/14 HP 78 AC -3 Gear: Elfin chain +3 & shield +3 Long sword +3 Longbow +3 Standard pack*	THIEF, Level 14 HP 68 AC 0 Gear: Studded leather +3 Short sword +3 Sling +3 Boots of speed Standard pack*	FIGHTER, Level 14 HP 105 AC -4 Gear: Plate +2 & shield +3 Battleaxe +3 Crossbow +3 Standard pack*	CLERIC, Level 14 HP 82 AC Gear: -3 Plate +2 & shield +3 War hammer +3 Light hammer +1 x3 Standard pack*

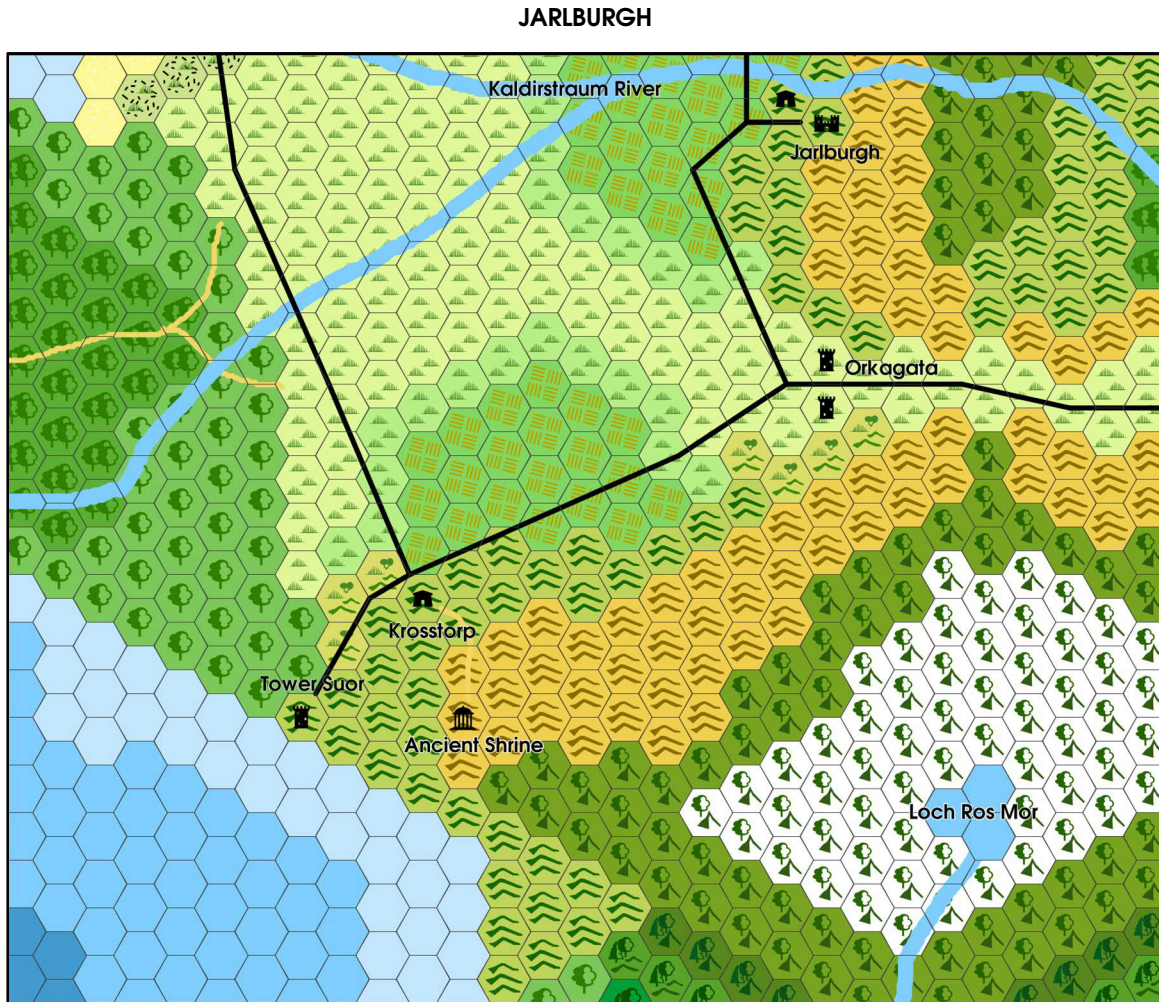
†**Racial level limit:** The OSRIC level limits are not adhered to in my official published campaign. However, if the individual GM follows this rule, they should adjust the levels of the non-human player characters accordingly.

\***Standard pack:** Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 4 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (thieves' tool, holy symbol, spell book, etc.); and quiver or pouch with 24 generic ammunition (for those with ranged weapons).

## APPENDIX B: Maps

### SHRINE OF THE TITANS: Map of Jarlburgh Valley

This map depicts the valley under the control of **Lord Kanin**, who rules his kingdom from his keep at the village of **Jarlburgh**. This adventure takes place in and around the village of **Krosstorp** and the garrison at **Tower Suor**, in the southwest corner of the kingdom. The ancient shrine the players will investigate lies in the mountains southeast of these landmarks. The map indicates geography, local settlements, defenses, and areas for further exploration. A map legend is included for reference: each hex equals 3 miles.



#### MAP LEGEND

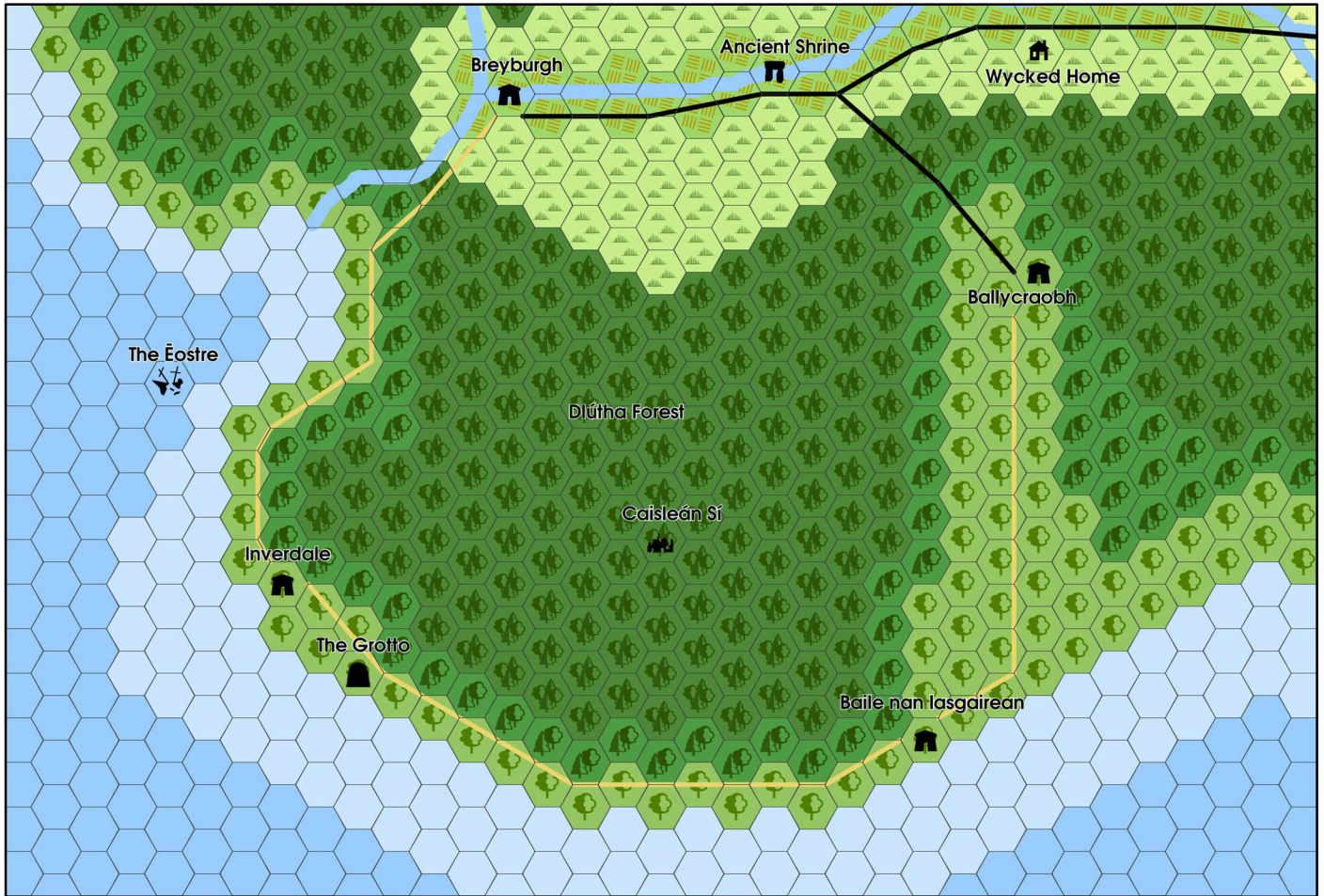
	Grassland		Beach		Castle
	Grazing Land		Tidal Grassland		Village
	Farmland		Forest		Church
	Shrubland		Dense Forest		Mines
	Foothills		Swamp		Ancient Shrine
	Grassy Hills		Ocean		River
	Forested Mountains		Deep Ocean		Road
	Forested Mountains (snowy)		Tower		Trail



## SEA HAG'S FOLLY: Map of The Red Eagle Barony

This map depicts the location of the fishing village of **Inverdale**, which is situated along the western coast of **The Red Eagle Barony**, near the **Diútha Forest**. The region is ruled over by the **Lady Quinith**, who dwells in her castle far to the east, overlooking the capitol city of **Baile Átha Quinith**. The maps indicate geography, local settlements, defenses, and areas for further exploration. A map legend is included for reference: each hex equals 3 miles.

### THE RED EAGLE BARONY



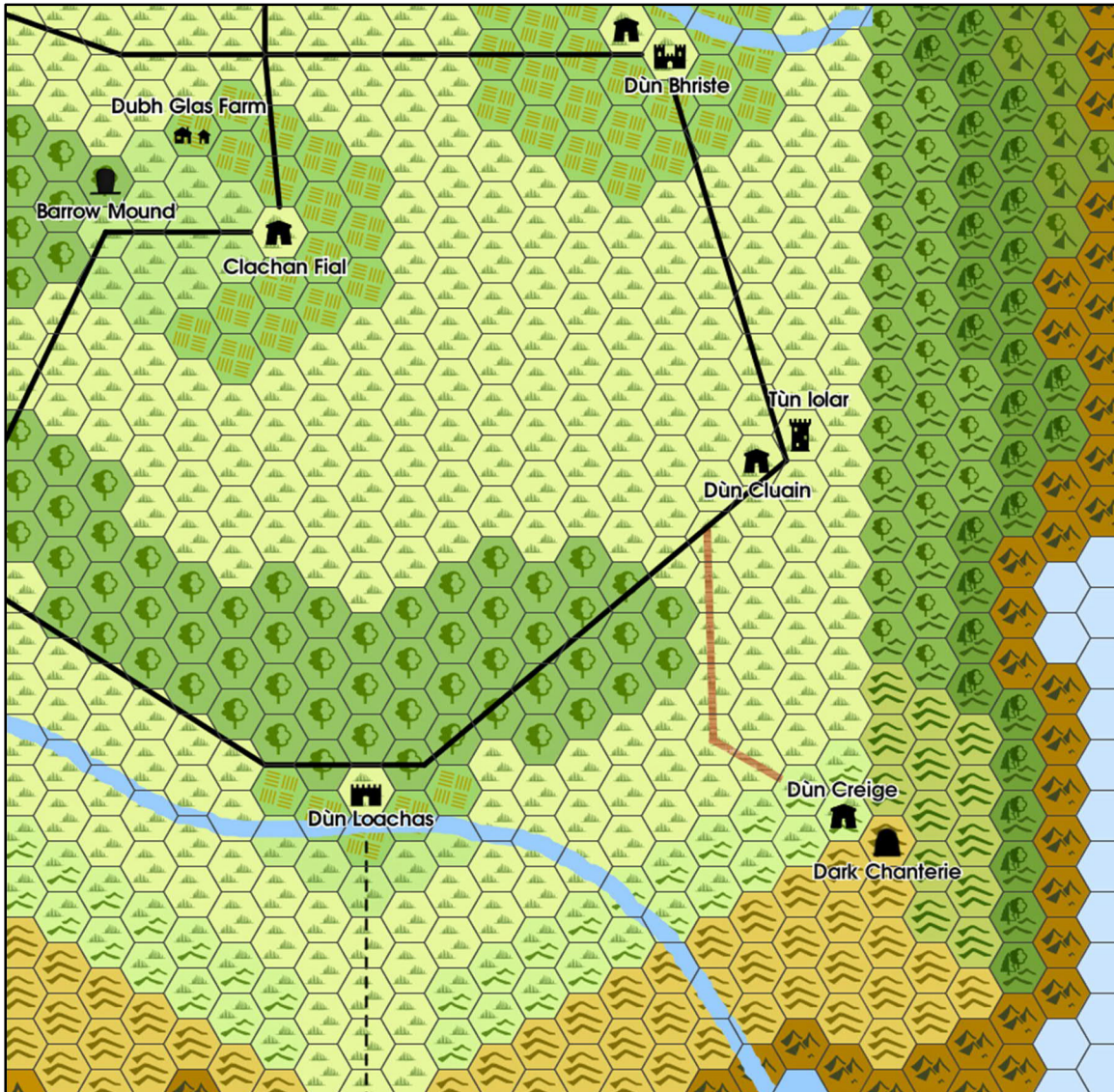
### MAP LEGEND

	Light Forest		Village		Grassland
	Mixed Forest		Sunken Ship		Farmland
	Mixed Forest (heavy)		Cave		Ocean
	River		Ruined City		Deep Ocean
	Trail		Shrine		
	Road		House		

## THE DARK CHANTERIE: Map of Dùn Bhriste

This map depicts the location of the village of **Dùn Creige** and the nearby entrance to the ancient shrine which is the focus of this adventure. **Dùn Creige** is a small farming village which lies far to the south and east of the shining city of **Dùn Bhriste** (*The Shattered Fort* in Common), the capital city of the region. It lies near the entrance to the broken lands which connects this region to the southern continent. The map indicates geography, local settlements, and areas for further exploration. A map legend is included for reference: each hex equals 3 miles.

### DÙN BHRISTE



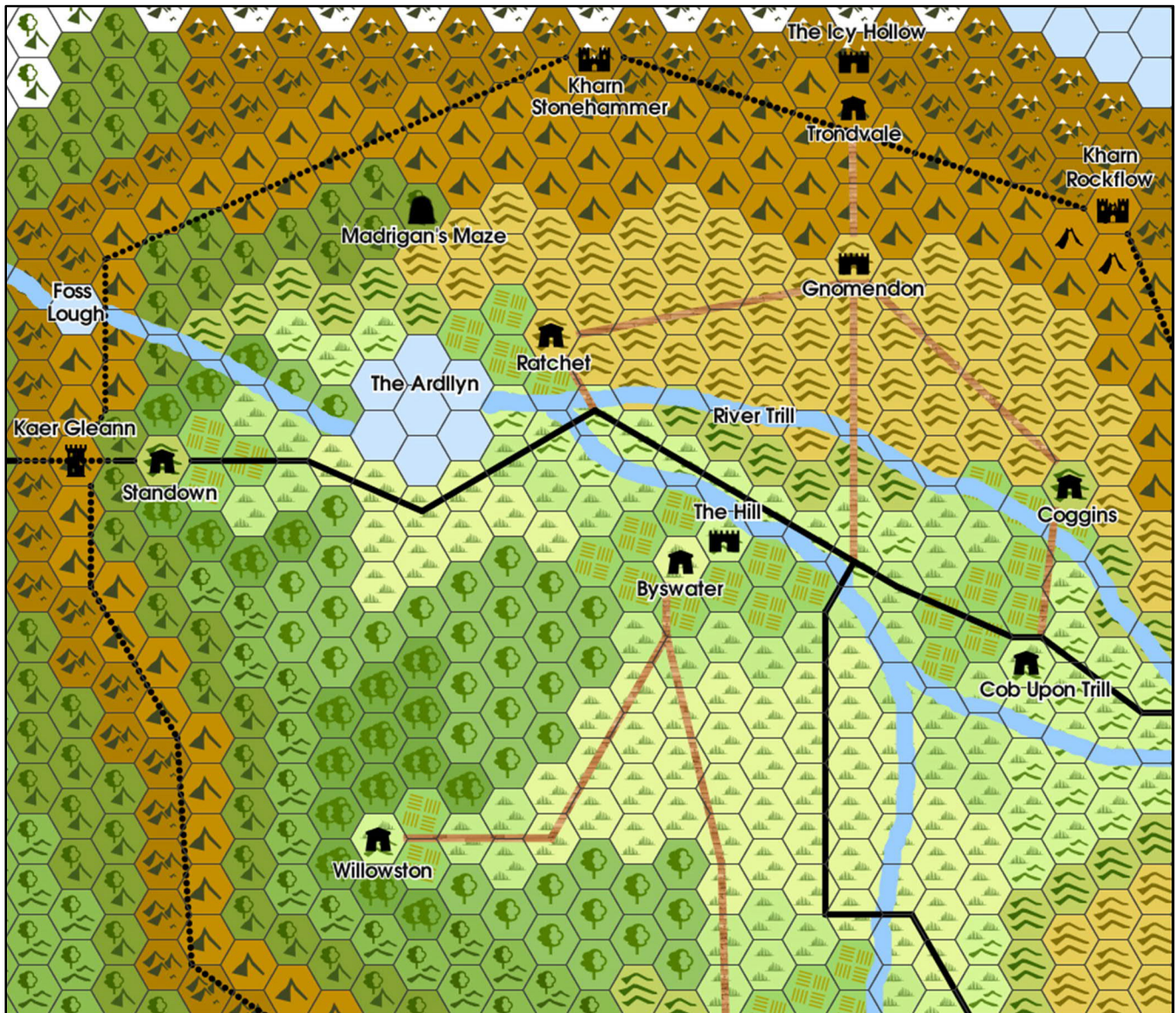
### LEGEND

	Farmland		Hills		River
	Grassland		Mountains		Road
	Grazing Land		Steep Mountains		Trade Route
	Grassy Hills		Beach		Lake (inland)
	Light Forest		Fort		Ocean

## THE ICY HOLLOW: Map of The Dales

This map depicts **The Dales**, and the village of **Trondvale** and the nearby abandoned fort known as the **Icy Hollow**, the location of the adventure in this module. The map indicates geography, local settlements, and areas for further exploration. A map legend is included for reference: each hex equals 3 miles.

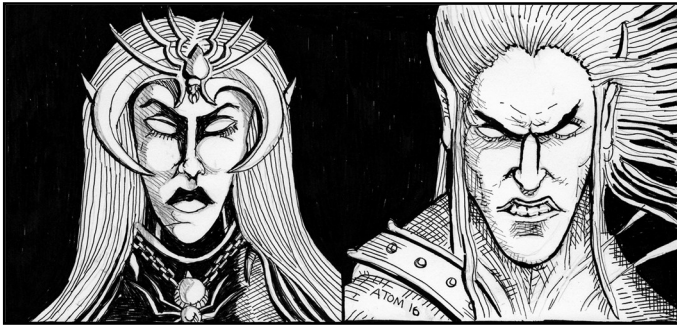
### THE DALES



### MAP LEGEND

	Grassland		Dormant Volcano		Village		Hills
	Grazing Land		Mountain		Tower		Grassy Hills
	Farmland		High Mountains		Fort		Grassland Hills
	Light Forest		High Mountains (snowy)		Castle		Forested Hills
	Heavy Forest		Sandy Beach		Dungeon		Ocean
	Forested Mountains		Lake (inland)		Old Well		Deep Ocean
	Forested Mountains (snowy)		River		Underground Road		Road
							Trail

## APPENDIX C: New Monsters



### DARK ELF

Frequency:	Very Rare
No. encountered:	2d4
Size:	Medium
Move:	120 ft
Armour class:	4
Hit dice:	2, minimum/Variable
Attacks:	1
Damage:	1d8 or by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	90% to sleep or charm
Lair probability:	50%
Intelligence:	Exceptional
Alignment:	Chaotic Evil
Level/XP:	2/75 + 3/hp; Variable, as NPCs

**Dark elves** are a subterranean race, twisted by eons of worshipping a Demonic Lord of the Planes of Hell. They are for all intents and purposes the polar opposite of good-aligned, surface dwelling elves.

**Dark elves** are a sub-race of standard elves, who fell from grace and light eons ago. Elves do not like to discuss their evil cousins, particularly with non-elves. They are very rarely seen above ground, and do not often interfere in the affairs of the surface dwellers. They are so adept at hiding from the world above that many, elves included, have come to believe they are mere myth, and consider them nothing but a folk tale to scare children into behaving.

This is, sadly, far from the truth and over the eons the **dark elves** have thrived below ground: trading, raiding and operating in the dark **Under-Realm** of the world, and in the realms and worlds beyond our own. They have continued to serve their Demon Lord, who is the focus of their society.

It is rumored their fall from the **Light** was a result of their tampering with otherworldly forces. It is claimed some of

the greatest of elven mages of old experimented with the darker forms of the magical arts, and in their attempts to attain control and power over godlike beings from the lower planes, they themselves were placed in thrall. Under their Demon Lord's influence, these elves became twisted and evil, committing the foulest of deeds.

They sought always to increase their power and, as a result, their quest for world domination sparked the long ago **Elven Civil War**. The war was based on the **dark elves'** racist and xenophobic belief that elves, naturally graced with long lives and higher intelligence, were inherently superior to other beings and they had a right to enslave, abuse, and use these "lower races" for their own aims, chief among these being ritual sacrifice to appease their Demonic Lord's quest for souls to devour. The **Elves of Light** saw themselves as caretakers and protectors of their world, and as equals with all creatures, be they sentient humanoids or flora and fauna.

The battle between the two factions of elves raged for many long years, with great losses on both sides until, eventually the **Elves of Light**, with intervention from the **Gods of Light**, were able to push back and finally defeat the **dark elves'** forces, which scattered and fled, most of them retreating to the **Under-Realms** of the world, where they have remained to this day.

**Dark elves** live in a complex society which favors strength, cunning, brutality and above all a staunch devotion to the spread of chaos and anarchy in the many worlds and realms they travel.

**Dark elves** typically wear light *elfin chain armour*. They are ambidextrous and train in a unique fighting style which allows them to dual wield weapons while using a small buckler in their off hand, with no attack penalty. They are usually armed with swords, maces, and hand crossbows, using bolts dipped in a poison of their own creation (*save vs. poison* at -2 or sleep for 2d4 hours).

**Dark elves** may be of any class or multi-class combination available to standard elves. Like other elves they have the ability to move silently; in underground surroundings they are able to surprise on a roll of 1-4 on a d6.

They are also able to blend into their underground environment and become virtually invisible, so long as they do not attack. When using a one handed sword or hand crossbow **dark elves** receive a +1 to their attack

roll. **Dark elves** have a 90% resistance to sleep and charm spells. **Dark elves** possess superior infravision with a range of 120'. They have the same ability to detect *concealed* and *secret doors* as other elves do.

**Dark elves** have their own language, and can also speak Common, elven, gnomish, halfling, gnoll, goblin, hobgoblin, orcish, as well as the tongues of the evil **Deep Dwarves** and **Dark Gnomes** (or **Shadow Gnomes**, as they call themselves).

**Dark elves** appear very thin and their countenance is extremely haughty. Their skin colour ranges from hues of a dark grey to a deep, purplish black. Dyeing of the hair is common, with bright and outlandish colours favored, although their natural hair colour is very light, in shades of blonde, grey and white. Their eyes tend to shades of red, a by-product no doubt of their demonic thrall.

They tend to dress in black, with shades of dark grey, so as to better blend in with their environment. The uninterrupted life span of a **dark elf** is roughly 1200 years or more, but given their violent lifestyle and predilection for danger, their lives are often cut short at an early age.

**Treasure:** Varies, generally 1d10pp, 2d10gp and 1d3 gems per individual. In addition, they have a 10% chance per level and per class to possess a usable magic item.

## DEEP COO

Frequency:	Very Rare
No. encountered:	4d6
Size:	Large
Move:	150 ft
Armour class:	7
Hit dice:	3+3
Attacks:	2 or 1
Damage:	1d3/1d3, horns; 1d8 bite
Special Attacks:	Charge
Special Defenses:	Nil
Magic Resistance:	Standard
Lair probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3/100 + 3/hp

**Deep coos** are a large bodied (7' tall) breed of cattle, indigenous to the subterranean **Under-Realm**. They are a relative of the hearty highland cattle that flourishes in the northern climes of the surface realm.



They are large beasts with oversized horns and long, thick and wavy coats of hair. Their coats are coloured black, russet, or dark grey and often have a white or silver forelock.

They are very shy creatures who live their entire lives in the **Under-Realm**, where they prefer to dwell near a river, lake or other body of water where their food supply of lichens, fungi and moss grow plentifully. Given their subterranean habitat, they have a strong aversion to bright lights, and will move away if confronted with them.

**Deep coos** are the favoured livestock of the **Under-Realm**, prized for their coats, milk, meat and very dense horns. They are a hearty and adaptable breed as their native environment is harsh and unforgiving. Their long, thick and wavy hair gives them an ability to withstand the sunless and cold **Under-Realm**. Similarly, their eyes have adapted to their mostly lightless environment by growing larger and colourless to take in as much light as possible, providing them with infravision to a distance of 60'. Their very strong horns and hooves are also useful adaptations, as they allow them to dig through the dense, rocky **Under-Realm** earth to find sustenance. Lastly, their digestion has adapted to allow them to thrive on food sources (e.g. lichens, fungi and moulds) many other livestock species would avoid.

**Deep coos** have a mostly docile temperament and they are generally good-natured beasts, but very protective of their young and will not tolerate being attacked. If harassed or attacked they will fight back with two horn attacks (D 1d3 each) or a bite (1d8). They are also likely to charge and stampede their attackers: each time a **deep coo** is attacked there is a strong likelihood (25% chance) the entire herd will charge the attackers, doing 2d6 impact damage plus 1d4 trampling damage to each person in their path.

**Treasure:** None. Their fur, however, is highly prized by weavers of both the **Under-Realm** and surface world, and the wool from each beast is worth 100gp.



## DEEP DWARF

Frequency:	Very Rare
No. encountered:	3d8
Size:	Medium
Move:	90 ft
Armour class:	4
Hit dice:	3, minimum/Variable
Attacks:	1
Damage:	1d8 or by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	30%
Lair probability:	20%
Intelligence:	Exceptional
Alignment:	Chaotic Evil
Level/XP:	3/100 + 4/hp; Variable as NPCs

**Deep dwarves** are a twisted, subspecies of **dwarves**, warped by ancient evil and the dark magic of dwarven treasure lust. These evil hearted dwarves dwell exclusively in the shadowy **Under-Realm** of the world.

Like their surface dwelling cousins, **deep dwarves** are fearsome foes, excellent miners, and builders with few equals above or below ground. They are also fiercely loyal to their clan, just like surface dwarves, but could care less for other **deep dwarves** overall, and as such their society is one of constant internecine battle, with some inter-clan feuds stretching back for centuries! Finally, the dwarven lust for the bounty of the earth, precious metals and gemstones, has become the sole driving force of **deep dwarves'** lives; an obsession which has doomed their society to servitude to the search for such wealth and left them in the exploitative thrall of evil higher powers.

The main driving forces in their society are greed and the acquisition of wealth, which results in a heartless, cruel and inhumane worldview. Anything and everything has a price in their society, the acquisition of wealth is the sole purpose of their lives, and their greed can never be satisfied. Regardless of how much wealth they obtain, it is never enough. Their common burial practice is to dig a pit and place the deceased at the bottom, with all of their material wealth piled on top of them. The depth of the pit is measured and recorded in their clan's book of the dead. It is their belief that the deeper the pit, the higher the position the dead will reach in the afterlife. The whole treasure is eventually stolen by the decedent's family, but it matters not once the finally tally is recorded, as that is all that matters to these perverse misers.

Whilst they are a warlike people, they have a grudging respect for the other major **Under-Realm** races; the **dark elves**, **shadow gnomes**, and **Garlië** fish people, with whom they may cooperate in service to their collective dark masters.

In form the **deep dwarves** generally resemble their above-ground cousins: they are squat, broad shouldered and burly beings. Their skin ranges from a deep reddish black to a reddish orange colour. Most males and females prefer to go about with their heads shaved, but those who choose to retain their hair favour styling their jet black or grey locks into top knots, queues or mohawks. Their eyes are a jaundiced yellow with colorless pupils. Their exposed skin is covered in highly stylized tattoos. Most wear beards and their unruly black plaits are worn long, hanging down to their waists. They enjoy interweaving grisly trophies of their conquests into their beards: including teeth, bones, eyeballs, ears, fingers, toes and other mementos of their victories. They like to sharpen their teeth, and often use them in battle if they

have lost their weapon or they are driven mad with battle-rage (D 1d3).

In combat they prefer to wear suits of black, maroon or dark grey scale mail, and wield round, spiked shields. Their preferred weapons are mattocks, warhammers, morning stars and maces, often decorated with demonic faces or skulls. For ranged combat they use darts laced with a paralytic agent; anyone stuck by one must *save vs. poison* or become immobilized for 1d6 rounds.

**Deep dwarves** may be of any class or multi-class combination available to standard dwarves. Like other dwarves they receive a +1 bonus to saves against magic and poison for every 3.5 points of CON. They also gain a +1 to hit goblins, hobgoblins, orcs, and half-orcs; and they get the same bonus to hit surface dwarves, gnomes, and halflings. As with surface dwarves, attacks against them by giant sized foes are made at -4 to hit. They have extraordinary infravision to a range of 90'. They possess the same dwarven *stone sense* ability to detect the existence of slopes or grade, new construction, sliding or shifting walls/rooms, stonework traps, and depth underground. (Refer to the OSRIC manual or your reference guide of choice.)

They also have the following unique abilities: *detect minerals and metals* (per the wand) once a day; *trip* (per the druid spell) once a day, they cause the ground to buckle and knock a foe down; *dig* (per the mage spell) once a day, for 4 rounds creating a 10' square hole; and they can become *enraged* once a day (granting a +2 "to hit" and damage, -2 to AC, and the ability to fight beyond 0hp, to a total of -10hp, before they drop dead).

Because they live their lives deep below ground, the **deep dwarves** do have some sensitivity to daylight, but their constant work with bright gems, shiny metals and forges makes them less susceptible than **shadow gnomes**. **Deep dwarves** are unaffected by normal torchlight or moonlight, but dim sunlight or very bright artificial light will cause them to attack at -1 "to hit", and if exposed to full sunlight or a similar spell or effect, they would attack at -2 "to hit".

**Deep dwarves** have their own language, and can also speak **Under-Common**, gnomish, goblin, kobold, orcish, as well as the tongues of the evil **shadow gnomes** and **dark elves**.

They have a deep hatred for surface dwarves above all others, and attack them on sight using their *enrage* ability

if possible, or if not, by *charging* into battle (Refer to the OSRIC manual or your guide of choice). They will ignore other targets until their hated foe is killed. They will also show no compassion or quarter to friends and allies of these foes.

Few surface-dwellers know about the **deep dwarves** existence, and the normally taciturn and close-lipped dwarves are not inclined to speak of their evil cousins because of the great shame their very existence brings to their noble race, for which honour is often synonymous with life itself.

In addition, given their physical similarities, surface dwellers that come in contact with **deep dwarves** might not immediately perceive them as different races. Sadly, of those unfortunates who have seen **deep dwarves** in their native realm, few have ever seen the light of day again to tell their tale.

The tale of the **deep dwarves** is one of woe, foolishness and above all unbridled greed. Millennia ago, before the break between the dwarven races, there was one clan, whose name has been lost to time and burned from the annals of all surface dwarf clan histories, which was renowned as the most skilled miners of all. They dug deeper, further and produced more ore and minerals than anyone else. Their power and prestige grew with each passing generation, and each child sought to out delve their parent and grandparent, always digging deeper to find even rarer metal and gems.

This was their downfall as they eventually dug so deep that they came upon a large imprisoned being which was sealed in a tomb eons before, long past the collective memory of the dwarves. This being was an ancient, undying extra-planar evil which first appeared on this plane during the First Age of this realm. It sought dominion over the creatures on this planet, but it was eventually defeated by the forces of good. It could not be slain here, as its manifestation was a mere shadow of its true self, and so it had been imprisoned by other beings of power, the forces of good, with the intention that this ancient evil never be disturbed.

Sensing the mortals near its eternal tomb, the evil being called out to the minds of these deep delving dwarves, filling their heads with visions of unimaginable riches and stoking their treasure lust beyond the ability of their mortal minds to contend with, driving them mad and subverting their wills to its own. Once their minds were its to play with, the being had these dwarves open its prison, collect the

remnants of its long withered corporeal body (which contained its eternal spark), and remove its remains to a place deep below the surface near a portal to its home dimension. There the being could draw power and, one day, hopefully rise again.

The dwarves in thrall to this being were provided certain gifts (their new abilities) and given to know of the location of metals and minerals to fulfill their heightened treasure lust. In exchange they agreed to build their society around the protection of the evil being and the portal. Eventually as time wore on, all but the military and spiritual leaders of the **deep dwarves** have forgotten their sacred oath, but their leaders still make sure the portal is kept hidden and that they guard their evil patron's existence from all other beings, waiting patiently for their great reward when it rises to power again one day.

**Treasure:** Varies, generally 5d10sp, 4d10gp, 3d10ep, 2d10pp, and 1d20 gems per individual. In addition, they have a 10% chance per level and per class to possess some sort of usable magic item.

## GHOST, FROST GIANT

(turned as type 11)

Frequency:	Very Rare
No. encountered:	1 (Unique)
Size:	Large (15 ft tall)
Move:	90 ft. hovering
Armour class:	0 when manifest/special
Hit dice:	10+4
Attacks:	1
Damage:	Special
Special Attacks:	Fear, wither, magic jar
Special Defenses:	Magic or special metal weapon to hit when <i>manifest</i> ; immune to spells when <i>æthereal</i> unless caster is also <i>æthereal</i>
Magic Resistance:	As above
Lair probability:	25%
Intelligence:	High
Alignment:	Chaotic Evil
Level/XP:	8/4, 200 + 14/hp

**Giant ghosts** are the incorporeal remnants of **giant** kin. In the adventure **"The Shrine of the Titans"** the party will face a **frost giant ghost**. The sole thing separating them from their ghostly kin is their size, and in all other respects they are standard **ghosts** with the same abilities and weaknesses.



They have the same *fear*, *wither* and *magic jar* abilities. They cannot be struck while *æthereal*, unless by an *æthereal* foe. In solid *ectoplasmic* form only magic and silver (or similar "pure metals") weapons may strike them, with the pure metals doing half damage. (Refer to the OSRIC manual or your reference guide of choice.)

**Treasure:** 1d10x1000cp (5%), 2d6x1,000sp (30%), 1d6x1,000ep (25%), 2d4x1,000gp (25%), 1d12 gems (15%), 1d8 jewellery (10%), 1d3 scrolls (30%), 1d8 potions (40%), 4 magic items (25%).

## MUMMY, HILL GIANT

(turned as type 8)

Frequency:	Very Rare
No. encountered:	1 (Unique)
Size:	Large (10.5 ft)
Move:	60 ft.
Armour class:	3
Hit dice:	8+1d2
Attacks:	1
Damage:	2d8
Special Attacks:	Fear, disease
Special Defenses:	See below
Magic Resistance:	Standard
Lair probability:	80%
Intelligence:	Low
Alignment:	Lawful Evil
Level/XP:	6/1,200 + 12/hp





**Giant mummies** are the bandaged remnants of **giant** kin. In the adventure “**The Shrine of the Titans**” the party will encounter a **hill giant mummy**. The sole characteristic which distinguishes them from other **mummies** is their size, and they share all the same abilities and weaknesses as standard **mummies**.

They have the same *fear* and rotting *disease* abilities. They cannot be struck by normal weapons, magic weapons do half damage, and they are immune to *sleep*, *hold*, *charm*, cold spells, poison and paralysis. They are susceptible to *raise dead* (save vs. *magic* or be transformed back into a **hill giant**), fire and holy water. (Refer to the OSRIC manual or your reference guide of choice.)

**Treasure:** 1d8x1000cp (10%), 1d12x1,000sp (15%), 1d8x1,000ep (15%), 1d6x1,000gp (50%), 1d12 gems (30%), 1d8 jewellery (25%), 1d3 scrolls (30%), 1d8 potions (40%), 3 magic items (15%).

## SHADOW GNOMES

Frequency:	Very Rare
No. encountered:	2d4
Size:	Small (3½ ft.)
Move:	90 ft.
Armour class:	4
Hit dice:	2, minimum/Variable
Attacks:	1
Damage:	1d8 or by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	20%
Lair probability:	50%
Intelligence:	Exceptional
Alignment:	Chaotic Evil
Level/XP:	2/50 + 3/hp; Variable, as NPCs

**Shadow gnomes**, or **deep gnomes** as they are also known, are a subspecies of the gnome race that dwells exclusively underground in the eerie and dangerous **Under-Realm**.

While they are just as imaginative, inquisitive, clever, and resourceful as their surface dwelling kin, they use their powers of intellect for evil. Living in the bleak and cruel **Under-Realm** society has twisted these small folk into a nightmarish parody of their gentler relatives who follow the **Light**.

These chaotic evil creatures are at their happiest when they are designing new torture instruments, creating more ingenious and deadly traps, and building the most destructive weapons and devices imaginable. It is these skills that have allowed these small folk to survive, and even thrive, despite their diminutive stature as compared to the strapping **dark dwarves**, wiry **dark elves**, and powerful **Garlië** fish people of **Under-Realm** society.

Along with these other dark races of the **Under-Realm**, the **shadow gnomes** have thrived, exploring the far reaches of the dark **Under-Realm** of this world, and even worlds beyond our own.

**Shadow gnomes** live in a fairly strict, hierarchical clan based society which favors intelligence, wit and cunning above all, and encourages scientific and mechanical experimentation, regardless of the consequences, and discourages kindness, empathy and compassion, which they see as weaknesses that stand in the way of their technological progress.



**Shadow gnomes** tend to resemble their surface-dwelling gnomish cousins, although they are slimmer of build and darker of complexion, with their skin tones ranging from an earthy black-brown to a dark, stone grey. They tend to have little to no hair on their heads, which is true of both men and women, but the men often sport facial hair. They tend to wear dark, earth toned, tight fitting clothes under suits of dark grey studded leather or scale armour. Their leaders tend to wear dark red cloaks, the colour of blood, to signify their status. They often appear to be one with the stone of the **Under-Realm**, which they in fact are, as their very essence is composed of the earth and stone of the region thanks to a cruel trick played on them during the creation of their race.

In combat they tend to wield short swords (D1d6) or maces (1d6+1), with daggers (1d4). They also use serrated edged weapons which cause an additional +1hp damage. Occasionally they wield hand crossbows (D 1d3 plus poison, *save vs poison* or take 1d4 damage).

They live to the same age as surface dwelling gnomes if their lives are not cut short by the constant violence in their society and the constant threat of death in the **Under-Realm**.

**Shadow gnomes** may be of any class or multi-class combination available to standard gnomes. Like other gnomes they receive a +1 bonus to saves against magic and poison for every 3.5 points of CON. They also gain a +1 to hit kobolds and goblins; and they get the same bonus to hit surface gnomes, halflings and dwarves. As with surface gnomes, attacks against them by giant sized

foes are made at -4 to hit. They have superior infravision, up to a 90' range.

They also have the following unique abilities: *invisibility* (per the mage spell) once a day, they create a veil of shadow that obscures vision and then melt into these shadows; *hold portal* (per the mage spell) once a day; they cause nearby rock to grow and form around the portal holding it shut for the spell's duration; and they can *enlarge* themselves to 7' tall (per the mage spell) once a day, giving them a STR of 18 (+1 "to hit" and +2 to damage). When using this ability they take on an "outer shell" of stone and earth, with their bodies magically adjusting to this due to their stony nature.

Because of their lightless existence in the **Under-Realm**, **shadow gnomes** are highly susceptible to light and even normal torchlight or moonlight will cause them to attack at -1 "to hit", in dim sunlight or very bright artificial light they will attack at -2 "to hit", and if exposed to full sunlight or a similar spell or effect, they would be blinded and suffer a -4 "to hit" penalty.

**Shadow gnomes** have their own language, and can also speak **Under-Common**, gnomish, kobold, goblin, orcish, as well as the tongues of the evil **deep dwarves** and **dark elves**. They have an undying hatred and enmity for surface gnomes above all others, and will attack them on sight. They will ignore other targets until the gnome is dead, charging recklessly into battle (+2 "to hit" roll but -2 to AC). They also will show no compassion or quarter to a gnome's friends.

While most surface dwellers are unaware of the schism in gnomish society, and that some gnomes dwell deep below ground and follow a dark path, their story is well known to most gnomes, although they will not often speak of it with outsiders. The **shadow gnomes** were born from a powerful clan who were, from time immemorial, the scholars and teachers of gnomish society.

As gnomes value invention and ingenuity above all else, these most learned of gnomes sought to fathom the deepest secrets of their world, searching for the forces that drove and moved the very earth beneath their feet.

Whilst some of these folk searched through traditional means of rational exploration, others chose to delve into the field in a different fashion and called on and beseeched demigods and deities for answers to their questions. After many years of research and development on this subject their entreaties were

eventually answered. Unfortunately for these arcanists and summoners, they did not reach a kind, benevolent or helpful being, but a trickster deity named **Maldorian Wren** or "**Maldo**", as he is known to his followers. **Maldo** is a mercurial god of chance and fate, and he takes particular glee in, and amuses himself by, playing with mortals and subverting their desires and wishes.

When **Maldo** heard the gnomish arcanists' pleas he appeared before them and told them if they truly wished to know the secrets of the earth beneath them, to gain an in-depth knowledge of its very nature, they would have to accept his bargain: they must agree to live underground forevermore and serve him. The foolish mortals readily agreed, sealing their pact with the fiendish deity in blood, and sealing their fate and that of their offspring for all eternity.

**Maldo** chose to grant the arcanists their hearts' desires by remaking their very bodies, combining their flesh and bone with the earth and stone of the bowels of the world to create a new race: the **shadow gnomes**. **Maldo** then whisked them all off to the depths of the **Under-Realm**, with instructions that they should worship no deity other than he and a promise that, if they pleased him, they would one day return to the surface world in triumph and grandeur.

The poor foolish gnomes were driven mad by this transformation, and in their insanity they came to blame the other gnomes for their fate, and thus was born their hatred for the surface dwelling gnomes.

For their part, the surface dwelling gnomes look upon their cousins with both pity and sadness; and while they have compassion for them they will not abide their cruel and murderous ways and will fight them if needed. Their true desire, however, is for a peaceful accord and to return these lost gnomes to the fold of the clan and the warmth of gnomish society.

**Treasure:** Varies, generally 2d10gp, 1d10pp and 1d10 gems per individual. In addition, they have a 10% chance per level and per class to possess some sort of usable magic item.



### SNOW DEMI-ELEMENTAL

<b>Frequency:</b>	Very Rare
<b>No. Appearing:</b>	1d2
<b>Size:</b>	L (8'-16' tall)
<b>Movement:</b>	6"
<b>Intelligence:</b>	Low to Average
<b>Lair probability</b>	50%
<b>Armour Class:</b>	3
<b>Hit Dice:</b>	6, 8, 12, or 16
<b>Attacks:</b>	1
<b>Damage:</b>	6HD: 2d8 8, 12, 16 HD: 3d8 or by weapon
<b>Special Attacks:</b>	Cold aura
<b>Special Defenses:</b>	See below
<b>Magic Resistance:</b>	Nil
<b>Alignment:</b>	Neutral evil
<b>Level/XP:</b>	6HD: 5,000 8 HD: 7,000 12 HD: 11,000 16 HD: 15,000

The **snow demi-elemental** is a fearsome and very rare creature which is not often encountered on the prime material plane, and generally only appears there when summoned. Even then, the creatures will only be found in the coldest and wintriest of climates. They hail from a horrible, deathly chill place known as the demi-elemental plane of ice.

Such demi-elemental planes border on the primary elemental planes. Thus, in addition to the four elemental planes of air, earth, fire, and water, there exists demi-

planes that lie between them and which have properties which are combinations of the primary elements. So while the elemental planes spawn true elementals, the demi-elemental planes spawn lesser elementals, which are based on the nature of these demi-planes.

These demi-elementals tend to be a bit less potent than their "true elemental" cousins, and they are also generally less refined, more raw and savage, and are not highly intelligent. Those demi-elementals who are of average intelligence, however, are able to communicate, but only in a language of their own which is not easily understood by others. The **snow demi-elemental's** native tongue, for example, sounds like so much "squeaking" and "crunching" to mortals, like the sound one's boots make when walking over snow.

The **demi-elemental plane of ice**, from whence **snow demi-elemental** hail, is one of absolute, frigid cold. As such, these creatures are dangerously cold themselves, with massive bodies made of snow and ice crystals, deep black maws filled with icicles, and intense icy blue eyes. Their bodies are formed of large round balls of snow and ice, piled atop one another, and they have brittle, frost-rimed branches for arms.

In combat they may occasionally wield a found weapon, or one cast off by one of their prior victims. However, their primary mode of attack is a bludgeoning assault with their arms, which causes serious damage. (2d8 or 3d8 points) to their foes. In addition, they may also, as an action, shoot snow balls and icicles, for the same amount of damage, to a range of 60'. Lastly, when slain they will explode in deadly spray of super-cold snow and icicles, damaging all those in a 20' radius who fail a DEX check (6HD: 2d6 cold + 2d6 piercing / 8HD+: 3d6 cold + 3d6 piercing).

In addition to their active attacks, these creatures are so cold they give off a freezing aura which causes all creatures within 10' to suffer cold damage (6HD: 1d4/round / 8HD+: 1d6/round) from this chill. Their cold nature can also freeze water or similar fluid it touches, up to 50 square feet of liquid to a depth of 12 inches. Lastly, they can move over snow or ice unimpeded, at their full movement rate.

As these creature are made of living snow and ice, their diffuse nature makes them highly immune to physical damage, and thus most weapons – even magical weapons – do only half damage (with the exception of flaming or burning weapons, as noted below).

They are also immune to all cold-based attacks, and in fact, such attacks heal them (the healing is 1hp/HD of spell damage, or ¼ of total damage, rounded down, if the damage is not spell based). Moreover, if the ambient temperature is below freezing and snow and ice are present, **snow demi-elementals** will regenerate 1hp every 2 rounds.

Lastly, their great weakness is heat, and their icy composition makes them particularly vulnerable to such attacks, which inflict double damage to them.

**Treasure:** None

## APPENDIX D: New Magic Items

### COLD IRON

**Cold iron** is a metal of great value. It is present in very small pockets, deep below the earth, as a constituent of the original materials which make up this sphere. It is also present in extra-planetary bodies floating within and between the spheres of worlds. These bodies occasionally plummet from the heavens to make landfall on this sphere.

**Cold iron** is highly prized for its intrinsic properties: It is one of the few known naturally occurring materials which can harm **fae creatures**, such as **sea hags**, **faeries**, and other **Sidhe**. If the ore is forged into weapons, such items may strike any **Sidhe**, even those which may only be struck by enchanted weapons.

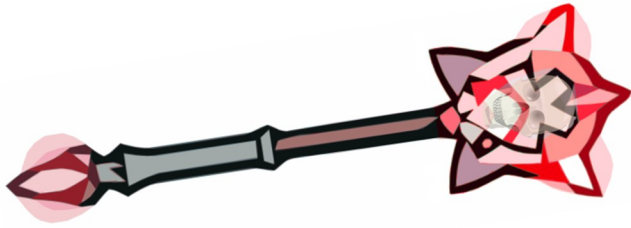
In addition, weapons forged of **cold iron** may also be ensorcelled to hold an enchantment of +1 to +5 to "to hit" and damage roll, in addition to their **Sidhe-bane** property. When used against the **Sidhe**, such *enchanted cold iron* weapons gain an additional +1 to "hit" and do double damage upon a successful hit.

### STAFF OF THE DEAD

This 5' long wooden staff has a garnet on its butt cap and a large translucent ruby ball at its tip. A human skull is encased in the ball, which is very strong and, saves as hard metal.

The staff has the following powers: (1) it is a *quarterstaff* +1; (2) the wielder may invoke *ward of undead*, 2x a day, per the scroll; and (3) the wielder may reanimate the dead, per the cleric spell *animate dead*.

Use of the *animate dead* power expends one (1) charge. Its spell-like functions perform at the 10th level of casting ability.



Once the staff's charges are depleted, it may not be recharged, but it remains a *quarterstaff +1*. When found, the staff will have 19 +1d6 charges. (GP Value: 5,000gp)

### UNHOLY MACE

An unholy mace is a +1 weapon, providing +1 to "to hit" and damage rolls, which is imbued with an unholy power (D 1d6+2 S/M; 1d6 L). On a successful strike it does an extra 2d6 points of damage against all good-aligned creatures, and against all *holy* beings, such as angels or

devas, it does an extra 3d6 damage instead. When using this power or when in the presence (within 60') of good-aligned beings, the weapon pulses with a deep purple glow, which provides 10' of illumination.



The dark power contained in this weapon causes it to be lawful evil-aligned, and it has a low, non-sentient intelligence which can sense the alignment of its wielder. If the weapon senses it is being wielded by a good creature it will permanently drain one level of life energy from the wielder. This level loss continues for as long as the weapon is held, but disappears if the weapon is no longer wielded. The level cannot be overcome in any way while the weapon is wielded. (GP value: 7,500gp)



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SCA I.1 (Sept. 2017)

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