



CAVALIER ATTITUDE

An Old School Roleplaying Zine

Volume 1, Issue 2

Louis "sirlou" Kahn • starryknightpress.com • [@starryknightRPG](https://twitter.com/starryknightRPG) • [@starryknightpress](https://www.youtube.com/channel/UC...)

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WELCOME!

An introduction from the author and publisher telling you what is in this issue.

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An article on 8 Reasons to Check Out OSRIC.

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KNAVE'S GALÈRE

Each issue we bring you a new set of six hearty souls ready to take on whatever your campaign can dish out!

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ADVENTURE

A one-page adventure: "The Shrine of the Titans"!

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"Desert City" by Richard Harris

Welcome to Cavalier Attitude!

Hello and welcome to my zine: **Cavalier Attitude**. As the masthead says, this zine focuses on the *Old School Revival* (OSR) in fantasy role-playing, including OSRIC, BECMI, 1E and 2E gaming.

In this, our second issue we offer some interesting fare. There is an article I wrote about why one would choose to play OSRIC, or any OSR retro-clone, in a world of 5E and *D&D Next*. The article discusses a recent online controversy involving OSRIC, which brought out some folk's misperceptions of Old School community and what it and we grognards have to offer the larger gaming community as a whole.

This issue contains columns offering the following: a roundup of the best of role-playing's social media posts (mine and others); a showcase of Old School art, by myself and others, featured in my recently published books; a group of **six pre-generated player characters**; and an update on my recently published books: this time that includes **SR2 The Anti-Paladin**, **SO3 Wycked Summons**, **SO4 Wayward Maiden**, and **SCh1 The Purloined Pachyderm!**

Lastly, this issue features a new column in which you will find an **exclusive one-page OSR adventure!**

Louis "sirlou" Kahn
Editor

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

CURRENT TOPICS (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 Gyax 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 the *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>



†OSRIC DOWNLOAD LINKS:

- **OSRIC Manual:**
<http://www.lulu.com/shop/stewart-marshall/osric-a5-pdf/ebook/product-20697767.html>
- **OSRIC Monsters of Myth Manual:**
<http://www.lulu.com/shop/the-first-edition-society/monsters-of-myth/ebook/product-17452854.html>
- **OSRIC Player's Guide:**
<http://www.vanquishingleviathan.com/2012/12/get-osric-players-guide-pdf-for-free.html>

"It is the mark of a good fairy-story, of the higher or more complete kind, that however wild its events, however fantastic or terrible the adventures, it can give to child or man that hears it, when the 'turn' comes, a catch of the breath, a beat and lifting of the heart, near to (or indeed accompanied by) tears, as keen as that given by any form of literary art, and having a peculiar quality...In such stories when the sudden 'turn' comes we get a piercing glimpse of joy, and heart's desire, that for a moment passes outside the frame, rends indeed the very web of story, and lets a gleam come through."

J.R.R. Tolkien

We welcome your submissions here a **Cavalier Attitude!** I would love to read your fairy story! If you have an idea for a short story, an article, a character class, a unique magic item or monster, or what have you, I'd love to help you share it with the world! If you are interested in having your work published here, please contact us for our submission policies. You can email us at: starryknightpress@gmail.com



Artist credits: Brian Brinlee (anti-paladin), Kevin Davies (Kommanza Warriors); Christopher M. Eisert (katana); Richard Harris (desert city); Jeremy Hart (war mage); Daniel Waltham, (eye beast); Denis Zolotarevich (black yoke) used with permission, link: artstation.com/zolden; and Louis "sirlou" Kahn (logos, Arawn, hill giant, Covers SR2, SO3, SO4, SCAI.1, and SCh1)

Cartography: Dyson Logos

THE INN

Social Media Posts: The Best of SKP's socials!

I am pretty active on social media, where there is a great community of RPG enthusiasts and a vibrant group of crafters, writers, artists and other creators sharing ideas. It is a great support network and a fertile ground for inspiration. Each issue I'll highlight some of my recent social media interactions in this section.

Starry Knight Press
@StarryKnightRPG

Hey folk, I released the inaugural issue of my #DND zine **CAVALIER ATTITUDE!**
Pay What You Want at @DriveThruRPG!
BUY: bit.ly/2fEZGVZ



4:24 PM - 22 Sep 2017

6 Retweets 16 Likes

1 You and DriveThruRPG

Starry Knight Press
@StarryKnightRPG

Hey #DND peeps, my ⚡TENTH book⚡, the spooky ♡THE ANTI-PALADIN♡ is on sale at @DriveThruRPG NOW!! #OSRIC #RPG
BUY: bit.ly/2xLp8TH



2:53 PM - 27 Sep 2017

3 Retweets 4 Likes

1 You and DriveThruRPG

Starry Knight Press
@StarryKnightRPG

Cursed Bracers: Two Rights are Wrong, A.C. and "to hit" penalties as a result of lack of coordination from 2 identical arms.



10:27 PM - 15 Sep 2017

3 Retweets 11 Likes

Starry Knight Press
@StarryKnightRPG

I wrote a guest blog post about #OSRIC, check it out!!
#dnd #rpg #tabletop #roleplaying #OSR #vintagegaming



9:30 AM - 12 Sep 2017

4 Retweets 6 Likes

Starry Knight Press
@StarryKnightRPG

Replying to @DysonLogos
Yes, because that's where you put all your killer traps from #GrimtoothsTraps!!



12:11 PM - 5 Oct 2017

3 Retweets 14 Likes

Mike Mearls @mikemearls · Oct 2
I know people are salty about the 280 character thing, but once I get it I'm going to tweet out a dungeon, one room per day.

Starry Knight Press
@StarryKnightRPG

Replying to @mikemearls
Right on!!

11:04 PM - 2 Oct 2017

4 Likes

Starry Knight Press
@StarryKnightRPG

Look what I picked up today...YEAH! Excited to read this comeik by the fabulous @feliciaday & #jimrugg! #TheGuild #KnightsOfGood



5:00 PM - 5 Oct 2017

7 Likes

1 Felicia Day and Dark Horse Comics

Starry Knight Press
@StarryKnightRPG

Replying to @Goblins_Mordor @dawnrucker3 and 2 others
These are the DRIDER models I have, the old #Grenadier ones. I have 2. I have yet to paint them as I have been busy making with the words, but I am dying to try!



2:12 AM - 8 Nov 2017

3 Retweets 11 Likes

Starry Knight Press
@StarryKnightRPG

My @DriveThruRPG Store looks great & make me super happy! Only 1 more book to reach my goal of 12 this year!! 😊
BUY: bit.ly/2tqE32W



1:08 AM - 4 Nov 2017

1 Retweet 10 Likes

1 You and DriveThruRPG

Starry Knight Press
@StarryKnightRPG

Hey #Dnd peeps, my website has been updated to include my NEWEST modules! You can buy them direct from me there!! #OSRIC #OSR #1E #RPG #Roleplaying 🏰📖

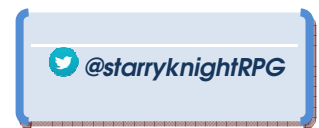
BUY: starryknightpress.com/products.html



11:15 PM - 12 Nov 2017

7 Retweets 6 Likes

1 You



THE INN (cont.)

Starry Knight Press
@StarryKnightRPG

Hey #DnD folk, I pub'd my 11th module last nite SO3 WYCKED SUMMONS! Can you survive Arwan's competition? #OSRIC BUY: bit.ly/2zq0vxt

A One-Shot Adventure
Compatible with OSRIC, 4 and 3E game systems.
Recommended for 4-6 player characters of levels 1 to 6

2:35 PM - 1 Nov 2017

2 Retweets 3 Likes

You and DriveThruRPG

Starry Knight Press
@StarryKnightRPG

My next (13th) release is a massive undertaking...its an 80 page epic dungeon crawl that starts a war in the Under Realm, pitting the surface dwellers against drow, shadow gnomes, dark dwarves & the like!

A Fantasy Adventure
by Louis 'Arwan' Kahn

A fantasy adventure compatible with the edition gaming and OSRIC™
Recommended for 4-6 player characters of level 0 to 1
Rules for Zero Level Player Character Creation

5:37 PM - 16 Nov 2017

1 Retweet 8 Likes

You and Death By Mage

Starry Knight Press
@StarryKnightRPG

Next up for @StarryKnightRPG... SCH1 THE PURLOINED PACHYDERM: A one-shot adventure compatible with most fantasy #RPG systems. Part of the #PLAYFORWYATT charity bundle on @DriveThruRPG organized by @DeathByMage!! #DND #OSRIC #OSR DROPS 20 NOVEMBER 2017!! Watch here for BUY links!!

2:57 PM - 18 Nov 2017

5 Retweets 7 Likes

You and Death By Mage

Starry Knight Press
@StarryKnightRPG

MY 12th BOOK IS ON SALE NOW, SO4 WAYWARD MAIDEN!! 🏴‍☠️🗡️🔪
The Maiden of Iasgairin has gone missing, kidnapped by dark forces!
The constable suspects 'tis the work of scurrilous pirates!
Can you rescue her in time? #DnD #OSRIC #RPG #dungeonsanddragons BUY: bit.ly/2zd2Tbn

A One-Shot Adventure
Compatible with OSRIC, 4 and 3E game systems.
Recommended for 4-6 player characters of levels 1 to 6

4:20 PM - 17 Nov 2017

2 Retweets 6 Likes

You and DriveThruRPG

Starry Knight Press
@StarryKnightRPG

Replying to @vecna00 @ChaoticAnarchy and 7 others

Dice dice, baby!
Roll with advantage
(Yeah I'm watchin)
Enter my dungeon,
better use some caution!
Kickin it oldschool
Dice, dice, baby!

11:55 AM - 3 Sep 2017

9 Retweets 14 Likes

You and DriveThruRPG

Starry Knight Press
@StarryKnightRPG

Hey #DnD peeps, please buy this CHARITY BUNDLE in honour of Wyatt Ferris, w/ proceeds going to the NATIONAL SUICIDE PREVENTION HOTLINE @800273TALK. 3 of my books are in the bundle + tons more great content!! #suicideprevention #Play4Wyatt #OSR #OSRIC BUY: bit.ly/2BbckW1

The Adventures of Wyatt
All proceeds will be donated to Suicide Prevention Lifeline

6:44 PM - 21 Nov 2017

21 Retweets 21 Likes

Death By Mage, DriveThruRPG, DoorShamingItAThing and 7 others

Starry Knight Press
@StarryKnightRPG

I want to thank everyone who supports me! With my 12th module I broke through!! WAYWARD MAIDEN is the... ⚡️ #1 HOTTEST OSRIC ADVENTURE!! ⚡️ YES!! Buy: bit.ly/2zd2Tbn

11:40 PM - 17 Nov 2017

6 Likes

You and DriveThruRPG

Mike Magee Retweeted

Death By Mage @DeathByMage · 13h

We have an amazing bundle on @DriveThruRPG with #rpg #dnd tools. Proceeds are to raise funds for a donation to @800273TALK in honor of Wyatt Ferris. Please help out & support some this great cause. #Play4Wyatt #WyattNPC

The Adventures of Wyatt [BUNDLE] - Death By Mage | DriveThruRPG...
This special bundle product contains the following titles: 10 Stupid Magic Items to reward your PlayersRegular price.&

4 45 59



Starry Knight Press
@StarryKnightRPG

Hey #DnD peeps, I wanted to send out a MASSIVE THANK YOU for keeping me on the top of the HOTTEST OSRIC ADVENTURES LIST on @DriveThruRPG!! I've got SPOTS #1, 4 & 7 in the TOP 10 AND my modules are the FIRST & SECOND MOST POPULAR!! BUY: drivethrurpg.com/browse/pub/114...

3:14 AM - 22 Nov 2017

3 Retweets 4 Likes

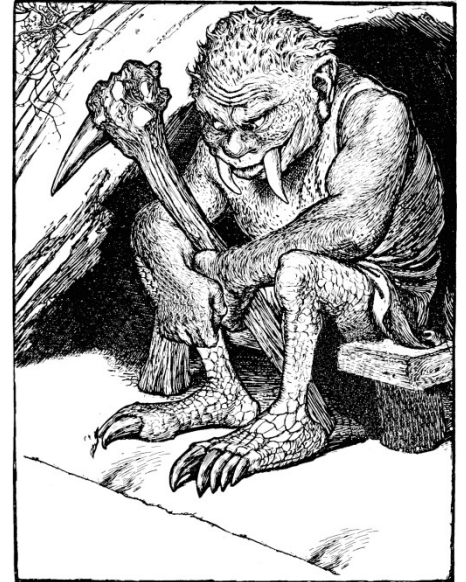
You and DriveThruRPG

OLD SCHOOL ART

Showcasing Old School Art From My Products

I am inspired by classic Dungeons & Dragons™ art, and it holds a sentimental spot in my heart! My modules and supplements tend to be rich with Old School art by independent artists and work I create myself (both from scratch and from remixing public domain work). I hope it inspires the RPG artists of tomorrow! This section features images which have recently appeared in my published materials. I hope you enjoy them as much as I do!

*ARTIST ATTRIBUTIONS MAY
BE FOUND ON PAGE 4*

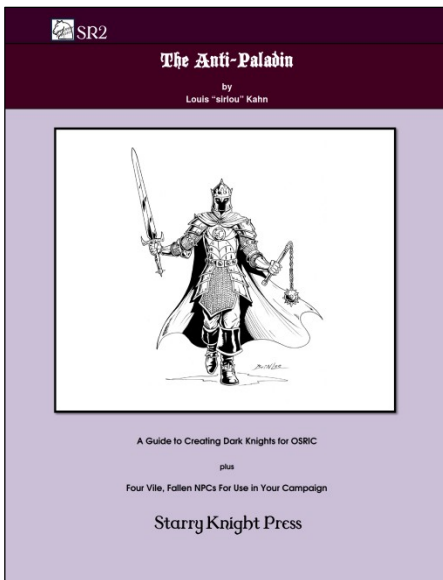


MARKET SQUARE

Synopses and Covers From My Recently Published Books

Below are the books that I have published since the last issue of this zine, encompassing 5 titles! More information and samples of all of these products can be downloaded from my website and thru my digital partners: **DriveThruRPG** and **Lulu.com!**

SR2 Anti-Paladin



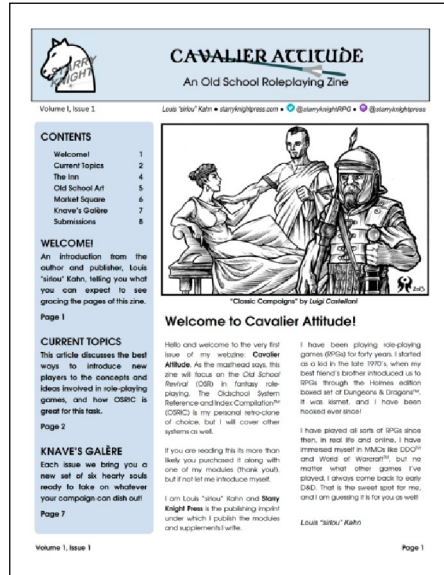
Synopsis: If you've ever wanted to let loose evil incarnate on your Old School fantasy role playing campaign, this book is for you!

This 36 page book contains a BRAND NEW NPC/PC CLASS for use with OSRIC, 1E and compatible Old School retro-clones: the treacherous and dark hearted ANTI-PALADIN!

You will meet four dark knights of different levels, each complete and ready to play with a back story, present whereabouts, gear and magic items, detailed follower information, mercenary troop descriptions, and maps and descriptions of their fortifications.

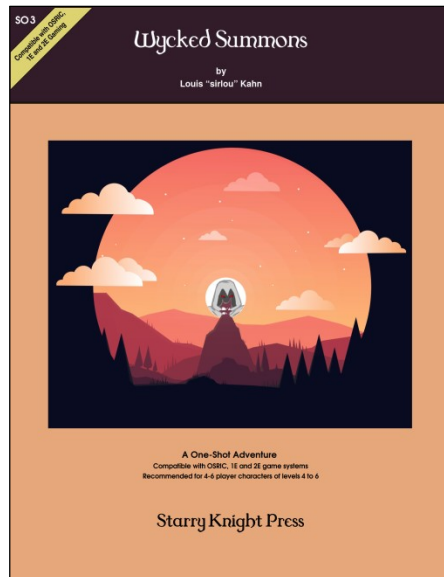
Volume 1, Issue 2

SCAI.1 Cavalier Attitude



Synopsis: The inaugural issue of this zine, released 22.09.17. It included articles on introducing new players to RPG via OSR games, getting started in fantasy writing, and a KNAVE'S GALÈRE of pre-generated PCs to use.

SO3 Wycked Summons



Synopsis: After foolishly accepting the hospitality of the god Arawn, on Samhain no less, the party must pay for it...by fighting to the death in a dungeon crawl for his amusement. An adventure for 4-6 PCs of Levels 4-6.

SO4 Wayward Maiden



Synopsis: The Maiden of Iasgairn has gone missing! She had been kidnapped by scurrilous pirates! Can you rescue her and become "The Heroes of Iasgairn"? An adventure for 4-6 PCs of Levels 6-8.

SCh1 The Purloined Pachyderm



Synopsis: Can you help Wyatt Ferris by rescuing his prized pachyderm, stolen by an evil mage? Part of the #PLAYFORWYATT campaign, initially released as part of a charity bundle.

KNAVE'S GALÈRE

With each issue I will bring you a balanced party of six pre-generated OSR characters which GMs and players may use in their own campaigns as player characters, NPCs or henchmen. I hope you find them useful!

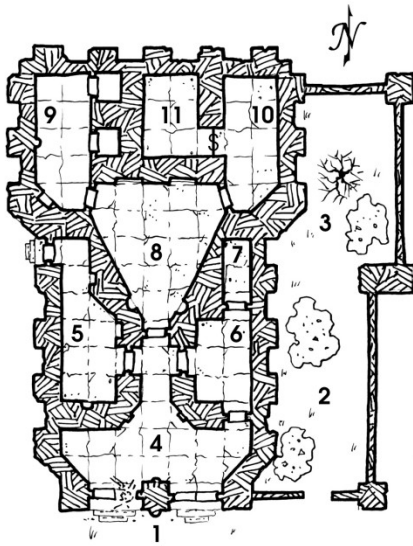
GM's note: "to hit" and saving throw values do not include any bonuses.

<p>Half-Elf, ranger, level 6, Age: 32 Al: CG Str 17 Dex 16 Con 17 Int 13 Wis 14 Cha 12 HP: 50 AC: 0 front, 4 rear Armor: chain +1, shield +1 / Move: 90' Base number to hit AC 0: 15 Saving throws:</p> <table border="1"> <thead> <tr> <th>Rod/Staff/ Wand</th> <th>Breath Weapon</th> <th>D/Para/ Poison</th> <th>Petrif/ Polym</th> <th>Spell</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>13</td> <td>11</td> <td>12</td> <td>14</td> </tr> </tbody> </table> <p>Weapons: longsword +1, crossbow Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Ammunition: 24 bolts Special: infravision 60', detect secret doors*, 30% resistant to sleep/charm, +5 to hit (melee) vs. evil humanoids*, tracking* Arrows: ○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	13	11	12	14	<p>Elf, mage, level 5, Age: 162 Al: CG Str 13 Dex 16 Con 15 Int 17 Wis 13 Cha 14 HP: 26 AC: 4 front, 6 rear Armor: robes +1 / Move: 120' Base number to hit AC 0: 20 Saving throws:</p> <table border="1"> <thead> <tr> <th>Rod/Staff/ Wand</th> <th>Breath Weapon</th> <th>D/Para/ Poison</th> <th>Petrif/ Polym</th> <th>Spell</th> </tr> </thead> <tbody> <tr> <td>11</td> <td>15</td> <td>14</td> <td>13</td> <td>12</td> </tr> </tbody> </table> <p>Weapons: staff+1, darts Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Ammunition: 24 darts Spells: 4/2/1 Special: 90% resistant to sleep/charm, infravision 60', surprise*, detect secret doors* Darts: ○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	11	15	14	13	12	<p>Dwarf, Fighter, level 4, Age: 21 Al: LG Str 17 Dex 15 Con 16 Int 14 Wis 14 Cha 13 HP: 42 AC: 1 front, 4 rear Armor: chain +1, shield +1 / Move: 90' Base number to hit AC 0: 17 Saving throws:</p> <table border="1"> <thead> <tr> <th>Rod/Staff/ Wand</th> <th>Breath Weapon</th> <th>D/Para/ Poison</th> <th>Petrif/ Polym</th> <th>Spell</th> </tr> </thead> <tbody> <tr> <td>15</td> <td>16</td> <td>13</td> <td>14</td> <td>16</td> </tr> </tbody> </table> <p>Weapons: longsword +1, crossbow Equipment: Standard pack** Languages: Common, LG, dwarf, gnome, goblin, kobold, orc Ammunition: 24 bolts Special: +4 save vs. magic & poison, infravision 60', +1 to hit goblinoids*, -4 to be hit by giants*, stone sense* Bolts: ○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	15	16	13	14	16
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<p>Human, druid, level 6, Age: 23 Al: N Str 13 Dex 16 Con 15 Int 12 Wis 17 Cha 15 HP: 38 AC: 2 front, 4 rear Armor: leather +1, shield (w) / Move: 120' Base number to hit AC 0: 18 Saving throws:</p> <table border="1"> <thead> <tr> <th>Rod/Staff/ Wand</th> <th>Breath Weapon</th> <th>D/Para/ Poison</th> <th>Petrif/ Polym</th> <th>Spell</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>15</td> <td>9</td> <td>12</td> <td>14</td> </tr> </tbody> </table> <p>Weapons: scimitar +1, sling Equipment: Standard pack** Languages: Common, Neutral, druids' cant. Ammunition: 24 sling bullets Spells: 4/3/2/1 Special: +2 save vs. fire & lightning, identify plants, animals & pure water, move without trace at full rate in nature. Bullets: ○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	15	9	12	14	<p>Half-Elf, cleric, level 5, Age: 33 Al: LG Str 16 Dex 14 Con 15 Int 10 Wis 17 Cha 14 HP: 42 AC: 3 front, 5 rear Armor: chain mail +1, shield / Move: 60' Base number to hit AC 0: 18 Saving throws:</p> <table border="1"> <thead> <tr> <th>Rod/Staff/ Wand</th> <th>Breath Weapon</th> <th>D/Para/ Poison</th> <th>Petrif/ Polym</th> <th>Spell</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>15</td> <td>9</td> <td>12</td> <td>14</td> </tr> </tbody> </table> <p>Weapons: mace +1, 2 throwing hammers Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Spells: 5/5/2 (includes WIS bonus) Special: 30% resistant to sleep/charm, detect secret doors*, infravision 60', turn undead Hammer: ○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	15	9	12	14	<p>Half-Orc, thief, level 4, Age: 24 Al: NG Str 16 Dex 18 Con 16 Int 10 Wis 11 Cha 10 HP: 28 AC: 3 front, 7 rear Armor: leather +1 / Move: 90' Base number to hit AC 0: 20 Saving throws:</p> <table border="1"> <thead> <tr> <th>Rod/Staff/ Wand</th> <th>Breath Weapon</th> <th>D/Para/ Poison</th> <th>Petrif/ Polym</th> <th>Spell</th> </tr> </thead> <tbody> <tr> <td>14</td> <td>16</td> <td>13</td> <td>12</td> <td>15</td> </tr> </tbody> </table> <p>Weapons: short sword +1, sling Equipment: Standard pack** Languages: Common, NG, thieves' cant, orc Ammunition: 24 sling bullets Thief skills: CW 91/FT 52/HN 24/HS 45/MQ 45/OL 62/PP 57/RL 5 (includes bonuses) Special: +4 save vs. magic & poison, infravision 60', +1 to hit kobolds/goblins, -4 to be hit by giants*, stone sense* Bullets: ○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	14	16	13	12	15
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*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.
****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.).

ADVENTURE

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 **Jarlburch**. It sits at the base of the rolling hills which become the mountains separating **Jarlburch** 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, 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; 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 **Jarlburch 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 **Jarlburch** 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 **Jarlburch** 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*. 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.

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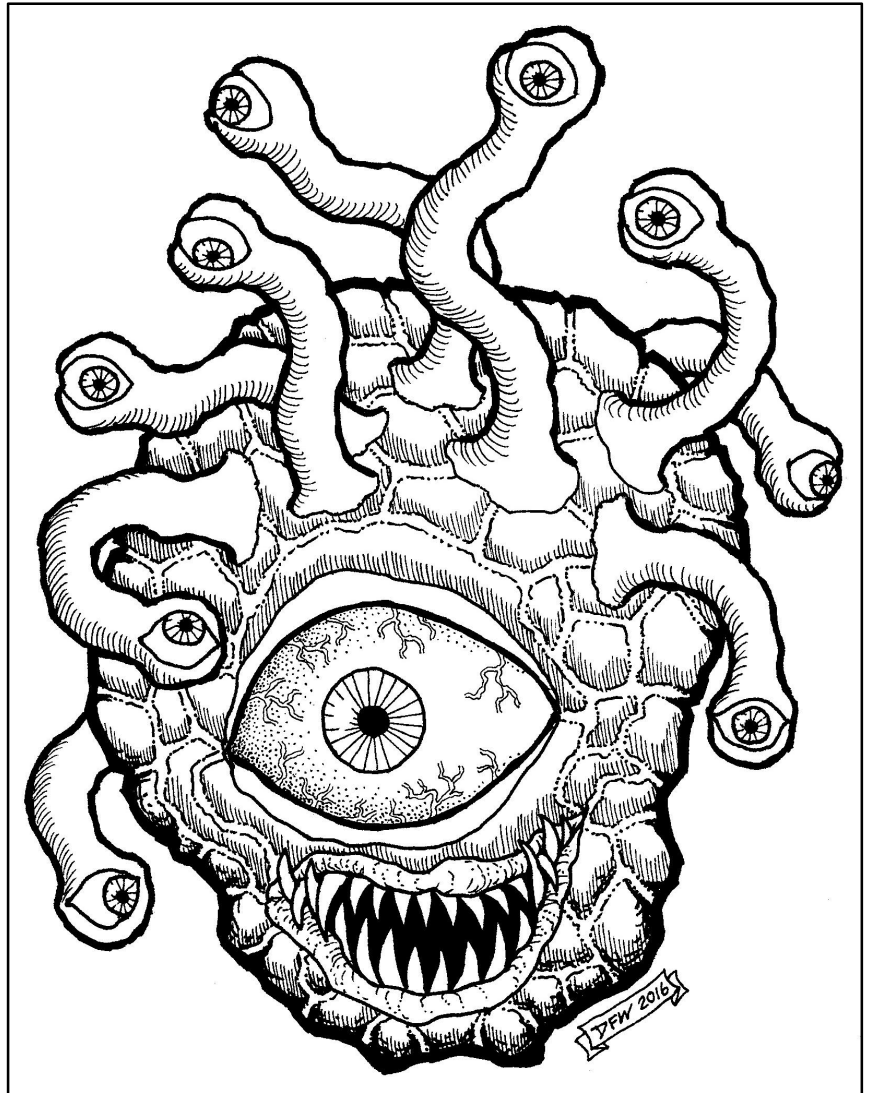
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