



CAVALIER ATTITUDE

An Old School Roleplaying Zine

Volume II, Issue 1

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

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WELCOME!

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"Lich Priest" by Felipe Gaona

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 third issue, we offer some lively fare. I interview a serious *D&D* collector to learn about collecting early *TSR* materials, which is more popular than ever nowadays...and we get to take a peek inside one person's amazing collection!

I also present herein a *dwarven* sub race that inhabits the deep **Under-Realm** of my campaign world, the dastardly **Deep Dwarves.**

They appear here in these pages before debuting in my upcoming module, **Mines of Mayhem.**

This issue also contains our standard columns: a social media roundup; an Old School art showcase; a group of six pre-generated player characters; and an update on my recently published books: this time around that includes **SO5 Krampusnacht**, **SC2 The SUP Bundle**, **SO6 The Bloody Barrow** and **SO7 Shrine of the Titans!**

Lastly, once again we feature an **exclusive one-page OSR adventure!**

Louis "sirlou" Kahn
Editor

CURRENT TOPICS: Interview

An Epic Hoard: An Interview with Collector Greg Covey

This article could easily be called “One Man’s Four Decade Journey Collecting Dungeons & Dragon’s Gear.” The man in question is Greg Covey, an avid gamer and a professional indie developer in his own right: Greg runs the **Unseen Servant Press**. He is my co-writer from the supplement *The Harquebusier* and a close personal friend of mine. Greg has been playing for a long time (read: decades) and his role-playing game collection is impressive.

I first saw this hoard when we began playing First Edition and OSRIC a few years ago, and every now and again as we were writing together. I was in awe of it and thought others would enjoy learning about it as well, and thought I would share this with my readers here.

I decided to use a question and answer format for the interview as I thought it would be best to hear from Greg in his own words about his collection, like *Smaug* bragging to *Bilbo* about his mountain of treasure!

CA: Tell us a little bit about yourself. When did you start playing RPGs? What is your favorite RPG?

GC: I started playing RPGs when I was 11 years old in 1981. My first exposure to RPGs was the *Dungeons & Dragons Holmes* rules. A friend of mine turned me onto it and I was hooked. A couple months later for my 11th birthday, I was given the basic red box with the *Erol Otus* art on the cover. I devoured the rules and quickly wanted more, so I got the corresponding blue box. I was lucky in

that there was a great hobby shop within walking distance from my home. It was called *The Military Shop* and they had a large RPG section.

Greg Covey:
“I started collecting purely for the nostalgia.”

I’d go in there with five dollars in my pocket and pick out a module to purchase. I had a small group of friends that I’d play with. I was usually the DM because my friends were too lazy to read all the rules or just didn’t want to do it. Later that summer I ‘graduated’ to the advanced D&D hardbacks. I played 1E until about 1985 and slowly got out of D&D and started getting into other things that took up more of my time (cars, girls, etc). The early editions of D&D (1E and 2E) are my favorite RPGs.

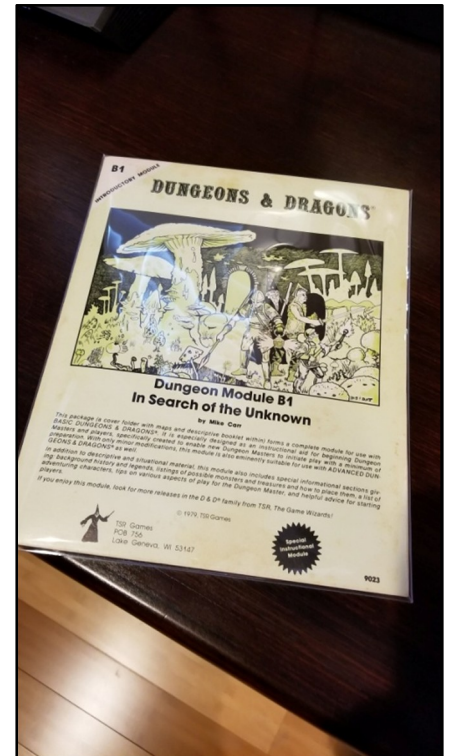
CA: When did you start collecting? What made you start a collection?

GC: It was around 2008 when I got back into it when I found my old books in my parent’s garage. Having a little time and money now, I was able to begin collecting various 1E materials. I then got into 2E and my collection now includes 95% of what TSR produced for both 1E and 2E. I started collecting purely for the nostalgia. I enjoyed reading the modules that I had when I was a kid and of course enjoyed the art. I began connecting with other local players and started playing 1E with a group of guys for a few years. I was surprised that there were people still playing 1E and that they were a short

five-minute drive away. It was at that time that I learned that there were other editions beyond second, and I began understanding the history of TSR and D&D in general thanks to the Internet.

CA: How many items do you have in your collection?

GC: It’s hard to put a number on it, but as I said above, I feel that there are just few items from the first and second edition that I DON’T have.

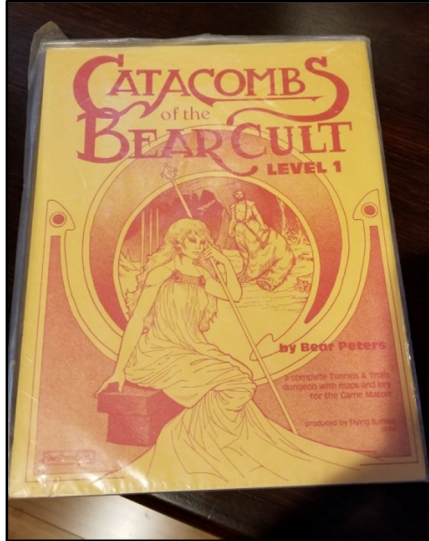


Module B1 In Search of the Unknown, the monochrome version, from TSR, 1979.
(Credit: Greg Covey)

Those consist of the rare items: The orange **B3, RPGA 1-4, Up the Garden Path**, etc. I don’t even have the very first *Deities and Demigods*...the one with *Cthulhu* and *Meiniborean* mythos but without the ‘thank you’ to *Chaosium* in the intro. I also don’t have some of the high number **BECMI** modules. As I understand, they

CURRENT TOPICS: (cont.)

printed short runs of some of those and they can go for \$40 or more for something that is in VG condition or better.



An older non-TSR item: a module by Bear Peters of Flying Buffalo Games, 1981. (Credit: Greg Covey)

CA: Do you have a particular emphasis or campaign setting you collect, or is it more general in scope?

GC: It's more of a general scope, but I prefer *Greyhawk* over all other settings, although *Forgotten Realms* is great too. I wasn't aware of *FR* until I started collecting, as it came out in 1987, after I got out of playing *D&D*. I had the *Greyhawk* folio as a kid and I can remember spreading out those lovely maps and studying them for hours, imagining the various hidden ruins and castles in far flung places.

CA: Are there particular items you enjoy collecting the most: miniatures, dice, rulebooks, or etc.?

GC: I prefer modules the most. I don't collect minis as I just don't have the space. I have a few but not many. I like the rulebooks too (you can't play without them, for the most part) but I really like the modules and the various

stories contained therein. One of my favorite modules is **Ghost Tower of Inverness**. It's a great story and I have fond memories playing it as a kid.



Some of Greg's favourite TSR modules: D1 Descent to the Depths of the Earth, D2 Shrine of the Shrine of the Kuo-Toa, and D3 Vault of the Drow (Credit: Greg Covey)

CA: What are your five favorite items in your collection, and why?

1. **GC: Greyhawk Folio.** As I said before, there is a lot of nostalgia in this item for me. I must have five copies of this, including my original copy, of various printings and conditions.

2. **Wizards and Priests Spell Compendiums.** These are 2E books but can be used with 1E of course. They compile every spell for these casters that have been published in every setting, and even stuff from *Dragon* magazine. Each spell listed in the books includes a little icon specifying in what setting it was originally published. I enjoy them so much I have three sets of each compendium!

3. **3E Living Greyhawk book.** This was published in early 3E times and is an excellent expansion of the *Greyhawk* world. It fills in a lot of holes from the 1E and 2E *Greyhawk* supplements, and really fleshes out the world. While it is technically a 3E book, it's edition-neutral and simply discusses *Greyhawk* in great detail.

4. **R2 The Investigation of Hydell.** This set me back a few bucks, but it is one of the more rare items in my collection and it's a classic. When I was a kid I actually bought **R1 To The Aid of Falx** and I wish I still had it as it's worth probably about \$150 today.

5. **Forgotten Realms grey box and FR1 Waterdeep and the North.** These are some of the first releases of the *FR* world, published in 1987 and thus 1E. These two items are all you need to play in the *FR* world, although there are many more supplements that are just as great. These and the *Greyhawk* folio have inspired me to develop my own world, the continent of *Margant* (soon to be released, hopefully).* They are a little more in-depth than the initial *Greyhawk* release, and the maps are almost as good as the ones that came with the *Greyhawk* folio.

**(Editor's note: I have read and done some editing on Greg's Margant Gazetteer and it is a very exciting project. I believe folk playing both OSR games and 5E will enjoy it!)*

CA: What is the oldest item in your collection that you originally purchased when you began gaming and have preserved?

GC: The oldest thing in my collection is a copy of the *Holmes* rule book that I've had since I was 11. A friend let me borrow it and he never asked for it back as he got out of the hobby quickly (or he moved away or something, I can't remember). It is the one with the chits inside (still intact) because *TSR* was dealing with, at that time, a shortage of dice. I also have an original copy (low print number) of the *Greyhawk* white box supplement. I bought this as a kid not really knowing that it went with a previous

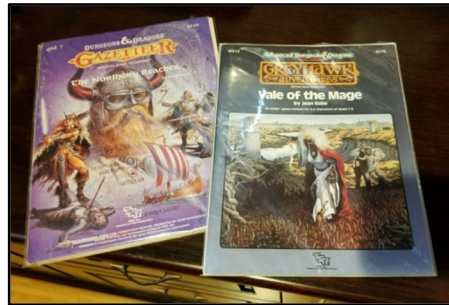
edition (now dubbed OE), and just saw 'Greyhawk' which I loved so I bought it. I quickly realized that it didn't really mesh with the 1E AD&D edition of Greyhawk, but it was captivating all the same. I didn't protect it at the time, so it got a little chewed up by bugs, most likely silverfish.

CA: How do you store your collection? Do you have any advice on what works best and what to avoid?

GC: Most of my collection is in mylar bags with acid free backing boards. I keep everything in proper magazine storage boxes and all are kept upright. I found out quickly about spine curl and have a few books that I (or the previous owner) kept flat and the spine curl has crept up. The mylar bags and acid free boards are the best, although can be expensive if you have a large collection. Don't lay your books flat and don't keep them upright with the spine down. Keep them upright as if they are on a shelf and you will avoid spine curl.



GC: Magazine storage boxes work best.
(Credit: Greg Covey)



More vintage TSR goodness!
GAZ 7 The Northern Reaches (1988)
and WG12 Vale of the Mage (1989).
(Credit: Greg Covey)

CA: Any thoughts about RPG collecting that you can share with others?

GC: Don't buy on eBay unless you find a great deal and you can trust the seller. There are scammers on eBay, as well as some people who sell D&D stuff from estates and don't really know what they're selling. They also don't grade them very well, so you don't really know what you're getting. The best place to buy, in my opinion, is the 'RPG Auctions' group on Facebook (search for that very name). This group is filled with reputable collectors that properly value and grade their wares. Scammers are quickly weeded out. I've purchased some of the best deals on that group and there's always something interesting for sale.

Afterword: I want to thank Greg for sharing his thoughts, advice and tips on collecting old school TSR materials, and also for providing pictures of his collection. As he points out, some of these items can go for a pretty penny online. However, recent low-cost PDF and Print on Demand (POD) releases by WOTC on **DriveThruRPG.com** have made rare items, which were once prohibitively expensive, now available to everyone and not just collectors.

We welcome your submissions here at **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

Frodo: What are we holding on to, Sam?

Sam: That there's some good in this world, Mr. Frodo, and it's worth fighting for.

J.R.R. Tolkien



Artist credits: Luigi Castellani (derros, alien scepter); Gary Dupuis (human male bard); Denis McCarthy (trap, some art by Denis McCarthy, © 2016 Denis McCarthy); Bradley K. McDevitt (giant encounter); Felipe Gaona (lich priest) and Rick Hershey (Krampus, warhammer, sword), Publisher's Choice Quality Stock Art, © Rick Hershey / Fat Goblin Games. Dean Spencer (drow victor, vampire lord, some artwork © 2015 Dean Spencer, used with permission. All rights reserved); Daniel Waltham, (eye beast); Louis "sirlou" Kahn (*Cavalier Attitude* and *Starry Knight Press* logos, scroll, runic octahedron, mural, Covers of SCA1.2, SO5, SO6, SC2, and SO7)

Cartography: Anthony C. Hunter, *Sleeping Griffon Productions*

CURRENT TOPICS: Article

Deep Dwarves: Greed Above All Else!

We all know that *dwarves*, on the whole, are a hearty, decent, and honest folk. They are industrious, loyal and for the most part goodly aligned in their outlook on life. But what you might not know is that there is one particular sub-race of *dwarves* that is the polar opposite of everything you thought you knew about *dwarves*!

I'm talking about the dark, twisted denizens of the **Under-Realm** known as **Deep Dwarves**. They are a major adversary of the forces of good in my campaign world and your players will first come into contact with them in my upcoming mega-module **S4 Mines of Mayhem**. So in anticipation of that module I present to you, my loyal readers, the true history, told for the first time, of the **Deep Dwarves**.

DEEP DWARF

Frequency:	Very Rare
No. encountered:	3d8
Size:	Medium
Move:	90 ft
Armour class:	4
Hit dice:	3/Varies
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 a sole and driving force for **deep dwarves**; an obsession that 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 world. Anything and everything has a price in their society, and 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 then 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, but it matters not once the finally tally was recorded, as that is all that matters to these perverse misers.

Whilst they are a warlike people, they have a grudging respect for the two other major **Under-Realm** races, the **dark elves** and **shadow gnomes**, with whom they sometimes 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, like burnt meat, 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 tend 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. With regard to ranged weapons, they wield darts which they lace with a paralytic agent; anyone stuck by one must save vs. poison or becoming immobilized for 1d6 rounds.

CURRENT TOPICS (cont.)

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 also 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, +2 to 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 *berserker* 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 the unfortunate number that have seen them in their native realm, few have ever seen the light of day again to tell their tale.

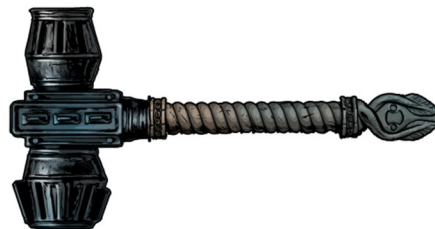
The tale of the **deep dwarves** is one of woe, foolishness and above all unbridled greed. Millennia ago, before the break between the dwarven races, there was one clan, whose name has been lost to time and burned from the annals of all surface **dwarf** clan histories, which was renowned as the most skilled miners of all. They dug deep and further and produced more ore and minerals than anyone else. Their power and prestige grew with each passing generation, and each son sought to out delve his father and grandfather, 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 here by other beings of power, the forces of good, with the intention that it never be disturbed.

Sensing the mortals near its eternal tomb, the 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** remove the remnants of its long withered corporeal body which contained its eternal spark, and ordered them to remove it 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 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 greater reward when it arises 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.

Here are some useful 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>
- **OSRIC Character Sheet:**
http://starryknightpress.com/osric_character_record.pdf
- **Printable Heroes (paper miniatures):**
<https://printableheroes.tumblr.com/>



“Alien Scepter” by Luigi Castellani

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

I'm proud to announce the release of my **HOLIDAY** adventure **KRAMPUSNACHT!** ❄️ Can you save the elven children from the demonic fiend KRAMPUS & his dark elf helpers??!

#dnd #rpg #osr #osric #dungeonsanddragons
BUY: bit.ly/2AJwaYB



4:09 PM - 10 Dec 2017

10 Retweets 16 Likes


You and DriveThruRPG

Starry Knight Press @StarryKnightRPG · 10 Dec 2017
By the way, ICYMI, this is my 16th RELEASE THIS YEAR!! WOOT WOOT!! Thank you all for your support!! 🙌❤️

Starry Knight Press @StarryKnightRPG

I am proud to announce the publication of the Second Issue of **CAVALIER ATTITUDE**, my #OSR #DND #zine! The second issue's includes a one-page, high level adventure for players levels 8-10. #OSRIC #RPG ON SALE NOW NOW!!

BUY: bit.ly/2iSUBqH



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"Slain any wicked dragons lately?"
- #vintage #70s #TSR Ads
#Dnd #dungeonsanddragons #OSR #OSRIC #RPG #roleplaying #TBT



3:50 PM - 28 Dec 2017

6 Retweets 10 Likes

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Here goes my pretties...my #goth army!!
Vampire: @MystyVander
Werewolf: @Axebane
Sorcerer: @SlyFlourish
Gypsy: @Goblins_Mordor
Changeling: @ChrisPerkinsDnD
Hunter: @HalflingGypsy
Demon: @DeathByMage
Mummy: @DevenRue

CREATE YOUR GOTHIC CIRCLE
Type the first letter and tag the first person that pops up

V	W	S	G
Vampire	Werewolf	Sorcerer	Gypsy
C	H	D	M
Changeling	Hunter	Demon	Mummy

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Pie Harder: John McClain faces down baddies at the Marie Calendar's corporate hi-rise offices! Yippe Pie Aye. Mother-Baker!

#OneLetterPlotTwists



Shea Browning @SheaBrowning
PIE HARD: Hans Gruber meets the ultimate rival in a tense but delicious bake-off with Sara Lee.
#OneLetterPlotTwists

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The #CigaretteSmokingMan is hiding right around the corner!! 😊 #XFiles 📺 @thexfiles



Humanoid History @HumanoidHistory
Exploring the Moon in 1970 concept art by Robert Watts. #space #history

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Hear ye, hear ye...

Let it be known that the goodly scribes at Starry Knight Press have declared that there shall be a lifting of levies on the folk, in perpetuity!

All \$10 books are now \$7.50!

And there was much rejoicing!

7:29 PM - 24 Jan 2018

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Available exclusively at @DriveThruRPG, it collects my first three SUPPLEMENT titles for a low price, only \$5 each! That's 33% off while it lasts!

PLUS my zine for FREE

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Starry Knight Press: Sup I Sup Bundle

\$1	The Harquebusier
\$2	Delver's Delights
\$3	

1:50 PM - 25 Jan 2018

5 Retweets 4 Likes

You and DriveThruRPG

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Latte reign o'er me!!



Merc @Merc_Clothing
Morning Coffee

1:53 AM - 5 Feb 2018

2 Retweets 8 Likes

THE INN (cont.)



Starry Knight Press @StarryKnightRPG

Hey #DnD peeps don't forget you can also buy ALL my books at @Luludotcom!! I greatly appreciated them providing a platform a lot of #IndieGameDev folk!! They are the first place I found #OSRIC, so that tells you something!
BUY: lulu.com/spotlight/star...

3:02 PM - 12 Jan 2018
3 Retweets 2 Likes

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The original #TSR ad that brilliant #CriticalRole send-up is based on!!
#osr #osric #rpg #DungeonsAndDragons

2:10 PM - 1 Jan 2018
4 Retweets 19 Likes



Starry Knight Press @StarryKnightRPG

Hey #DnD peeps, just a note to say I've updated my website to include all my latest releases, like THE SUP BUNDLE and THE BLOODY BARROW!!
#OSRIC #OSR #RPG

Please buy direct from me & help feed the #DM!!
This causes more EPIC adventures to drop!
😄

BUY: starryknightpress.com/products.html

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5 Retweets 4 Likes

Starry Knight Press @StarryKnightRPG

Hey #DnD peeps, I just published my 17th module, the juicy #vampire adventure SO6 THE BLOODY BARROW!! Can you rescue a missing sage and completing his final quest by recovering the lost treasures he was seeking in an ancient barrow mound? #OSRIC #OSR #dungeonsanddragons #RPG

12:10 AM - 1 Feb 2018
5 Retweets 14 Likes

Starry Knight Press @StarryKnightRPG

Who else is 😄 excited for #Fillory and #Further AND #FELICIA this week? Tune in to @MagiciansSYFY this WEDNESDAY!! She plays a character named...I think it's Poppy??
@feliciaday @SYFY

I'm on Magician's This WEDNESDAY on SYFY! TUNE IN! I'm playing Poppy on The Magicians! Tune in this Wednesday on SYFY Channel, if you like Charlie you'll love Poppy!
youtube.com

7:00 PM - 12 Feb 2018
1 Retweet 6 Likes

Starry Knight Press @StarryKnightRPG

I hope it sparks more interest in the grand ol' game, #DnD!
I think the steep entry fee for collectible BECMI sets may have turned some people off. Not anymore!
New #OldSchool players... I am here for you!
Yippee! #OSR #dungeonsanddragons

TabletopGamingDeals @Tabletop_Deals
Wow. The Dungeons & Dragons D&D Rules Cyclopaedia back in print. Either Softcover (\$26.99) or Hardcover (\$31.99).
Considered by many to be the best edition of D&D.

12:18 PM - 6 Feb 2018
2 Retweets 6 Likes

Starry Knight Press @StarryKnightRPG

Also ICYMI my SUP [BUNDLE] is ON SALE at @DriveThruRPG right now!! My first three books in my Supplement Series PLUS a FREE copy of my zine CAVALIER ATTITUDE! All FOUR BOOKS for only \$15!!
#DnD #OSR #OSRIC #RPG
BUY NOW: drivethrurpg.com/product/232370

Sup Bundle

- #1 The Marquebusier
- #2 Delver's Delights
- #3

1:22 AM - 8 Feb 2018
1 Retweet 3 Likes

Starry Knight Press @StarryKnightRPG

FEE-FI-FO-FUM
I smell the blood of an adventurer!

Hey #DnD peeps, I'm excited to announce the publishing of my EIGHTEENTH module, SO7 SHRINE OF THE TITANS! Battle GIANTS in their ancient mountaintop shrine!! Levels 8-10
#OSRIC #OSR #RPG
ONLY \$2.50!

BUY: starryknightpress.com/shrine.html

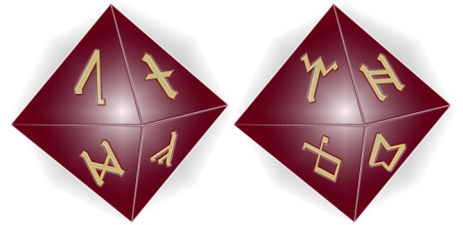
3:39 PM - 16 Feb 2018
3 Retweets 3 Likes

OLD SCHOOL ART

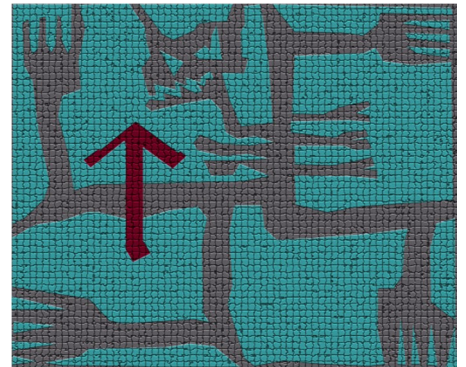
Showcasing Old School Art From My Recent Products

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*



Thank you for your custom!

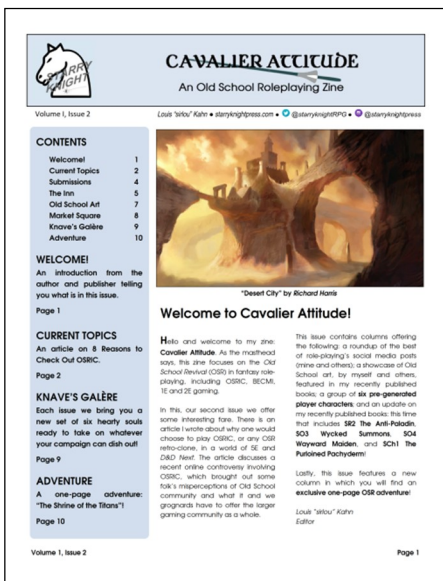


MARKET SQUARE

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**!

SCAI.2 Cavalier Attitude

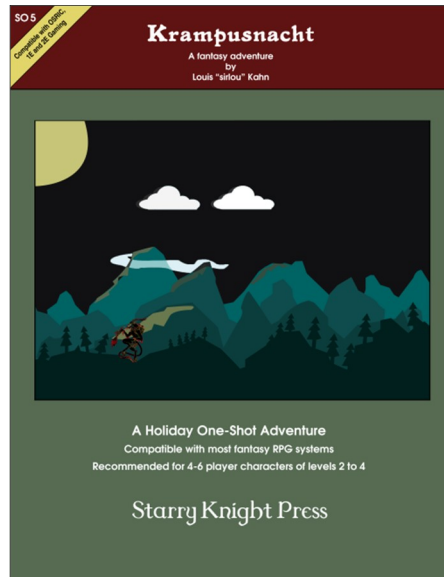


Synopsis: The second issue of this zine, focusing on the Old School Revival in fantasy role-playing, was released in December 2017.

The second issue's contents include the following: an article on **8 Reasons to Check Out OSRIC**; a set of **6 Pre-Generated PCs**; a new column containing an exclusive one-page adventure, **THE SHRINE OF THE TITANS**; this high level adventure is for 4-6 players of levels 8-10; a showcase of **Old School art**, by myself and others; synopses and information on my **recently published books**; and a roundup of my recent RPG **social media posts**.

Volume 2, Issue 1

SO5 Krampusnacht



Synopsis: It is Yuletide and a demonic **Krampus** has kidnapped children from their homes and stolen the Alfspark which protects their village. Can you save the children and bring the fiend to justice?

SO6 The Bloody Barrow



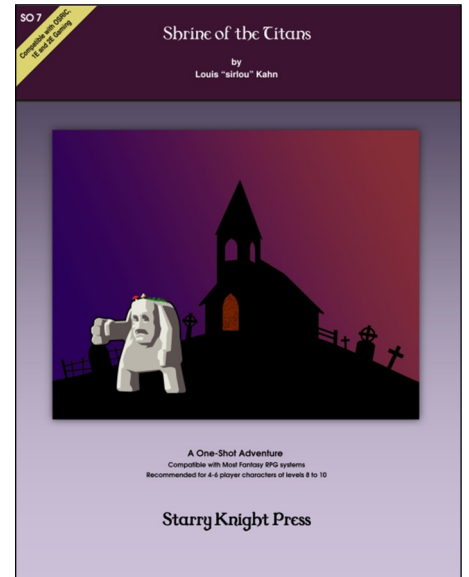
Synopsis: Can you rescue a young sage who went missing in an ancient barrow mound, the lair of an ancient **vampire** court? A "horror" one-shot adventure for 4-6 PCs of levels 6-8.

SC2 The SUP Bundle



Synopsis: This bundle collects the first three supplements in the *Harquebusier* quest line, as follows: **S1 The Harquebusier**, **S2 Delver's Delights** and **S3 Way O' The Fae**. For PCs of levels zero to 10.

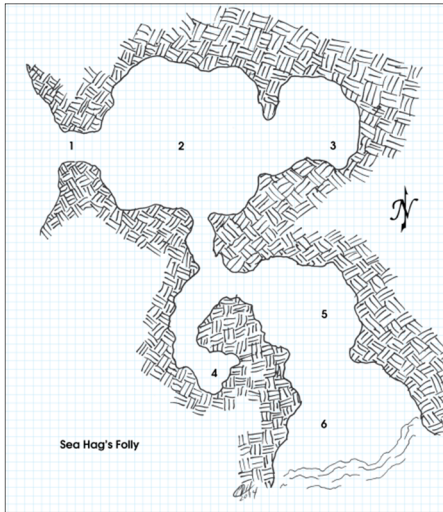
SO7 Shrine of the Titans



Synopsis: Can you rescue the guards who went missing while investigating strange activity at an ancient shrine in the mountains? A giantish one-shot adventure for 4-6 PCs of levels 8-10.

ADVENTURE

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 **Glútha 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. 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. They follow the attackers' tracks for an hour on 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.

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 **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. He informs the party his wife was recently taken to see the raid leader.

6. HAG'S GROTTTO: 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** (15 hp) using her *change self* ability. Seated in front of her, bound and gagged, is the actual **chieftain**, which the hag has disguised to look like a "sea witch". 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 them 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* recovered, lying at the foot of the throne. The villagers will be very grateful and thank the party, throwing a banquet in their honour!

Starry Knight Press

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Is the newest edition missing the mark for you?

If you're like us, you yearn for the days of yore!

Or maybe you're new to the role-playing hobby, you've heard about the huge legacy of old adventures and rules systems and your interest is piqued. Regardless of your OSR experience, you're in luck, because we live to serve your "Old School" gaming fix!

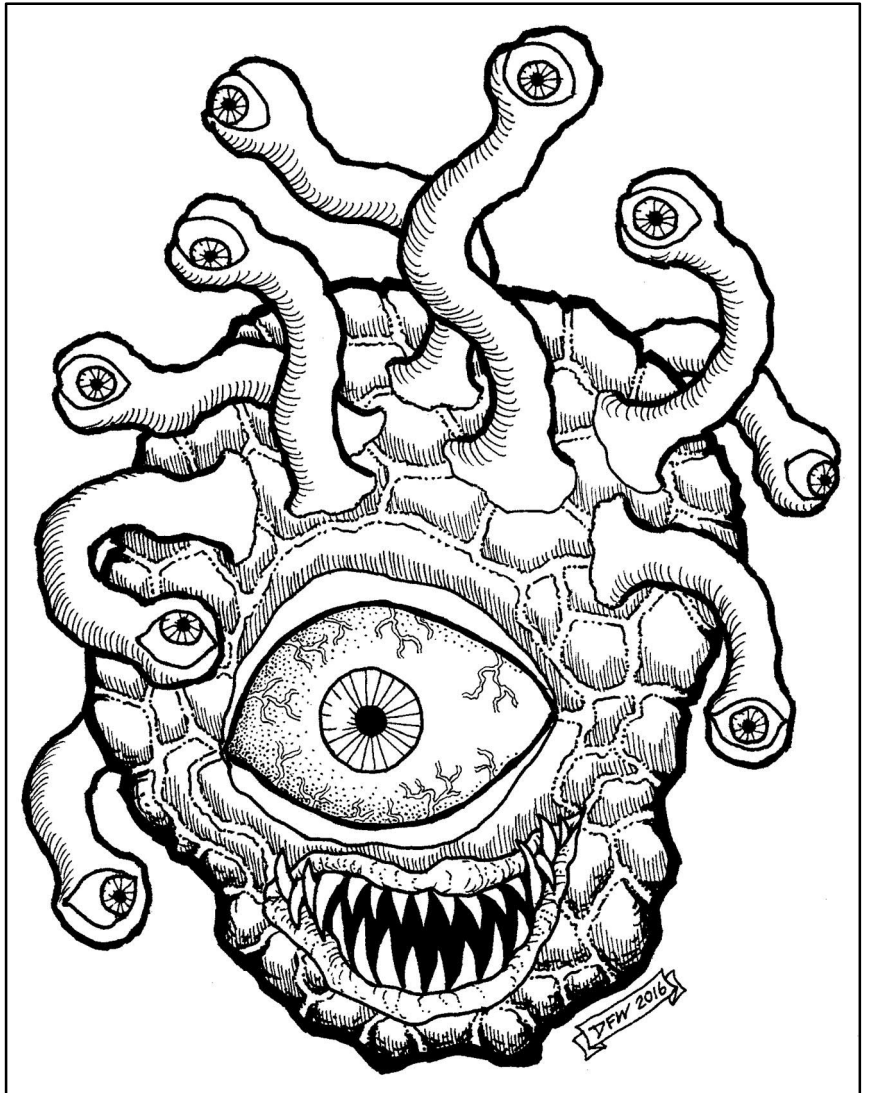
Whether you'd like to try a Basic adventure from the early days of fantasy gaming, a 1E adventure from the foundational period of role-playing games, or a 2E adventure from the height of the original RPG craze...we've got you covered.

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