



CAVALIER ATTITUDE

An Old School Roleplaying Zine

Volume II, Issue 2

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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"Hero Art" by Mohammed Agbadi

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 fourth issue, I will be showcasing a *new class* I have been working on for OSRIC and OSR clone games, the enlightened **warrior monk**. This player character, unlike the monk of the 1E days, is based on a medieval European model, like *Robin Hood's* Friar Tuck.

I also present a new race, the **Shadow Gnomes**. This evil sub race of gnomes inhabits the deep, dark

Under-Realm of my campaign world. 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: **SR3 Knightly Tournaments**, **SO8 Sea Hag's Folly**, and **SCA II.1 Cavalier Attitudes**, the prior issue of this zine!

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

Louis "sirlou" Kahn
Editor

CURRENT TOPICS: The Warrior Monk

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

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

CURRENT TOPICS: The Warrior Monk (cont.)

(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

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

CURRENT TOPICS: Shadow Gnomes

Shadow Gnomes: Beware What Lies Hidden in Shadows!

Gnomes are known as decent, hard-working, and on the whole, honest folk. They are inventive and creative, and for the most part goodly aligned in their outlook on life. But what few folk know is that there is a foul sub-race of **gnomes** who are as dark and twisted as their cousins are light and open-minded!

I am, of course, speaking about the dangerous and evil denizens of the **Under-Realm** known as **shadow gnomes**. They are a major adversary of the forces of good in my campaign world; your players may first meet a **shadow gnome** in the module **SK2 Scoundrel's Run**, and they play a major part in the upcoming module, **S4 Mines of Mayhem**. Told here, for the first time ever, is the true history of the **shadow gnomes**!

SHADOW GNOMES

Frequency:	Very Rare
No. encountered:	2d4
Size:	Small (3 ¹ / ₂ 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 and weak bodies, as compared to the strapping **dark dwarves** and wiry **dark elves** of **Under-Realm** society.

Along with these two 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 +1hp damage. Occasionally they wield hand crossbows (D 1d3 + poison).

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**.

CURRENT TOPICS: Shadow Gnomes (cont.)

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 as part of this ability.

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. Unfortunately for these arcanists and summoners, their entreaties were eventually answered, but not by a kind, helpful or benevolent being, but by a trickster deity named **Maldorian Wreorian**. **Maldo**, as he is known to his followers, is a 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 **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.

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

ICYMI I released Vol 3 of CAVALIER ATTITUDE!
Feat: a dwarven sub-race DEEP DWARVES, a 1-page adventure SEA HAG'S FOLLY, an article on #TSR collecting, 6 PRE-GEN PCs & much more!
#OSR #OSRIC #dnd #rpg
LESS THAN A LATTE!

DTRPG: bit.ly/2FGPS9K
LULU: bit.ly/2HYyFtd

11:49 AM - 7 Mar 2018
4 Retweets 7 Likes

Starry Knight Press
@StarryKnightRPG

When #Skeleton and #EvilLyn go for a date night at #FarrelsOldeTymelceCreamShoppel!

3:56 AM - 13 Mar 2018
2 Retweets 4 Likes

Starry Knight Press
@StarryKnightRPG

I just got my fancy #GAMESCIENCE #precision #dice and I'm think about getting a new container for them.

How do you store your #polyhedral pals? (RT for a good sample size please)

- 19% Custom dice box
- 38% Custom Dice bag
- 25% Throw in a pocket/bag
- 18% Other, reply in comments

52 votes - Final results

6:51 PM - 9 Mar 2018
5 Retweets 5 Likes

Starry Knight Press
@StarryKnightRPG

Hey #Dnd peeps, My website had just been UPDATED to include all my currently published books, including the THIRD ISSUE of my #OldSchool #zine CAVALIER ATTITUDE!! You can buy it now DIRECT FROM ME for only \$1.50!!
#OSR #OSRIC #RPG #ttrpg #tabletop

BUY: starryknightpress.com/cavalier3.html

3:20 PM - 1 Mar 2018
7 Retweets 8 Likes

Mike Mearls @mikemearls - Mar 16

At Gary Con, I had the chance to play AD&D with @lukegyax and I'm struggling to capture exactly why it was such a profound experience. On the face of it, it was a well run dungeon crawl out from the raw stuff of the game's earliest days.

Starry Knight Press
@StarryKnightRPG

Replying to @mikemearls @lukegyax

Thanks @mikemearls for this respectful post re: #OldSchool #DnD. I feel like some folk have negative stereotypes about the elder game, so it's nice when it's current stewards praise the game's past. I too believe there's something magical in the way we played & still play #ADnD!

1:54 PM - 16 Mar 2018
3 Retweets 16 Likes

Starry Knight Press
@StarryKnightRPG

Karen wearing Karen is bad@ss!! Now you can be like Karen too!!
Help @DeborahAnnWoll's #CHARITY out folks, she's not just an amazing #thespian, she's a freakin' #DungeonMaster!!

1:36 PM - 4 Apr 2018
4 Retweets 36 Likes

Starry Knight Press
@StarryKnightRPG

So if you have the itch for some #OldSchool #DnD please check out my stores & buy my books for the price of a Latte and Bagel!! Save a halfling, buy a module!! #OSR #OSRIC #TTRPG #wargaming

ME: starryknightpress.com
DTRPG: drivethrurpg.com/browse/pub/114...
Lulu: lulu.com/spotlight/star...

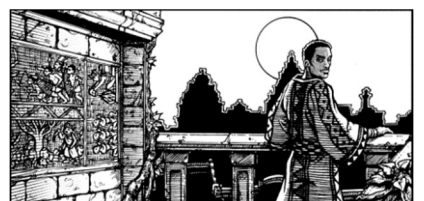
2:05 PM - 28 Apr 2018
4 Retweets 4 Likes

Starry Knight Press
@StarryKnightRPG

Next up from @StarryKnightRPG is a rules supplement that I had a lot of fun writing, SR3 Knightly Tournaments!! I've just finished writing it and now I #amediting, so wish me luck!! 😊 It'll be out this week!!

#dnd #RPG #OSR #OSRIC #ttrpg #wargaming

10:38 AM - 23 Apr 2018
6 Retweets 10 Likes



THE INN (cont.)



Starry Knight Press @StarryKnightRPG

PSA: you must go and buy @feliciaday's book, "You're Never Weird on the Internet (Almost)".

Buy link: amazon.com/exec/obidos/AS...

It changed my life! Not saying it will change your life, but it probably will, just sayin'!

You're Never Weird on the Internet (Almost): A Memoir
The Instant New York Times Bestseller—Featuring a Foreword by Joss Whedon "Felicia Day is a lot of fun, and so is her book." —George R. R. ... amazon.com

10:00 AM - 27 Apr 2018
1 Retweet 2 Likes

Starry Knight Press @StarryKnightRPG

The Well of Well sounds like, well, something I would sardonically #adlib in my #DnD game! Like "Smith the Smith" b/c the PCs don't really need to know the blacksmith's name they are just grieving me! lolz #Bad #improv #yesand #NPctheNPC

William Parsons @willwalking
Bekebourne Church and the Holy well of Well. Delicious fresh water, hid in a wood, with a ruined chapel next door. Canterbury monks built the chapel to keep water pilgrims on message, but it got so popular that (apparently) they took it down again...

11:13 AM - 27 Apr 2018
2 Retweets 3 Likes

Starry Knight Press @StarryKnightRPG

Dear #DnD fans, THANK YOU SO MUCH for making my new book KNIGHTLY TOURNAMENTS the...
⚡ 1 HOTTEST and #1 MOST POPULAR #OSRIC #ADVENTURE ⚡ at @DriveThruRPG!!

I'll be eternally grateful if you purchase it!!
#OSR #OSRIC #TTRPG
#ICYMI here's the BUY link: bit.ly/2vYLwKb

1:14 PM - 1 May 2018
4 Retweets 10 Likes

Starry Knight Press @StarryKnightRPG

Hey #DnD peeps, want to score my books at a DISCOUNT? Then check out @DriveThruRPG's MAY #DnD #SALE!!

All editions all titles up to 66% off! Who doesn't like a bargain?!

#dungeonsanddragons #OSRIC #OSR #TTRPG #RPG

My SALE books: bit.ly/2fi5UOf

10:54 AM - 3 May 2018
10 Retweets 13 Likes

Starry Knight Press @StarryKnightRPG - May 9

Cornwall: Lord Uther if I yield to the Sword of Power what will you yield?
Uther: Me yield?
Merlin: He has given you must.
U: The lands from here to the sea shall be yours if you enforce the king's will.
C: Done!
U: Good!
C: King Uther, let Us feast together. To my castle.

Stefan Pokorny @Dwavenforgency
The Flag is raised! Uther Pendragon's Banner (a gift from Richard Capstick-Blazing Swan!) #blazingsean #uther #pendragon #utherpendragon #kingarthur #merlin

Stefan Pokorny @Dwavenforgency - May 9
Uther: "I must have her!"
Uther's man: "Are you mad? The Alliance?!"
Uther: "GROWL!"

Starry Knight Press @StarryKnightRPG
Replying to @Dwavenforgency
I am so impressed with you right now, Stefan!! We have GOT to party/play #DnD some day, we can recite the movie together!

11:13 AM - 9 May 2018
2 Retweets 3 Likes

Starry Knight Press @StarryKnightRPG

#TFW you suddenly realize you were not following #LordBritish (@RichardGarriott) or @ShroudofAvatar on your personal account!! D'oh! Corrected!!

PSA: Go #follow both accounts, if like me, you had forgotten to!!

11:01 AM - 23 Apr 2018
1 Retweet 2 Likes



Starry Knight Press @StarryKnightRPG

"Conan, what is best in life?"
"To crush the other books with incomparable #FrankFrazetta illustrations, to see the happiness of the readers, and hear the lamentations of the other fantasy protagonists!"
@frazettagirls

K.E.A. @Stargazer_KEA
Frank Frazetta's covers for Conan's books by pulp novelist Robert Ervin Howard
#Illustration #Conan #ConantheBarbarian
Show this thread

11:19 AM - 25 Apr 2018
1 Retweet 10 Likes

Starry Knight Press @StarryKnightRPG

Well @ChrisPerkinsDnD, natch, has the right of it! It's wrong-headed (and a little disturbing) if a DM "wants" to torture players. That's not the brief. Our role is as a storyteller. Sometimes the story takes a dark turn due to player actions, but we generally aim for fun!!

Christopher Perkins @ChrisPerkinsDnD
I'm not a cruel DM or a sadist. I take the full measure of the characters' actions and inactions, consider the possible consequences, and roll with the ones I think are the most fun. #WOTCstaff twitter.com/jackofficer/st...

9:42 AM - 6 Apr 2018

Tracy Hogan @HoganSOG - May 21
Urrquhart Castle sits beside Loch Ness in the Highlands of Scotland. The castle is on the A82 road, (13 mi) south-west of Inverness and (1.2 mi) east of the village of Drumadrochit.

4 Retweets 205 Likes

Starry Knight Press @StarryKnightRPG
Replying to @HoganSOG

Here are three pictures of my very own that I took of #UrrquhartCastle while visiting #LochNess! I've been a couple times, but I haven't seen @RealNessie yet!!

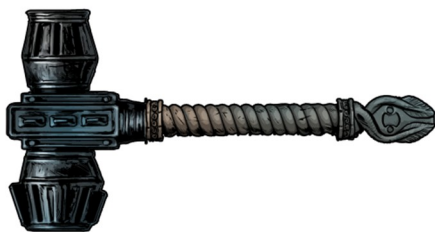
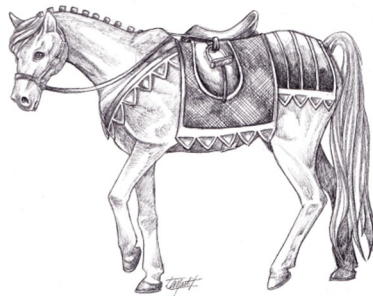
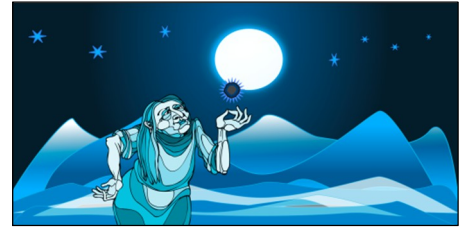
12:36 AM - 22 May 2018
4 Retweets 16 Likes

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 12*

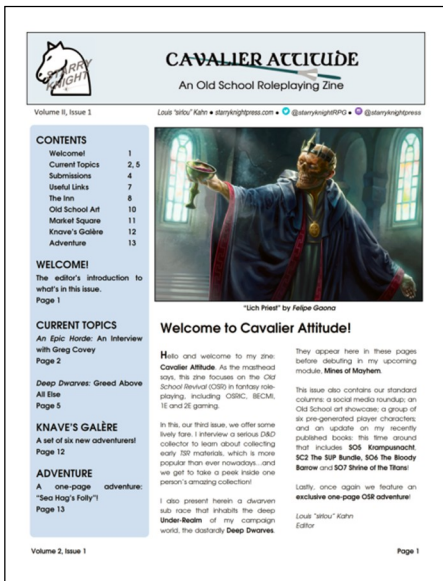


MARKET SQUARE

Synopses and Covers From My Recently Published Books

Below are the books that I have published since my last issue, March 2018, encompassing three titles! More information and samples of all of these products can be downloaded from my website and via my digital partners: **DriveThruRPG** and **Lulu.com**!

SCAII.1 Cavalier Attitude

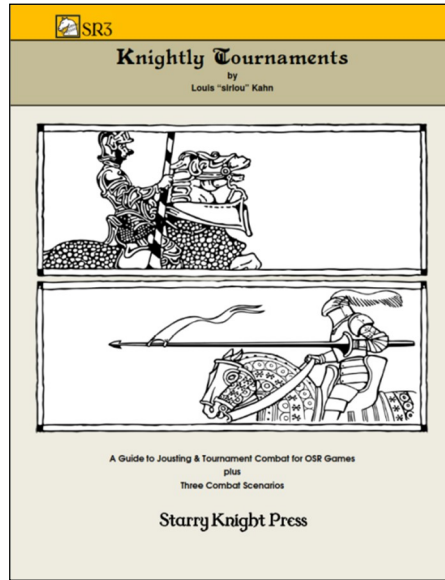


Synopsis: The third issue of this zine, focusing on the Old School Revival in fantasy role-playing, was released in March 2018.

The third issue's contents include the following: an article on **Collecting Vintage TSR D&D products**; an article on a new sub race, **DEEP DWARVES**, an exclusive one-page adventure, **SEA HAG'S FOLLY**; this introductory adventure is for 4-6 players of levels 2-4; a showcase of **Old School art**; synopses and information on my **recently published books**; a set of **6 Pre-Generated PCs**; and a roundup of my recent RPG **social media posts**.

Volume 2, Issue 2

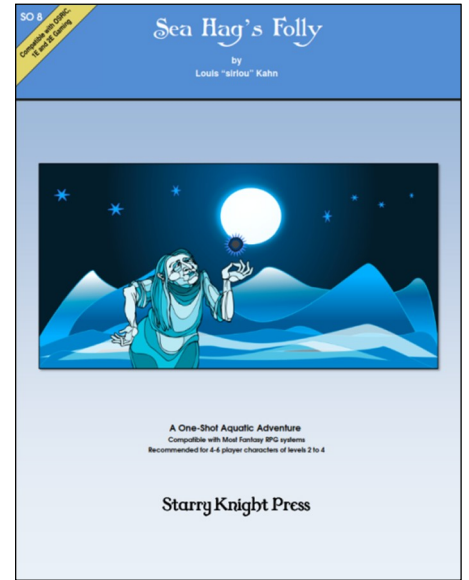
SR3 Knightly Tournaments



Synopsis: This guide provides rules for simulating medieval tournament style mounted and melee combat for use with OSRIC and 1E compatible retro-clones, although its rules (focused on alternating ability checks) are compatible with most fantasy RPGs. It also includes three tournament scenarios, so your players will be strapped to a warhorse and hammering down a list at their opponent or charging into a tournament mêlée in little to no time! It is useable with any level party.



SO8 Sea Hag's Folly

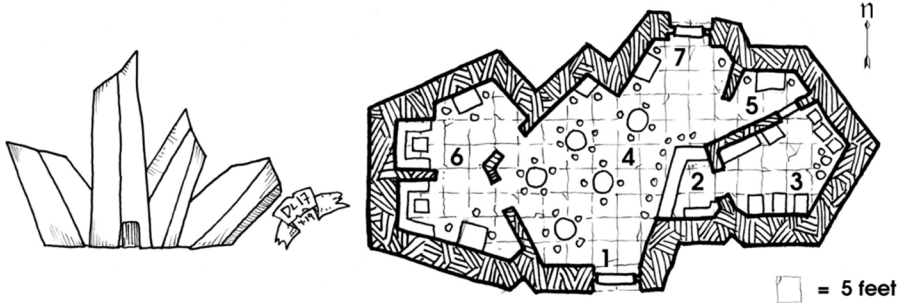


Synopsis: This aquatic themed adventure is intended for 4-6 players of levels 2 to 4. It takes place in and around the village of **Inverdale** in **The Red Eagle Barony**. Your players must complete three tasks in three different locales to complete their quest! First, they must descend underwater to investigate a ship wreck, next they must repel an invasion upon their return to the village, and third they must rush to a seaside grotto to defeat an evil **sea hag** and free her captives.



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ADVENTURE: The Crystal Tavern



THE CRYSTAL TAVERN

In this issue we explore an adventure setting: **The Crystal Tavern**. It is a hardscrabble hostelry composed of four enormous 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 fantasy RPGs.

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 so establishments like this 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. 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 +3* and wields a *vampiric short sword*. He was 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, providing 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 are given livery of *leather +1* (AC 7), a *longsword +1* and a *dagger +1*. Lastly, there is a crew of four **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), 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 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.

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

If you enjoy **CAVALIER ATTITUDE**, stay tuned! The next issue (*Volume II, Issue 3*) is out in **September 2018!**



Artist credits: Mohammed Agbadi (hero art); Brian Joseph Bake (the swordswoman1)("Brian Joseph Baker and Stardust Publications"); Brian Brinlee (shadow gnome); Luigi Castellani (derros); Marcum Curlee (sahuagin); Rick Hershey (warhammer)(Publisher's Choice Quality Stock Art, © Rick Hershey/Fat Goblin Games); Jeshields (mage, sketchy paladin); Indi Martin (horse #2) (Indi Martin © 2015); Ian MacLean (CGNYALAICONIC); Bradley K McDevitt (ogre attack); Daniel Waltham, (eye beast); Louis "sirLou" Kahn (*Cavalier Attitude* & *Starry Knight Press* logos, "Knightly Tournaments" & "Sea Hag's Folly" images, sonic anemone, staff of the dead, SCAll.1, SR3, & SO8 covers).
Cartography: Dyson Logos (crystalline tavern)

Starry Knight Press

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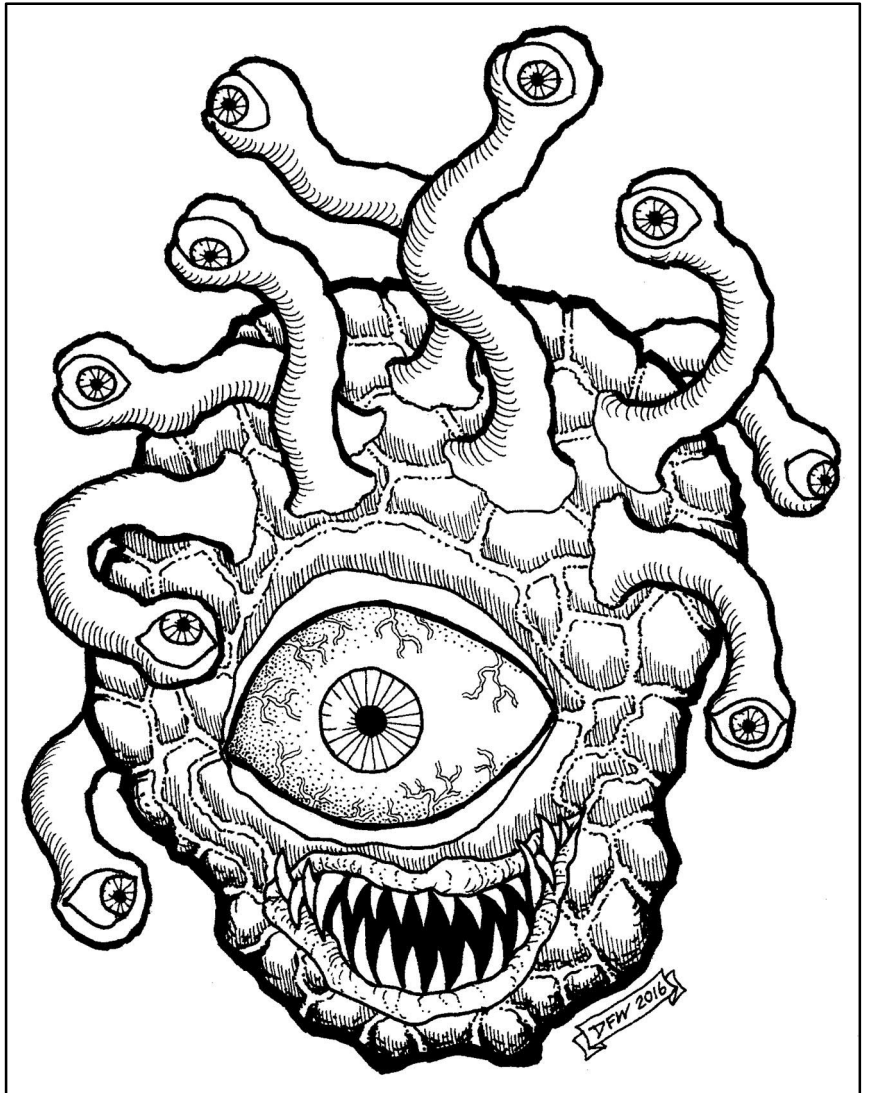
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