



# CAVALIER ATTITUDE

An Old School Roleplaying Zine

Volume II, Issue 3

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

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## WELCOME!

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"DRUID" by Luigi Castellani

## 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 fifth issue, I will be showcasing a *new class* I have been working on for OSRIC and OSR clone games, the **scout class**. Unlike the more urban and dungeon centered thief or rogue, this character is based on a military scout or forester.

Inside you will also find a new feature I'm introducing which showcases new and ingenious magical items of my own creation.

I also present an article on the adventuring gear entitled "Handy Haversack", in which I discuss the benefits of having a well-stocked adventuring backpack.

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 information on my recently published books: **SCA II.2 Cavalier Attitudes**, **SC2 Amazing Journeys**, and **SK4 Mines of Mayhem**.

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

Louis "sirlou" Kahn  
Editor

# CURRENT TOPICS: The Scout Class

## *The Scout Class: Military Specialist and Foresters*

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

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

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

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

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

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

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

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

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

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

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

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

While some **scouts** might be content to retire at this point, and be satisfied with teaching and training new recruits at their academy or training facility, others may see this as a next step in their rise to power. Such **scouts** will continue their adventuring careers, taking on greater, even world-altering, challenges as they strive to perfect their art and become the ultimate intelligence gathering, hunting or silent killing machine.



# CURRENT TOPICS: The Scout Class (cont.)

## Race & Multi-class Restrictions:

**Scouts** may be of any race, including races considered monstrous by surface dwellers, such as **dark elves**, so long as they follow the **scout's** tenets of neutrality. Demi-human **scouts** are not limited in their level advancement. Lastly, **scouts'** single-minded focus on their particular style of combat leaves them no time for a multi-class or dual-class option.

## The Scout Character

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

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

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

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## Scout Class Abilities:

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

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

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

attempt either a **silent strike** or a standard backstab attempt.

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

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

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

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

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

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

**Animal Handling and Trick Riding:** Because of their experience with and connection to the natural world, **scouts** have several additional abilities relating to wildlife as follows: they are experts at fighting from the saddle, including with ranged weapons, and suffer no penalties for doing so; they may leap into or from the saddle, even at high speed, and take no damage; they can engage in trick riding, allowing them to hang off the side of their mount, stand on a mount, and similar tricks (per the GM's discretion); they may spur their mount on, pushing a beast to twice its normal speed for short periods (a single combat encounter); and they have an *animal whisperer* ability which allows them to calm domesticated and wild animals, adjusting the animals reaction to a calm or neutral reaction, and to communicate, in a rudimentary form with domesticated animals.

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

## Advanced Abilities:

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

**Weapon Specialisation (optional):** Once again, as **scouts** are highly specialised warriors, they may take advantage of this optional rule if the GM allows it in their campaign. This rule allows the player character to take a second proficiency in a previously mastered weapon and become *specialised* in that weapon.

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

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

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

If you enjoy **CAVALIER ATTITUDE**, stay tuned! The next issue (*Volume II, Issue 4*) is out in **December 2018!**



**Artist credits:** Mohammed Agbadi (hero art); Luigi Castellani (druid, castle of the archmage, defend, demihumans, pig faced orc, savage pig faced orc, slaver sale); Brandon Chang: p. 79 (Sirida1 – scale mail); Rick Hershey (ranger1, and crossbow) (Publisher's Choice Quality Stock Art, © Rick Hershey/Fat Goblin Games); Daniel Waltham, (ankheg, medusa); Louis "sirlou" Kahn (*Cavalier Attitude* & *Starry Knight Press* logos; "Cavalier Attitude II.2", "Amazing Journeys", and "The Mines of Mayhem" cover images; thunderstones).

**Cartography:** Dyson Logos ("Vault of the Lapis Monk" map, altered.)

## Starry Knight Press

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# CURRENT TOPICS: Handy Haversack

## **Handy Haversack: What Every Player Should Carry**

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

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

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

So, if you like this idea and wish to incorporate it in your game, below are the items in my **standard pack**,

and the explanation I provide to my new players, for your consideration.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**2 sacks, large:** Useful for hauling out loot, covering a prisoner's head, making a bandage, and so on. Each one carries 4 cubic feet or 40 pounds.

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

## 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

Here's an interesting poll topic for you?

**SHOULD DEMI-HUMANS BE LIMITED IN THEIR LEVEL ADVANCEMENT?**

Discuss in the comments, and RT to spread far & wide so we get a good response!

14% Yes, it's for balance  
11% Yes, but with exceptions  
75% No, it's not fair at all

28 votes • Final results

11:47 AM - 2 Mar 2018

2 Retweets 1 Like

Starry Knight Press @StarryKnightRPG - Mar 2  
I'll start the discussion, I never felt that it was fair to have racial level limits. I know that it was supposed to be for game balance and to force the game to be human-centric. But I think it is not only unfair, but sort of nonsensical. I do not use them in my games at all.

**Starry Knight Press** @StarryKnightRPG

Next up from @StarryKnightRPG is the **FOURTH** volume of my #OldSchool #zine **CAVALIER ATTITUDE!** This issue features: a new warrior monk, shadow gnomes & a Under-Realm bar that's a cross between Rick's Cafe American & the Mos Eisley Cantina: The Crystal Tavern!  
#dnd #osr #RPG #TTPRG

**CAVALIER ACCITUDE**  
An Old School Roleplaying Zine

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Shadow Gnomes: Beware what lies hidden in shadows!  
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**KNAVE'S GALÈRE**  
A set of six new adventures!

10:14 AM - 8 Jun 2018

2 Retweets 8 Likes

**Starry Knight Press** @StarryKnightRPG

A poll for both #fantasy #RPG readers and #writers. I'm interested in learning how to best reach my readers.

Which sales platforms do you use the most? Comments also appreciated!  
#dnd #osr #osric #trpg #wargaming

28% DriveThruRPG  
5% Lulu.com  
64% DMsGuild  
5% Other (please comment)

39 votes • Final results

10:43 AM - 8 Jun 2018

2 Retweets 4 Likes

**Starry Knight Press** @StarryKnightRPG

OK #DnD peeps, a new poll for the week. I am REALLY curious how many of you play or have played early editions or #OSR clones.

Do you now or have you played any early editions of #DnD (Basic, Expert, Companion, Master, Immortal; First or Second Editions) or an OSR clone?

73% Yes  
11% No  
16% No, but open to trying

56 votes • Final results

9:29 AM - 18 Jun 2018

5 Retweets 7 Likes

**Starry Knight Press** @StarryKnightRPG

WOO!! The Master of yon Wizards who dwell upon the Coast hath followed my musings!! Hail fellow and well met, @mikemearls!! @Wizards\_DnD

Notifications

Ronald E Smith and Mike Mearls liked your reply  
Congrats! Think I can tell the world that one for my awesome #DndStrats dud jk!!! @mikemearls doesn't follow me yet tho, so I'll just keep plugging away!

All New, All Awesome Blob liked your Tweet  
#Osrs #DndArt #Mitrands #Therion #Incans #GreyWanderer #TheWhiteHorse #GnadaTheWhite & INTToku on twitter.com/Chris\_west\_uk/

Mike Mearls followed you

Denise Matthesse and 6 others liked your Tweet  
Congrats to @RAICESTEXAS!  
Mearls thanks to @frenelider (who pulled a 12 hour shift) and all her guests for this fundraiser, and each and every one of those who donated!! Using social media for a good cause!

10:12 AM - 2 Jul 2018

2 Retweets 65 Likes

You, Mike Mearls and Ronald E. Smith



**Starry Knight Press** @StarryKnightRPG

Very proud to announce the publishing of my 23rd book ✨SC2 AMAZING JOURNEYS ✨ - on sale now!! This compendium collects FOUR COMPLETE MODULES for one low price!! #DnD #ADnD #TTRPG #OSR #OSRIC #RPG

BUY:  
My website: bit.ly/2IKqgzC  
@DriveThruRPG: bit.ly/2fi5UOf

11:54 AM - 1 Jul 2018

2 Retweets 9 Likes

You and DriveThruRPG

Starry Knight Press @StarryKnightRPG - Jul 1  
This #megamodule contains the following four adventures:

In KRAMPUSNACHT your party will be called upon to rescue a group of elven children abducted by a demonic fiend and recover the tribe's Airspark before the sun rises.

Your players will be asked to rescue a militia guard unit which has gone missing while investigating strange goings on in the mountains in SHRINE OF THE TITANS.

LAST BUT NOT LEAST, in the epic marine adventure SEA HAG'S FOLLY, the party must investigate a sunken ship, defend a fishing village from invasion by a force of angry aquatic humanoids, and then rescue some villagers captured by the evil sea hag responsible for all this trouble!

# THE INN (cont.)

**Starry Knight Press** @StarryKnightRPG

Wow! I just checked and it's 112° F here in #Pasadena, aka The Elemental Plane of Fire! This is the view out our window...

You can just make out the City of Brass floating above a sea of fire where Pasadena once stood. #DnD #LAHeatwave #RPG #OSR #TSR #OSRIC

3:42 PM - 6 Jul 2018

4 Retweets 18 Likes

**Starry Knight Press** @StarryKnightRPG

Take on the brigands who sail the pirate ship "Scaundrel's Run" this week, on sale at 40% off through 18 July!!

Fight the brigands, explore an abandoned wizard's tower, & stop the rise of an ancient evil! #OSRIC #OSR #DND #RPG #TTRPG

BUY: [bit.ly/2mccFNa](http://bit.ly/2mccFNa)



11:31 AM - 11 Jul 2018

2 Retweets 1 Like

**The Late Show** @colbertlateshow - Aug 7

A 20 on the first roll for @JoelManganiello 🎲🎲🎲=DeathSaves #LSSC

51 333 2.8K

**Starry Knight Press** @StarryKnightRPG

Replying to @colbertlateshow @JoelManganiello

Seeing #DnD take center stage in the popular culture again, like in the 80s, but absent the ridic #satanicpanic is like a dream come true and a vindication to my childhood self's belief in the game, and the healing and educational power of imagination!!

12:06 PM - 8 Aug 2018

2 Retweets 8 Likes

**Starry Knight Press** @StarryKnightRPG

I'm excited to have finally purchased a copy of @LarryElmore's Character Clip Art & Color Customizing Studio on CD!! I've been questing for this for a while! @LarryElmore is just THE BEST and his images helped shape early #DnD!!

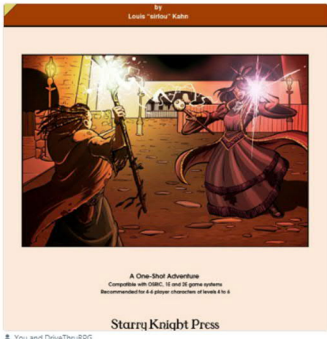
11:17 AM - 6 Aug 2018

4 Retweets 12 Likes

**Starry Knight Press** @StarryKnightRPG - Aug 8

Hey #DnD peeps, CLASH AT FORTH VALOUR is only \$6.00 till 15 Aug! The border village of Dun Loachas is under attack! A large group of marauders are overrunning their defenses. The villagers are counting on you - can you save the day? #OSR #OSRIC #RPG

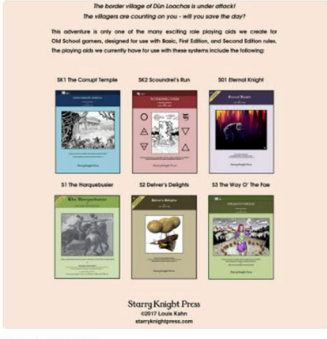
BUY: [bit.ly/2Mi20Je](http://bit.ly/2Mi20Je)



**Starry Knight Press** @StarryKnightRPG

Released May '17, this urban adventure finds your PCs deputized to act as an elite strike force, taking on a marauding force seeking to destroy Fort Valour and wipe it off the map. Your players must fight to save the village...and their own lives!!

BUY: [bit.ly/2Mi20Je](http://bit.ly/2Mi20Je)



12:41 PM - 8 Aug 2018

3 Retweets 3 Likes

**Starry Knight Press** @StarryKnightRPG

Whoa, I did not realize I was so close to 2,000 followers! 😄 That's awesome! 😊 And that calls for a contest!!

RT and FOLLOW to push me over the 2K hump! Once I hit 2K a random follower will get a FREE copy of my newly released EPIC DUNGEON CRAWL THE MINES OF MAYHEM!! 🎲🎲🎲

3:50 PM - 29 Aug 2018

9 Retweets 13 Likes

**Starry Knight Press** @StarryKnightRPG

I am THRILLED to announce the publishing of my 25TH book, the #epic #dungeoncrawl S4 THE MINES OF MAYHEM! 110 pages and a year in the making!

BUY at... My website: [bit.ly/2omJzqG](http://bit.ly/2omJzqG) @DriveThruRPG: [bit.ly/2LEiyS7](http://bit.ly/2LEiyS7)

#DnD #RPG #TTRPG #wargaming #tabletop #OSR #OSRIC



3:37 PM - 29 Aug 2018

10 Retweets 19 Likes

**Starry Knight Press** @StarryKnightRPG - Aug 29

#OSR DUNGEON CRAWLING AT ITS BEST: Your players will square off against pig-faced orcs in a dwarven mine, invade an ancient crypt, & then battling the forces of a hidden UNDER-REALM city full of evil denizens. Classic Old School fun!

BUY: @DriveThruRPG: [bit.ly/2LEiyS7](http://bit.ly/2LEiyS7)



**Starry Knight Press** @StarryKnightRPG - Aug 29

This is not just any old dungeon crawl... Your party is going to be thrust onto the front lines in the confrontation between the surface-dwelling forces of the Light and the Under-Realm forces of evil. Are they up to the challenge?

BUY at... My website: [bit.ly/2omJzqG](http://bit.ly/2omJzqG)

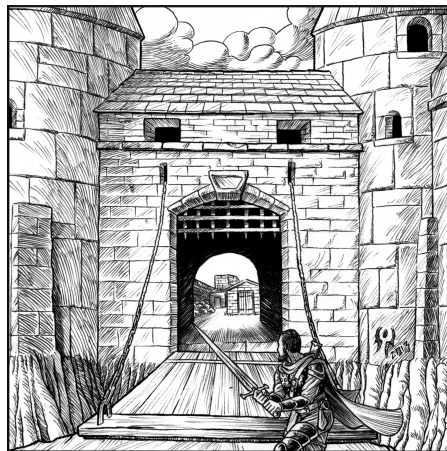
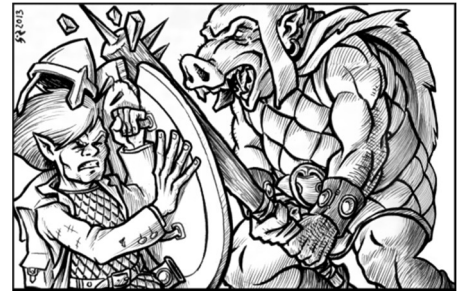
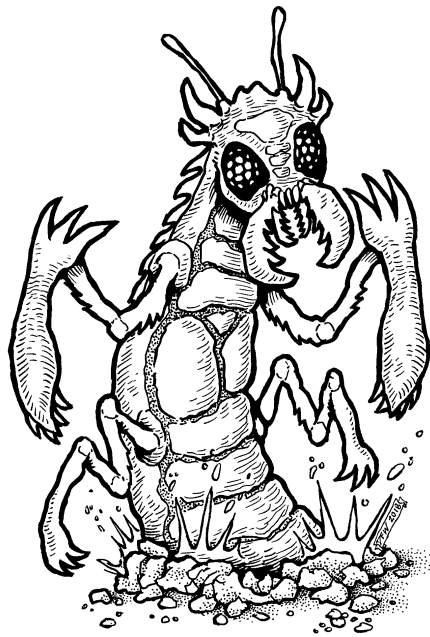



# OLD SCHOOL ART

## 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*





# Magickal Menagerie

I really enjoy creating new magic items for my own campaign, and that of my players. I like to create both wholly unique items and items that are reskins of common items which, when you read about them, makes you think, "I should have thought of that!" This section will feature magic items which have recently appeared in my published materials. I hope you and your players enjoy them as much as I enjoy creating them!

## TEMPORAL TUMBLER

The **temporal tumbler** is a wonderful and very useful item that was created by an ingenious gnome engineer and a dwarven artisan smith, both highly skilled in the creation of powerful magical items and artifacts.



What they created is a beautiful 3 inch high brass hourglass. It is filled with what appears to be mundane sea sand, but upon inspection the sand glows and shimmers with a golden hue. It hangs from a gold chain, to be worn around the neck.

The temporal tumbler has a "+" symbol carved on one end and a "-" symbol carved on the other. If the hourglass is turned over and used as a timer, without uttering the command word, it takes 1 turn (10 minutes) for it to cycle through the sand in its glass bulbs. It has the following spell like abilities:

- Once per day it provides the effects of a haste or slow spell, if the command word (excelsior) is

spoken and the hourglass is tipped over. To create the haste effect the hourglass is turned over with the plus side ("+") on the bottom. The sand turns white and this effect lasts for one cycle of the hourglass. To create the slow effect the hourglass is turned over with the minus ("-") side on the bottom. The sand turns black and this effect lasts for one cycle of the hourglass.

- Once a week it provides the effect of a *timestop* spell, if the command word is spoken and it is spun on its chain for 9 segments. The sand turns grey and this effect lasts 5 segments plus 1d8 segments.

- Once a year it provides the effect of a longevity potion, if the command word is spoken and it is shaken vigorously for a full turn (10 minutes). The sand turns clear and cannot be seen, but its passage can be heard. The user becomes 1d10 years younger.

- On three separate occasions, the device may be used to create a stasis field around one individual, placing that being in a state of temporal stasis. The being will stop aging and any deleterious effects (e.g. poison, burns, bleeding wounds, etc.) will stop. Once the person is removed from stasis, however, these life threatening effects will return, so it is important to have clerical assistance available. The years spent in stasis, however, do not return or count towards a being's life expectancy. The stasis will continue indefinitely, until the holder of the temporal tumbler cancels the effect. For every month a person is in stasis they will require an hour to recover; thus if someone were in stasis for 100 years they would require 217

days to recover! During this time the player must rest and recuperate; they cannot engage in strenuous activity. After the third usage of temporal stasis power, the temporal tumbler will cease to function, becoming useless thereafter.

- One time only, it can be deliberately broken in a retributive strike, unleashing a chaotic temporal force that will completely destroy a chosen victim of the strike. No "to hit" roll is needed. The retributive strike also does 6d6 damage to all those in a 5' radius, and 3d6 to those in a 10' radius. The force is so powerful it knocks over everyone of Large size or smaller in a 30' radius, leaving them lying prone. It does not kill the wielder, but instead hurtles them through time.

The very nature of a retributive strike assumes the player is in a situation where they have determined their survival is no longer paramount and they are willing to sacrifice their life to take out an enemy.

However, the actual effects of a retributive strike on a player are extremely unpredictable and wildly chaotic. The effects are determined as follows: the player rolls percentile dice and on a roll of 02-50 the player goes back in time; on a roll of 51-99 they go forward in time. Rolls of 1 and 100 are treated separately

The amount of time displacement is determined by multiplying the number rolled by a factor of 10. (e.g. if the player rolls a 37, they are sent back 370 years in the past,

## Magickal Menagerie (continued)

and if they had rolled a 73 they are sent forward 730 years).

If the player rolls a 1 they are sent back to the exact moment they made the retributive strike, leaving and arriving at precisely the same moment in time, which causes a temporal anomaly resulting in the universe compensating by sending both versions of the player (viz. the original and the version that has returned) to alternate dimension where they do not exist, and at a random moment in time. How this affects the player is left to the GM's discretion (e.g. the player may be considered gone and out of the campaign, or the GM may choose to create an adventure to deal with this problem).

If a 100 is rolled, the time dilation effect becomes exacerbated and instead of travelling 1,000 years into the future, the player travels 10,000 years! As with the dimension shift resulting from rolling a 1, the effect of this massive time shift is left to the GM's discretion.

Additionally, once a player uses the item for the first time it becomes bound to that player, and cannot be lost or forgotten as it always returns to them. This continues until the player's death, at which point the item may become bound to a new user. This is a boon as well as a curse, as it makes the player a target for those who wish to possess the item for its life-sustaining powers, which can only be accomplished by killing the player.

Additionally, whenever any of the item's powers are used, there is a 10% chance the item's manipulation of the space time continuum may result in a temporal

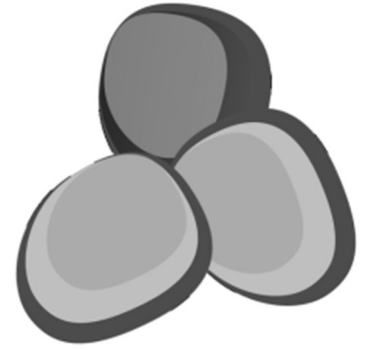
anomaly; this is manifested by one of the user's magic items experiencing rapid aging, requiring the item to make an *item saving throw vs. crushing blow*, or be destroyed. The item will be chosen at random by the GM. This effect will not affect the *temporal tumbler* itself.

**GM's note:** Per the OSRIC manual, magical items gain a +2 on all saving throws. Additionally, magic items with a +2 bonus or more gain a +1 saving throw bonus for every magical bonus point over +1. An exception is artifacts and relics; these have saving throws of 2 or 3, and even if they fail, they cannot be so easily destroyed, they are only temporarily neutralised.

### OBSIDIAN RING

This ring of jet black obsidian contains a powerful enchantment which allows the wearer to survive amid the harsh environment on other planes, including the hells. They are extremely valuable as they are rarely allowed to leave the other planes.

The ring envelopes the wearer in an invisible, skin tight atmospheric bubble which is attuned to their survival. The wearer can survive in any environment, regardless of the temperature, lack of oxygen, or other adverse conditions. It provides immunity to all natural elemental damage. As to magical elemental damage, the wearer is allowed a saving throw at +4 to avoid all damage, and a failed save means a maximum of 25 hit points damage, with damage dice rolled at -3 points per damage die. (GP value: 20,000gp)



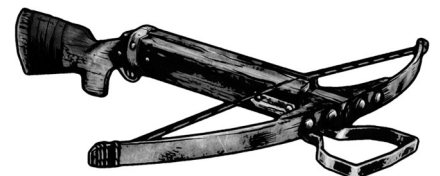
### THUNDERSTONES

**Thunderstones** are magical sling ammunition which look like normal stones, but they have a bluish hue to them. On a successful hit these stones release a thunderclap, causing 2d4 damage and requiring the victim to *save vs. petrification* or be stunned the following round.

These stones are destroyed on a successful hit. They are treated as a +3 weapon for purposes of whether a creature may be struck by them, but provide no "to hit" or damage bonuses.

### HAND CROSSBOW

Hand crossbows are specially crafted smaller versions of a light crossbow, which are made to be held in one hand. It is a weapon favored by rogues, pirates, assassins and other stealthy combatants, as its small size makes it easy to conceal. Its statistics are as follows: D 1d3 vs. S/M/L; Range 6"; Rate of fire: 1; Cost: 300gp. Magical hand crossbows may offer bonuses of from +1 to +5 to hit and damage.



# MARKET SQUARE

## Synopses and Covers From My Recently Published Books

Below are the books I have published since my last issue in June 2018, encompassing three titles! More information, and samples of all of these products, can be found on my website and via my digital partner [DriveThruRPG.com!](http://DriveThruRPG.com!)

### SCAII.2 Cavalier Attitude

**CAVALIER ATTITUDE**  
An Old School Roleplaying Zine

Volume 2, Issue 2

Contents:

- Welcome! 1
- Current Topics 2, 4
- Submissions 12
- The Inn 6
- Old School Art 8
- Market Square 9
- Knave's Gallery 10
- Adventure 11

**WELCOME!**  
The author's introduction to what's in this issue. Page 1

**CURRENT TOPICS**  
**Medieval Western Monks as PCs in Old School Games: the Warrior Monk**  
Page 2

**Shadow Gnomes: Beware what lies hidden in shadow!**  
Page 4

**KNAVE'S GALLERY**  
A set of six new adventures!  
Page 10

**ADVENTURE**  
Stop in for a drink at the **Crystal Tavern** in the **Under-Realm!**  
Page 11

Volume 2, Issue 2

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

The fourth issue's contents include the following: an article on **Medieval Western Monks as PCs in Old School Games: the Warrior Monk**; an article on a new sub race, **SHADOW GNOMES**, an exclusive setting, **The Crystal Tavern**, a rough and tumble *hostelry* in the **Under-Realm**; 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 3

### SC2 Amazing Journeys

**SC2**

**AMAZING JOURNEYS**  
A fantasy compilation  
by  
Louis "sirfou" Kahn

A selection of fantasy adventures compatible with first edition gaming and OSRIC™  
Recommended for 4-6 player characters of level 2 to 10

Starry Knight Press

**Synopsis:** This book presents four full length modules for 4-6 players of levels 2 to 10. In **Krampusnacht** your players must rescue a group of elven children abducted by a demon before the sun rises. In **The Bloody Barrow** your players must save a foolish sage who has wandered into a vampire court's burial mound. Your players are asked to find a militia unit gone missing in **Shrine of the Titans**. Lastly, in **Sea Hag's Folly** your players must aid a seaside village beset by the forced of a vengeful **sea hag**.

Can you rescue the elven children taken by the Krampus?  
What ancient evil has a scholar uncovered in a lost barrow?  
Will you deliver a giant priestess to her mountain stronghold?  
Can you save Inverdale village from assault by a Sea Hag?

SC5 Krampusnacht

SC4 The Bloody Barrow

SC7 Shrine of the Titans

SC8 Sea Hag's Folly

This supplement is only one of the many exciting role playing aids we create for Old School games, designed for use with OSR, BECA, First Edition, and Second Edition rules. The playing aids we currently have for use with these systems include the following:

SK1 The Conant Temple	SR1 Zero Level Player Rules	SC4 Wayward Maiden
SR2 Scoundrel's Run	SR2 The Anti-Paladin	SCA1 Cavalier Attitude
SR3 The Hoopbeater	SR3 Knightly Tournaments	SCA2 Cavalier Attitude
SR4 Delver's Delights	SR1 Elemental Knight	SCA3 Cavalier Attitude
SR5 The Way Of The Fox	SC1 Clash of Fort Valour	SCA2 Cavalier Attitude
SC11 The Purloined Pochydem	SC1 Wyckend Summoners	SC1 Windous Adventures

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### SK4 The Mines of Mayhem

**SK4**

**The Mines of Mayhem**  
A fantasy adventure  
by  
Louis "sirfou" Kahn

A fantasy adventure compatible with first edition gaming and OSRIC™  
Recommended for 4-6 player characters of level 2 to 4

Starry Knight Press

Includes  
Illustration  
Booklet

**Synopsis:** This epic dungeon crawl is meant for 4-6 players of levels 2 to 4. Your players are tasked to find out what transpired at the **Dwarfhome mines**, where unknown marauders attacked the miners and shut down mine operations. Your players are thrust onto the front lines in a battle between the surface-dwelling forces of **the Light** and the **Under-Realm's** forces of evil! The module includes an exclusive **Illustration Booklet** with 32 illustrations showcasing various encounters in this adventure!

The Dwarfhome Mines were overrun under cover of night.  
Many a brave dwarf fell before unseen invaders' blows.  
Can your hearty band of adventurers take back the mines?

This supplement is only one of the many exciting role playing aids we create for Old School games, designed for use with Basic, First Edition, and Second Edition rules. The playing aids we currently have for use with these systems include the following:

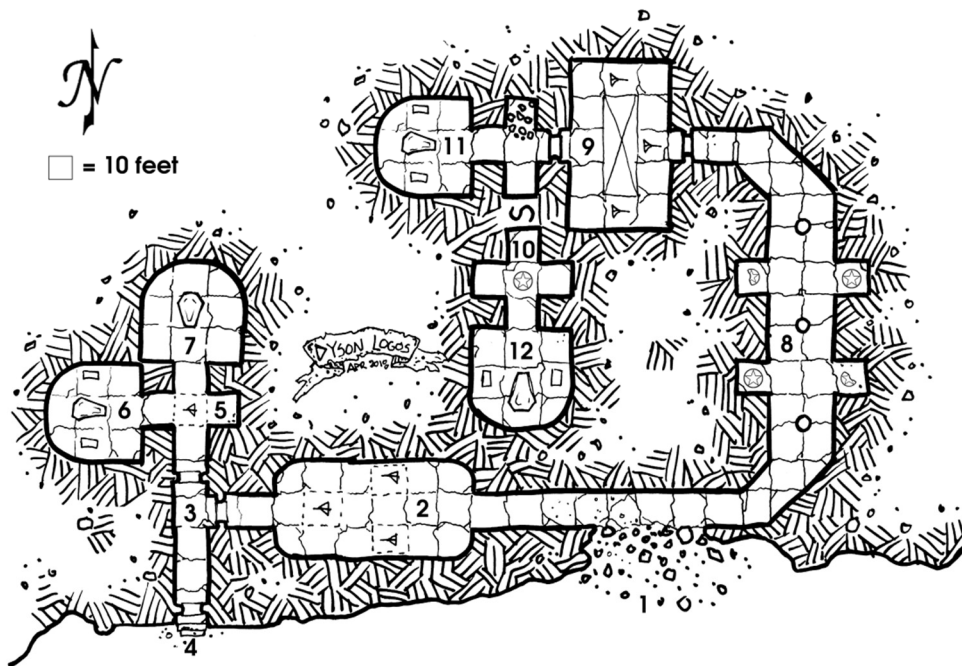
SK1 The Conant Temple	SK1 Elemental Knight	SK1 Zero Level Player Rules
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SK5 The Way Of The Fox	SK5 Krampusnacht	SKA2 Cavalier Attitude
SK11 The Purloined Pochydem	SK6 Barrow of Blood	SKA3 Cavalier Attitude
SK1 Windous Adventures	SK7 Shrine of the Titans	SKA1 Cavalier Attitude
SK2 Amazing Journeys	SK8 Sea Hag's Folly	SKA2 Cavalier Attitude

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# ADVENTURE: The Dark Chanterie



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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