



CAVALIER ATTITUDE

An Old School Roleplaying Zine

Volume II, Issue 4

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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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 sixth issue, I will be discussing a concept which always creates a great deal of discussion, player character alignment changes and how to handle them.

Inside you will also find a new feature I'm introducing, called the **Bard's Corner**, which will showcase fantasy fiction with an RPG theme, by myself and others. The first story is "**Death Comes to Blackrock.**"

I also present another installment of my feature on new wondrous magical items of my own creation which you can introduce into your campaign.

This issue also contains our standard columns: a social media roundup; an Old School art showcase; a special pre-generated player character; and information on my recently published books: **SCA II.3 Cavalier Attitudes**, **SO9 Down the Wishing Well**, and **SO10 The Pumpkin Man**.

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

Louis "sirlou" Kahn
Editor

CURRENT TOPICS: Out Of Alignment

Out Of Alignment: Managing PC Alignment Changes

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

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

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

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

However, those topics are not the focus of our discussion today, as I will instead be focusing on this: *how I, as a GM, handle it when one of my players is "out of alignment"* (e.g. he/she/they are engaging in actions that are clearly outside the strictures of their stated and professed alignment or they have expressed an interest in actively changing their alignment). This is a sticky wicket and can cause quite a lot of controversy within groups, both in game and in

real life. But if handled properly it can also add a great deal to the enjoyment of the game and provide a huge amount of conflict, which is what makes great story-telling.

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

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

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

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

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

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

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

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

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

CURRENT TOPICS: Out Of Alignment (cont.)

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

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

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

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

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

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

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

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

Associates and compatriots, both other player characters and NPCs, may sense the change in the player and certainly will question them about what is going on with them. If the affected player's new alignment is one that is offensive to these folks (such as a chaotic evil player would be to a good based party), they may at best cut ties with the player or at worst seek to bring them to justice for any wrongdoing.

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

alignment is inconsistent with the companion's ethos.

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

Thus, whenever one of my players begins a new character, whether they are a newbie or a veteran, I give them a sort of "grace period" of one level to truly get a feel for the character. If they realize before moving on to second level that they made a mistake and picked the wrong alignment (e.g. In playing a character they may realize they like playing them as a sneaky, greedy back-alley thief rather than a honest, helpful locksmith or frontier scout), I will let them change one time with no penalties.

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

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

BARD'S CORNER: Sienna's Tale

Sienna's Tale: Death Comes to Blackrock

by Louis "sirlou" Kahn

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

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

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

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

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

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

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

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

She looked down and saw the front of the man's shirt was ripped open, and through it she saw a large, deep gash from which poured her da's lifeblood.

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

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

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

But that was not to be.

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

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

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

The two grotesque creatures were approximately five feet in height and their green skin was covered with a coarse, wiry black hair. The two beastly creatures had a slightly stooped posture, protuberant foreheads, and a pig-like snout in the place of where a nose should be. They had small, beady, red rimmed eyes set too close on either side of their snouts, and well developed canine teeth that thrust from their powerful jaws. She knew what they were from descriptions she'd heard from traders and adventurers down at the inn, but she never imagined in all

her life that she'd run into any of the nasty beings – they were Oruks. It was a name that spelled trouble and quite often, for the men of the North and indeed all good men everywhere, it meant death. They were ghastly vile creatures and in horror Sienna realized that they were laughing at her!

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

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

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

Sienna steadied herself and made ready to charge. She'd just pushed off her back foot and her charge was good and truly underway when, to her dismay, she heard a twig snap

and before she could even turn her head, she heard another of the squeals behind her, followed by the intense pain of an impact to the back of her head. She fell almost nearly senseless to the ground, the last thing she saw before her vision failed was the face of a laughing Oruk as it loomed over her, and then all was blackness.

To be continued...



SUBMISSIONS: 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



Artist credits: Brian Brinlee (haling thief); Blackie Carbon (mystic tentacles banner); Luigi Castellani (druid); Gary Dupuis: (halfling climber); Rick Hershey: (jar2)(Publisher's Choice Quality Stock Art, © Rick Hershey / Fat Goblin Games); Bradley K. McDevitt: (dragon and hoard and mummy); Daniel Walthall ("Wishing Well" image, sword, spellbook, and medusa); Windfall (quaint village); Louis "sirlou" Kahn (Cavalier Attitude & Starry Knight Press logos; "Cavalier Attitude II.3", "Down the Wishing Well", and "The Pumpkin Man" cover images; and snow demi-elemental). **Cartography:** Dyson Logos ("Haunted House" map, altered.)

Starry Knight Press

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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.

D&D Beyond @DnDBeyond · Sep 19
Waterdeep deploys an aerial defense force called the Griffon Cavalry. They are brave warriors of the City Guard riding fearsome griffons bred & trained for that purpose. If you were a member of this elite force what would you name your griffon?

Starry Knight Press @StarryKnightRPG
Replying to @DnDBeyond
The only proper choice is Maverick & Goose We'll perform a 4G inverted dive with a Thayan dragon, just keeping up international relations.

2nd choice, Iceman and Slider.

I assume the squad leader call-sign is Jester!

"I feel the need, the need for griffon speed!"

#TopGun

Starry Knight Press @StarryKnightRPG · Sep 19
Replying to @StarryKnightRPG @DnDBeyond
And naturally the entire #Waterdeep Strike Griffon Tactics Instructor program (aka #TOPGUN) is led by grizzled veteran of many an aerial skirmish, whose vicious bite is a cruel sting to its foes, call-sign Viper.

Starry Knight Press @StarryKnightRPG
I'm happy to announce publication of my 26th book, the 5th Issue of CAVALIER ATTITUDE, my #OSR #zine!!

It includes a new #OSRIC SCOUT class & a 1-page adventure for players levels 12-16. #DnD #RPG

ON SALE NOW!!
ME: starryknightpress.com/cavalier5.html
@DriveThruRPG: bit.ly/2CjCSyB

CAVALIER ATTITUDE
An Old School Roleplaying Zine
Volume 5, Issue 3

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5:14 PM · 7 Sep 2018

Starry Knight Press @StarryKnightRPG
I'm pleased to announce the WINNERS of my 2K Follower Contest:

Grand Prize: @ZerthSpirit THE MINES OF MAYHEM

1st Runner-Up: @gmAndiJ rANDOM MODULE

2nd Runner-Up: @symatt (CAVALIER ATTITUDE II.3

Thanks everyone - now let's get to 3,000! cheers,

Louis "sirlou" Kahn

Amanda the Witty DM @ZerthSpirit Follows you
Geek who... creates content... BoyDM is... please = love

Andi Watson @andiwatson
Winner!

Symatt @symatt
Runner-Up

5:54 PM · 8 Sep 2018

Starry Knight Press @StarryKnightRPG
I just released a new territory in my published campaign world, THE DALES, the ancestral home of the wee folk (halflings, gnomes & dwarves)!

FUN FACT... the next expansion territory will be from my ORIGINAL #1980s #DnD campaign, which I rescued off 4 decade old #floppydisks!!

12:35 PM · 11 Oct 2018

Starry Knight Press @StarryKnightRPG
I am EXCITED to announce the publishing of my 27th book, commemorating my 50th Birthday, the #dungeoncrawl SO10 DOWN THE WISHING WELL!

It's ONLY \$5 from 11-25 Oct!

BUY:
My website: bit.ly/2OjuwXJ
@DriveThruRPG: bit.ly/2IQHVQQ

#DnD #OSR #OSRIC #RPG #TTPRG

11:25 AM · 11 Oct 2018

Starry Knight Press @StarryKnightRPG
ZOMG folx, my very kind & generous friend @beastgp gifted me a freakin' SPECIAL EDITION copy of the new #DungeonsandDragons #ArtandArcana book by @MikeWitwer @kyle_newman @docetist @SamWitwer, with the foreword by @JoeMangianniello! Kudos to everyone involved, this is an EPIC DROP!

4:37 PM · 30 Oct 2018

Starry Knight Press @StarryKnightRPG
In honour of #Halloween & #Samhain I'm releasing my 29th (!!) #OSR #module a day early! THE PUMPKIN MAN 🎃 is available now!!

BUY it:
Me: bit.ly/2P58Q25
@DriveThruRPG: bit.ly/2Qf4iCM

#dnd #dungeonsanddragons #rpg #OSRIC #ttrpg #wargames #tabletop #scarystories

1:37 PM · 31 Oct 2018

Starry Knight Press @StarryKnightRPG · Oct 31
Synopsis: It's a dark & stormy night, & your party seeks refuge at venerable Foggybottom Manor. All is not as it seems, however, & you find yourself involved in a quest to rescue your hosts' kidnapped children from the clutches of an ancient Fae creature known as The Pumpkin Man!

You and DriveThruRPG

Starry Knight Press @StarryKnightRPG · Oct 31
It was written such that the GM begins to feel the players a scary story that then morphs into an interactive spooky story told by the GM & players! It takes place in a graveyard that's actually in the land of Faerie! Come on, does it really get better than that on Halloween? 🎃

You and DriveThruRPG

@starryknightpress

@starryknightRPG

THE INN (cont.)

Starry Knight Press @StarryKnightRPG

A quick poll on ever delver's favourite topic, LOOT!

What sort of dungeon loot do you like the most?

#DnD #dungeonsanddragons #AD&D #OSR #OSRIC #TTRPG #tabletop #wargames #tabletopgames #roleplayinggames #roleplay #publishing

0% Lots of generic magic
62% A few Unique magic Items
 3% Money \$\$\$
 35% Bread crumbs to adventure

34 votes • Final results

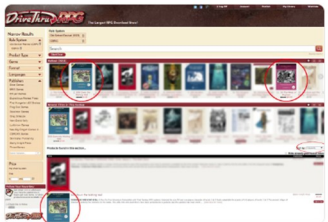
1:50 PM • 9 Oct 2018

Starry Knight Press @StarryKnightRPG

More exciting news for me courtesy of the #DnD #OSR & #RPG community!! My modules S10 DOWN THE WISHING WELL is...

#1 MOST POPULAR and #2 #HOTTEST #OSRIC BOOK of ANY KIND on @DriveThruRPG!!

BUY:
 S10: bit.ly/2IQHVQQ
 S4: bit.ly/2LEiyS7



5:07 PM • 12 Oct 2018

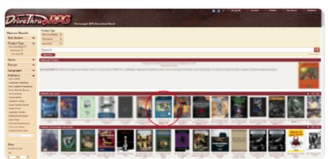
Starry Knight Press @StarryKnightRPG - Oct 12

And EVEN MORE EXCITING I moved up 2 spots!!! in the TOP 10 LOW-LEVEL ADVENTURES OF ANY KIND, its the...

#7 #HOTTEST LOW-LEVEL #ADVENTURE at @DriveThruRPG!

Across all genres! I beat out KEEP ON THE BORDERLANDS!

BUY:
 S10: bit.ly/2IQHVQQ
 #DnD #ADnD #OSR #RPG #TTRPG



1 You and DriveThruRPG

Starry Knight Press @StarryKnightRPG

A little weekend poll for the #DnD crew...

Does your group follow the encumbrance rules?

Explain your group's approach in the comments, if ya like!


0% Yes, always
53% Within reason
 13% Bags of holding a plenty
 34% Encumbrance?

15 votes • Final results

Starry Knight Press @StarryKnightRPG

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 Alfspark before the sun rises!
 #DnD #OSR #OSRIC #ADND #RPG #TTRPG #christmas #cybermonday


Only \$5 at @DriveThruRPG:
drivethrurpg.com/product/228582...



1:42 PM • 24 Nov 2018

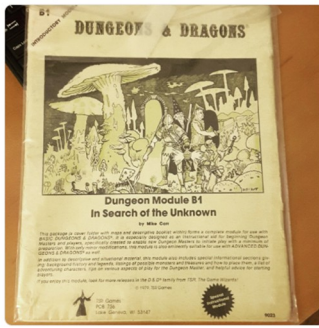
Starry Knight Press @StarryKnightRPG - Nov 24

AND Coming soon for #mas2018 from @StarryKnightRPG is the NEW holiday one-shot #RETURNOKRAMPUS! #KRAMPUS is back in this all new adventure, and this time he's troubling the halflings of The Dale!



Starry Knight Press @StarryKnightRPG

Someone asked, "What was your first dungeon?" Here you go, #TSR #Basic #module B1 In Search of the Unknown. This is a monochrome copy in my collection. This, along w/ B2 Keep on the Borderlands & B3 Palace of the Silver Princess sum up everything about #DnD to me back in the day.



9:48 AM • 28 Nov 2018

Starry Knight Press @StarryKnightRPG - Nov 28

The feeling I got playing these modules was COMPLETELY MAGIC!!! They got me through a lot as a child. It is this same magic I hope to infuse into my own #OldSchool #OSR adventures, to make some kid somewhere feel that same excitement & sense of adventure I felt long ago!



starryknightpress Pasadena, California

starryknightpress First experience with #dungeonsanddragons #osr #osric #tabletop #wargames #roleplayinggames #publishing #tabletopgames #roleplay #publishing #tabletop #wargames #roleplayinggames #roleplay #publishing #tabletop #wargames #roleplayinggames #roleplay #publishing

I love that the #portulacis goes up and down! All these they are from #osr #osric #tabletop #wargames #roleplayinggames #publishing #tabletop #wargames #roleplayinggames #roleplay #publishing #tabletop #wargames #roleplayinggames #roleplay #publishing

alldaylong: Lovely! Someone in the world can really need your help. Please check out the page on my bio :D

36 likes

1 comment

Starry Knight Press @StarryKnightRPG

A quick poll to better understand what readers want: What is your favorite type of #RPG book to purchase?

#DnD #dungeonsanddragons #AD&D #OSR #OSRIC #TTRPG #tabletop #wargames #tabletopgames #roleplayinggames #roleplay #publishing

47% Adventure modules
 26% Core rule books
 21% Add-ons: class/race/skill
 6% Something else (comment)

19 votes • Final results

12:22 PM • 7 Sep 2018

SlyFlourish @SlyFlourish - Sep 14

This is a Twitter poll for D&D Players (use the native twitter client to answer). Which one of the three pillars of D&D do you enjoy the most? Roleplaying (in-game interaction with NPCs), exploration, or combat? #nd

59% Roleplaying
 18% Combat
 23% Exploration

2,103 votes • Final results

38 42 69

Starry Knight Press @StarryKnightRPG

Replying to @SlyFlourish

Combat is what I enjoy the most as a player, as a GM it's role-playing. What I find most interesting is this is the 2nd poll I've seen today where combat is disfavored. This really highlights, to me, the differences between the modern players/game and classic #OldSchool #DnD.

11:30 PM • 14 Sep 2018

Starry Knight Press @StarryKnightRPG

Hey #DnD & #OSR peeps, THANKS for giving me...

⚡ 3 OF THE TOP 4 HOTTEST #OSRIC #ADVENTURES ON @DriveThruRPG! ⚡

#1 Pumpkin Man: bit.ly/2Qf4iCm
 #3 Down the Wishing Well: bit.ly/2IQHVQQ
 #4 Mines of Mayhem: bit.ly/2LEiyS7

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8:56 AM • 2 Nov 2018



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starryknightpress Awesome #dungeonsanddragons swag from my recent trip to the #UC & #Ireland #KaraTeth Calvary & #Macromance. #palein and #ageofsigmar also book from @gamesworkshop. A #RPG #Macromance con I picked up at #Macromance. #Wing #macromance I got at the #CambridgeUniversity #Macromance #Macromance shoppe. A nice #RPG from the #Macromance #Macromance at #Greenhead! Lots of fun fun fun! #DnD #OSR #OSRIC #tabletop #wargaming #tabletopgames #roleplayinggames #roleplay #publishing #tabletop #wargames #roleplayinggames #roleplay #publishing #tabletop #wargames #roleplayinggames #roleplay #publishing

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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 5*



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, make 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!



ANTI-TOXIN

This life saving draught was only recently developed and is just being field tested by adventurers. The draught is a curative potion which may be imbibed immediately after one is subject to poisoning. When the draught is taken it allows the affected person's system to gain another chance to fight off the toxins.

The result of this is that the player is allowed another saving throw against a poison in situations where they had previously failed to successfully save. In addition, the effect lasts for 6 turns (1 hour).

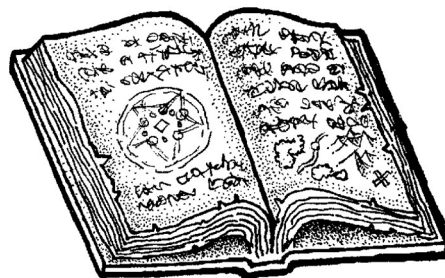
This miraculous draught was developed by the healer **Kaya Kanin**, the daughter and heir of **Lord Kanin** of the nation of **Jarlburgh**. She came up with the potion by alchemically crossing traditional medicinal herbs and folk remedies with arcane healing potions and divine magic from her patron deity.

Kaya Kanin continues to work on this healing draught and she expects there to be improved versions (granting bonuses from +1 to +3 to the saving throw) once she receives feedback from adventurers on the battlefield applications of her draught.

In the adventure in which this potion was introduced, the players only have access to the standard *anti-toxin*, without any bonuses, and it is recommended you do the same with your players, so that more powerful versions of the anti-toxin may be introduced later to simulate advances and discovery by the healers.

AUTOMATED SPELL BOOK

This looks like any ordinary spellbook, with a deep cerulean cover and pages of clean parchment within for taking down a spell caster's spells. However, the book has been ensorcelled to aid spell casters in two ways: (1) whenever they wish to copy a spell into the book, a magic quill appears and copies said spell for the caster, with a 0% chance of failure, and (2) in a pinch, the caster may command the book to call forth a spell directly from the pages, once per day per spell level. This in essence grants the spell caster one additional spell slot per day for each spell level.

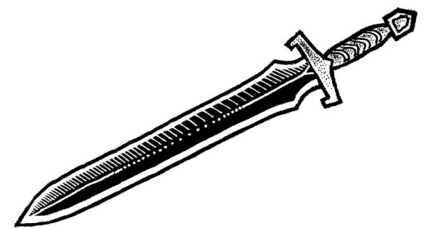


BLACK ICE LONGSWORD

This longsword's blade is composed entirely of one piece of dark, black ice. It is extremely cold to the touch, requiring thick leather gloves to wield safely, and anyone who grips it with their bare hands takes 1d4 damage.

It bestows a +2 to hit and damage, and +4 against fire using or dwelling creatures. It also grants the wielder the effects of a *ring of fire resistance*. Lastly, it may (33% chance) extinguish all fires in a 10 ft. radius. It sheds a pale blue light when temperatures drop below freezing.

The sword remains cold, no matter the outside conditions, due to its magical nature. However, extended exposure to extreme heat (38°C) may damage or destroy it. For every 24 hours the sword is exposed to such conditions, it must save (as a liquid) vs. normal fire, or lose one of its "pluses": once they are all gone the sword simply turns to vapor and floats away. If removed from the heat before this and placed in freezing temperatures, it regenerates.



If you enjoy **CAVALIER ATTITUDE**, stay tuned!

The next issue
(Volume III, Issue 1) is
out in **March 2019**

KNAVE'S GALÈRE

In past issues, we have provided a party of pre-generated OSR characters in a brief format with mini-character sheets. However, in this issue I wanted to do something a little different and provide one single, fleshed out and ready to play character with a full character sheet, including player drawing. This halfling warrior was first featured in my one-shot adventure **SO10 Down the Wishing Well**, which introduced a new major expansion to my published campaign world, **The Dales**, the ancestral home of the halflings, gnomes and dwarves!

This pre-generated character may be used by a player who does not have their own character to use and may be used to introduce new players to OSRIC. You are encouraged to copy this page and provide it to the player to use as their character sheet. **GM's note:** "to hit" and saving throw values do not include any bonuses.

Halfling, fighter, level 1, Age: 30 Alignment: CG

Strength 16
Dexterity 16
Constitution 16
Intelligence 13
Wisdom 11
Charisma 12

Hit Points 12

AC: 3 front, 5 rear

Armour: Studded leather armour / **Move:** 90'

Movement: 90' base rate

Base number to hit AC 0: 19

Saving throws:

Rod/Staff /Wand	Breath Weapon	Death/Para /Poison	Petrif/ Polym	Spell
16	17	14	15	17

Weapons: sling (D 1d4+1 S-M/1d6+1 L), 2 daggers (D 1d4 S-M/1d3 L); and broad sword (D 2d4 S-M/1d6+1 L)

Equipment: Standard pack**

Languages: Common, CG, halfling, dwarf, gnome, goblin, orc

Ammunition: 24 sling bullets

Special: +3 to attack with bow or sling; +3 save vs. magic and poison; 60' infravision; surprise*



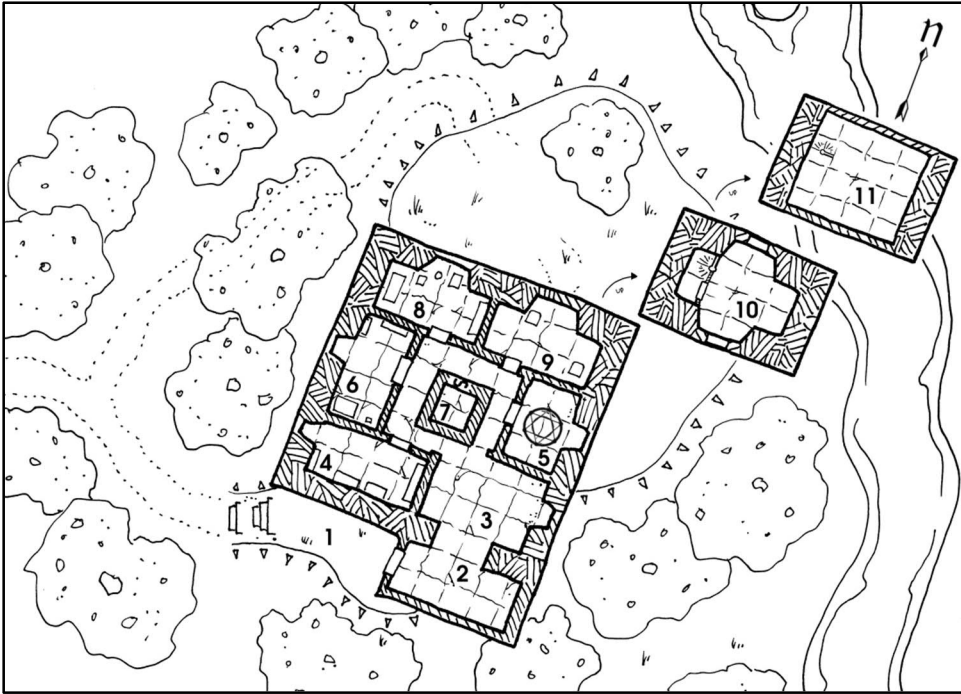
Bullets: ○○○○○○○○○○○○○○○○○○○○○

*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

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

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ADVENTURE: The Icy Hollow



In this issue I present a quick winter-themed adventure which takes place in a keep lying in a frigid mountain clearing, known as the *Icy Hollow*. This mid-level adventure is compatible with most FRPGs and is intended for 4-6 player characters of levels 4-6.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ADVENTURE: The Icy Hollow (cont.)

Appendix A: New Monster

SNOW DEMI-ELEMENTAL

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

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

Such demi-elemental planes border on the primary elemental planes. So in addition to the four elemental planes of air, earth, fire, and water, there exists demi-planes that lie between them and which have properties which are combinations of the primary elements. Thus, while the elemental planes spawn true elementals, the demi-elemental planes spawn lesser elementals, which are based on the nature of these demi-planes.

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

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

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

In addition to their active attacks, these creatures are so cold they give off a freezing aura which causes all creatures within 10' to suffer cold

damage (6HD: 1d4/round / 8HD+: 1d6/round) from this chill. Their cold nature can also freeze water or similar fluid it touches, up to 50 square feet of liquid to a depth of 12 inches. Lastly, they can move over snow or ice unimpeded, at their full movement rate.

As these creature are made of living snow and ice, their diffuse nature makes them highly immune to physical damage, and thus most weapons – even magical weapons – do only half damage (with the exception of flaming or burning weapons, as noted below). They are also immune to all cold-based attacks, and in fact, such attacks heal them (the healing is 1hp/HD of spell damage, or ¼ of total damage, rounded down, if the damage is not spell based). Moreover, if the ambient temperature is below freezing and snow and ice are present, **snow demi-elementals** will regenerate 1hp every 2 rounds.

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

Treasure: None



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