



CAVALIER ATTITUDE

An Old School Roleplaying Zine

Volume III, Issue 1

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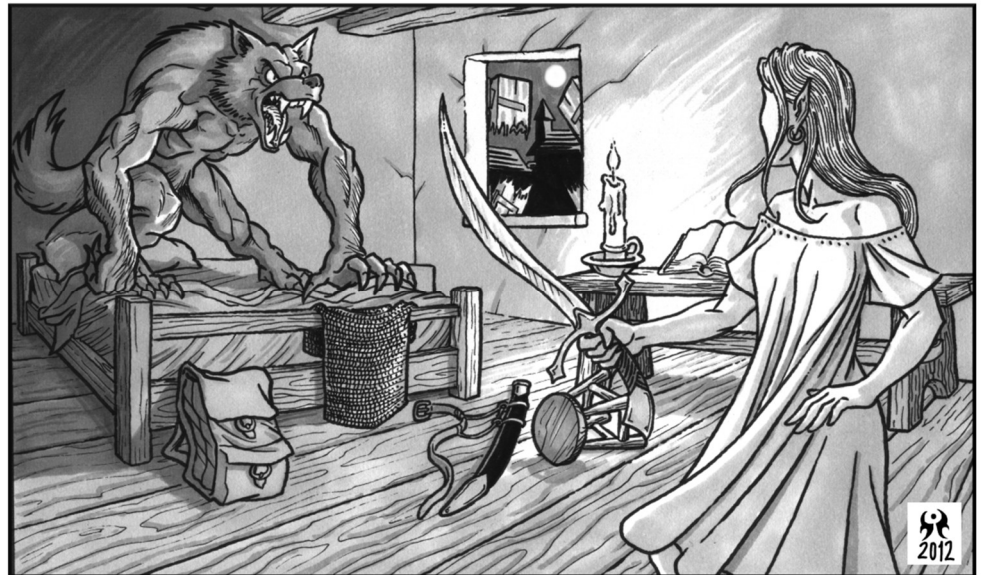
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Welcome to Cavalier Attitude!

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, BECM1, 1E and 2E gaming.

I am very proud this issue marks the third year we have been publishing this zine, with this issue being the first of four in our third volume.

In this sixth issue of *Cavalier Attitude*, I will be discussing the idea of bringing law and order into your tabletop games with an article entitled **Felony Murder Hobos**.

This issue also features another installment of the **Bard's Corner**, showcasing fantasy fiction with an

RPG theme, by myself and others. The story this time is the sad tale of a thief who picked the wrong house to burgle, entitled "**Prue's Fate**".

I also present another installment of my feature on 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; pre-generated PCs; and information on my recently published supplements: **SX1 2019 Calendar**, **SC3 Tales from The Dales**, and **SO13 Shrine of Sacrifice**. Lastly, the issue contains an **exclusive OSR adventure!**

Louis "sirlou" Kahn
Editor

CURRENT TOPICS: Felony Murder Hobos

Felony Murder Hobos: Law and Order in Medieval Campaigns

Players can often take great risks in a tabletop game because, as one of my players is fond of saying, "If you die in the game, you don't die in real life!" While this sort of risk taking is what makes the game so exciting for most, for some this sort of divorce from reality can lead them to make questionable or bad choices for their player characters; becoming the sort of vile "murder hobos" (e.g. wandering the lands and slaying and robbing with impunity) that most gaming tables and all fantasy realms want to avoid dealing with. This is where the GM comes in, as I see it, as I feel it is the GM's job to make the player's actions matter and have consequences in the fantasy realm. Previously I wrote about how the GM can use alignment, and the meta fear of an alignment change, to keep their players in check, but this time I will be focusing on how to place some constraints on some of your player's worst tendencies through in-game mechanics: the long arm of the law! I believe the liberal use of legal procedures and proceedings in your campaign will not only aid the players, in terms of their immersion in the fantasy scenario, but it will also make the GM's life just a bit easier if the players develop a healthy respect for the authorities and try to constrain their actions to the reasonable bounds of society, the law and their local community.

The reason some players begin running rampant and violating all sorts of laws is because we, as GM's let them. If, however, we properly apply the rules and regulations of an ordered society players soon learn to constrain their actions or pay the

consequences. In addition, applying the law to your player's actions has the added bonus of creating great narrative tension! Your character has been thrown in jail? Time for a prison break! Your character is falsely accused of a crime, then you better find the real criminal, and fast before the law catches up to you! Been banished from a territory for criminality, then it just makes having to get in that more thrilling. On the run from a criminal conviction, then you better expect to face bounty hunters now and again. A criminal who killed a player's loved one has escaped custody; they can be deputized to bring them to justice. As you can see, introducing legal systems into your campaign can lead to many fascinating and exciting adventures for your players!

The GM's life will be easier if their players develop a healthy respect for law and order.

There have been numerous and varied codified legal systems throughout human history, stretching from the simple Code of Hammurabi to modern, complex legal systems such as the United States common law system. However, in the case of most of our tabletop games, the worlds we create are most similar to the medieval world here on Earth, with most settings taking place in a sort of mélange of cultures from that era. Thus, we look to the medieval law of the past as a potential analogy for the legal systems of our campaign worlds. These may then be expanded upon, and perhaps "enlightened" as the GM wishes. This is actually strongly encouraged as humanity had no

actual experience with two significant factors that shape our fantasy worlds, other races of beings (e.g. dwarves, elves, halflings, etc.) and magic, and thus they are inherently inadequate for our fantasy realms without tweaking for these factors.

A Survey of Medieval European Law

Law in medieval time was quite harsh and punishments were rather severe. Torture, as both a means of reaching the "truth" of the matter and as a punishment, was accepted and commonplace. Shaming and public humiliation were common means of expressing social control. Likewise, capital punishment was more commonplace than in modern society, and was seen as a public spectacle, useful for enforcing the power of the nobility. The role of the law in that time was to act as an overwhelming deterrent from committing crimes. However, given the basic inequality of medieval society, where some were nobles, some clergy and others commoners, some even indentured, the laws were not applied fairly or equally. If this were incorporated into your campaign, this too could provide wonderful fodder for player's interacting with their world: perhaps they might lead a peasant's revolt seeking to create an equal system of justice for all?

Given the stratification of medieval society, there were generally separate courts relevant to each class of society: the Church courts, run by the clergy, had jurisdiction over matters involving the clergy and issues of faith; the manor courts, run by nobles such as knights or barons, handled less serious legal matters involving commoners and dispensed rough justice often via painful ordeals;

CURRENT TOPICS: Felony Murder Hobos (cont.)

and the royal courts, before the king or queen, which handled very serious matters such as murder, rape, treason and such, as well as most matters involving the nobility.

Generally though, for the average person, law was administered in the manor court by their local lord who ruled the swath of land wherein they resided, who had been empowered to rule and dispense justice over said territory by the noble lord above him or her in the feudal hierarchy, all the way up to the king or queen, whose court was the final say in medieval jurisprudence. During medieval times, the laws applied by the secular courts were heavily influenced by Roman law and the law of the Germanic barbarians who overthrew the empire. However, as it was the Dark Ages, the law was also heavily influenced by superstitions and beliefs of the church.

The manor courts were much swifter and crueler than what the modern world provides for, and there was no presumption of innocence and in fact the exact opposite applied: it was the responsibility and duty of the accused to prove their innocence. Innocence could be proven up by the accused in several ways, but mainly came down to two manners: by oath and by ordeal. Proving innocence by oath, known as compurgation or wager of law, involved the accused swearing a solemn oath to their innocence and then producing sufficient "oath helpers" (i.e. witnesses) who would also swear to the accused's veracity and innocence. The number of oath helpers needed to prove innocence depended on

the seriousness of the offense the person was accused of. The system was considered effective because it was generally believed that an "evil" or bad person could not obtain sufficient "oath helpers" to stand for them, while an honest and innocent person would have no problem doing so. Obviously there are flaws in this system, but in the smaller and closer knit communities of medieval times, it tended to work better than it could in modern times and communities. The lord would have the final say in these matters, and it was a boon to them to decide such cases as the penalty assessed was often a monetary punishment or fine paid to the noble for breaching the lord's peace.

Trial by ordeal was often cruel and influenced by superstition and religious beliefs.

Trial by ordeal was often cruel and influenced by superstition and religious belief. There were various ordeals that the accused might be ordered to endure to determine their innocence, but the basic concept was the same: if they survived the ordeal they were innocent and if they failed it (which usually resulted in their death or grievous injury), they were guilty. For example, in the ordeal by fire the accused would be required to take hold of a red hot metal rod, which would burn them. The wound would be bound and then in three days' time examined: if it had begun to heal they were innocent (as God had chosen to heal the innocent) but if the wound

was festering or worsened then the accused was guilty. Regardless of their guilt or innocence, however, the person was likely horribly scarred both physically and mentally. In the ordeal by water, the accused would be submerged in water (sometimes bound and sometimes not) and if they floated or somehow made it to the surface they were innocent, but if they sank or drowned they were considered guilty as it was thought God would not drown an innocent. There was also the ordeal by combat, generally reserved for nobles, in which the accused would fight their accuser and the victor of the battle (either by death or one of the combatants yielding) would be considered the innocent and truthful one, as it was believed God would protect the innocent warrior. However, it should be noted that again there was inequality built into the system as the noble personage was not required to engage in battle themselves but could appoint a champion to fight on their behalf. This is another flaw in the system as those nobles with great funds could hire the most experienced champion; but this is a flaw also leveled at modern jurisprudence, where it is argued the wealthy can hire the most experienced attorneys.

Now assuming you were found guilty by a manor court, and had not died in the proving of said guilt, it was not the domain of the lord to pass judgment and order punishment. As mentioned above, most lesser offenses resulted in fines and monetary punishment. However, more serious offenses drew swift and immediate punishment, as punishment by imprisonment such as we use in the

CURRENT TOPICS: Felony Murder Hobos (cont.)

modern world was not really practiced in medieval times. In that era, gaols were primarily used to simply hold prisoners until their trial. The punishments doled out were violent and barbaric by modern standards: people found guilty were commonly beaten; burned alive; boiled in oil; stretched on a rack; hung by the neck; quartered; drowning was a common practice; and amputations and mutilations were common, including removal of a hand, ear, tongue, eyes, fingers, and branding. Shaming and humiliation were common punishments, including the pillory (in which the head and hands are imprisoned) and the stocks (in which the feet are imprisoned); the community would get involved in this punishment, including hurling insults and objects, kicking them, spitting on them, and subjecting them to other inhumane acts.

Applying the Law in Your Campaign

As we have seen, Medieval law was very strict; heavily influenced by superstition and theocracy versus logic; and was harsh and inhuman, applying what we in the modern world would consider cruel and unusual punishment. So then, how do you apply the law in your campaign in any meaningful way without making it a blood bath or some kind of witch hunt? I have found it is best done by injecting just a little bit of reason, fairness and sanity into the process, along with a healthy dose of magic. The first two things to consider are: (1) whether the fantasy society at issue has imprisonment/work camps as a penalty, and (2) whether it has corporal punishment, and if it does whether it has the death penalty as

its ultimate punishment. These two choices will be key as imprisonment or working off one's debt to society may be good deterrents to players who, as wandering adventurers, value freedom quite highly. Secondly, corporal punishment and the death penalty should, I feel, be used sparingly as a form of punishment in game, a punishment of last resort, and should generally **not** be carried out on players at all. This would just really seem to go against the spirit of the game, as far as I am concerned, and would take it to a dark place I do not prefer to go in my games.

However, that is not to say that the players cannot be *threatened* with this ultimate penalty, as that certainly adds tension and drama to the game. For example, let us assume your players were caught spying on an enemy in his keep, and they are told the penalty for this treasonous act is death. This provides great storytelling opportunities and adventure hooks, as this will clearly place them in a position where they will be looking to escape to avoid their execution or they might be willing to work for the enemy lord as double agents in exchange for clemency.

This strategy of using the fear of punishment as a plot device can also be applied to the threat of long term imprisonment, as well as penalties for lesser offenses (e.g. if your players are caught stealing, perhaps they are sentenced to perform a task for those they stole from or some other task for the public good to make amends. Again, the goal of the GM should be to use the criminal law to create further story telling opportunities and adventures, and not as a

means of retribution for the fictional wrongs, if you take my meaning.

As to how to educate your players about the laws themselves, I try to be fairly straight forward about this to place my players on notice their actions will have consequences. I like to have players immediately subject to restrictions when they enter a territory, e.g. by requiring them to surrender weapons within a town or have them restricted by "peace-knots"; I like to have postings of common laws placed around my territories (e.g. Theft is punishable in these parts! Murders will be avenged! Battery will be prosecuted!). I also like to have a strong legal authority figure, such as a sheriff or mayor, responsible for keeping the peace and for letting new comers know what is expected of them. You might also have law courts which are public and meet in a town square, and have your players witness this. There are many ways in which you can clue your players into the fact they are in civilized, law abiding lands and I suggest you use as many as you feel necessary, so that when they violate the laws of the society, as they will do as brazen adventurers, you do not face cries and whinging on about not having known they would get in trouble!

Mage It Please the Court...

Lastly, when considering adding legal systems to your campaign, you must consider the two fantastical elements of roleplaying games which were referenced at the outset: different sentient races and the existence of magic.

Our discussion thus far has centered on human society, but

CURRENT TOPICS: Felony Murder Hobos (cont.)

with regard to the other sentient races, their societies might have very different approaches to law and order.

One can imagine, for example, that a much older and magic infused elven society might rely on magical means for determining truth and have done away with capital punishment in favour of other means of correcting anti-social behavior (e.g. perhaps those elves that cannot or refuse to conform to the law are sent on the Summerlands). Dwarves, for whom honour is synonymous with life, might have a system in which a dwarf's word was their solemn bond, and disputing it automatically invokes trial by combat for the offense. Gnomes, logical tinkers as they are, might favour a system of trial by mechanical inquisition, with a "truth machine" used to detect physiological changes consistent with prevarications, such as increased heart rate, respiration, blood pressure and perspiration. Halflings as a kind and sensible folk might favour a form of alternative dispute resolution and mediating

claims over heavily legalist approaches to law enforcement, and perhaps might also favour forced labour over capital punishment. Also, it is important to note that the other race's rules might apply to only their own kind and transgressions by outsiders might be dealt with more harshly. Moreover, we should also consider what sort of "justice" one might encounter in an **Under Realm** city, among **dark elves**, **deep dwarves** and **shadow gnomes** - where the ethos of evil holds sway.

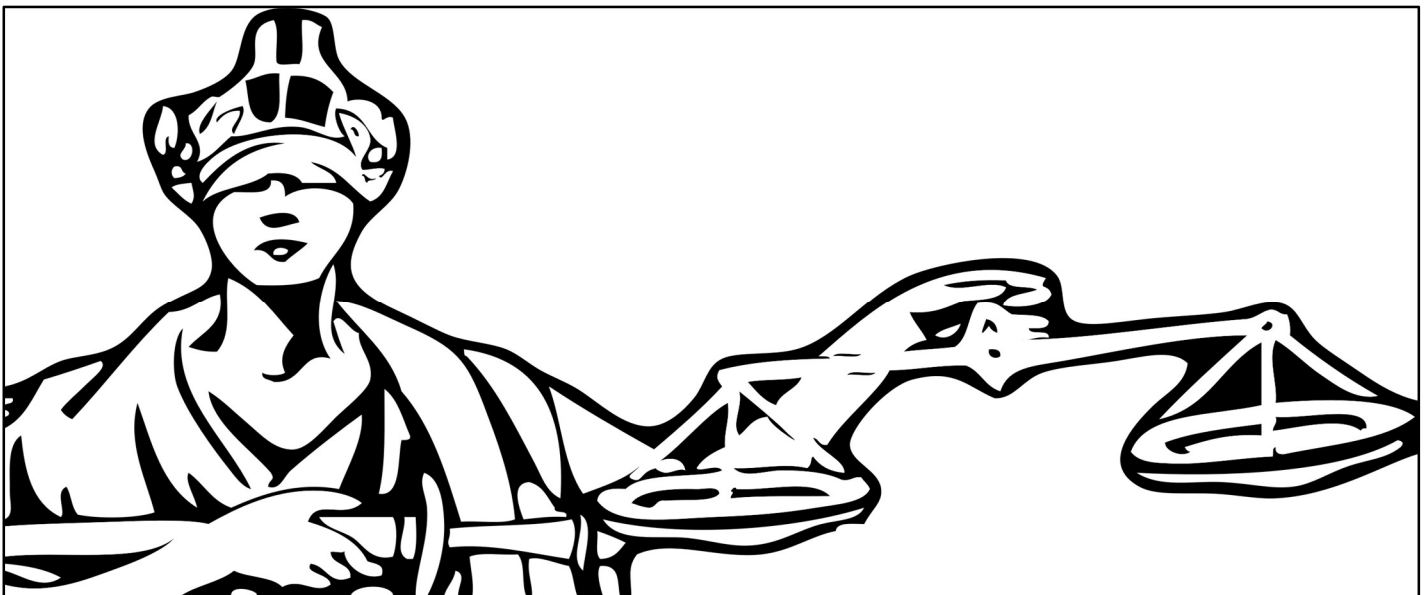
Finally, turning to magic, it should be noted that there are numerous means by which information can be obtained from individuals via magic, and various ways in which they can be made to comply, against their will if necessary. Clerics excel at this task, and the clerics' spell list contains numerous enchantments which might be useful in a legal investigation: *command*, *speak with dead*, *detect lie* and so on.

Conversely, one must be cautious as numerous means also exist to conceal or obscure the truth, of

which *charm person*, *forget*, and *suggestion* are a few examples while limited wish, wish and other reality distorting magics are serious impediments to the truth seeker. Magic items which approximate these spells must also be considered or guarded against.

Finally, one must consider how the society at issue will deal with magic and the law. Is it seen as common place to obtain a confession or learn the truth of a matter by magical means? Or is it perhaps seen as a violation of the civil rights of an accused to be forced to testify against themselves? Might magic only be used in serious crimes and not in minor offenses? Or perhaps against outsiders but not members of the community? All of these issues will need to be determined by the GM before putting a legal system into effect.

However you do it though, adding a legal system to your campaign is practically guaranteed to provide a huge amount of player immersion and narrative conflict that can really liven up your game!



BARD'S CORNER: Prue's Fate

Prue's Fate

by Louis "sirlou" Kahn

This short story tells the tale of a brave but unfortunate thief who got a bad tip and ended up trying to burgle the wrong home: the demesne of an anti-paladin!

*Our story takes place in the city of **Baile Atha Quinith**, the capitol city of the prosperous and free nation of **The Red Eagle Barony**. The story unfolds at the witching hour, in an unassuming manor house nestled in the quiet and well patrolled streets of the merchant quarter of this grand old burgh.*

* * *

It was an overcast, star-less night: perfect for a bit of burglary! Prue checked her gear one last time: she visually inspected her lock picks, made sure no shiny metal gear was visible to catch a bit of stray firelight, and her rope and grappling hook one last time. Everything was good. She should be in and out of this place within an hour if all went according to plan. The place was deathly silent and after casing it for a good half hour she'd seen no sign of life within. It looked like the master of the demesne and his staff were gone, as she had been told. As she lifted a black mask to cover her face, Prue whispered to herself, "This is going to be an easy score!"

* * *

As the glow of a firelight seeped through her closed eyelids, Prue realized with a start that she had been unconscious. As she came fully aware, she kept her eyes closed and reached out with her other senses.

She heard a crackling fire, the sound of someone...no, two people shuffling around, and an odd rapping or clacking sound she could not place. As she sat there trying to gauge her surroundings, the shuffling sounds came closer...and as the smell hit her, a smell of death and decay, her memory came flooding back with a vengeance!

She had made it easily over the manor's stone wall, and was crossing the yard silently, hiding in the shadows as she went. She was sure no one had seen or heard her. She was just approaching one of the back doors when she felt a tug on her foot. Thinking she's gotten stuck on a root, she looked down and was shocked to see a skeletal hand grasping her ankle.

As she kicked at the hand and tried to free herself, another skeletal hand grabbed her other ankle. Then two skeletons slowly dragged themselves out of the soft dirt of the garden she'd just been walking through. As they yanked at her ankles she felt herself falling, and braced for impact. Then all of a sudden, out of the darkness ahead, two shambling creatures appeared, their rotting flesh clinging to their exposed bone and reeking of death. They reached out to break her fall, and one brought a heavy meaty fist crashing down on her head and then all had gone black.

Her thoughts returned to the present as two hooded guards, who held her in their iron-fisted grips, shook her viciously. Prue cursed angrily and creatively under her breath, as she struggled feebly against her captors.

The hooded figure before her let out a guttural snicker which held no warmth, and stepping out of the shadows, removed its deep hood. Prue saw a cold man whose smile did not reach his eyes.

"Hey, mister..." she began, hoping to talk her way out of this mess, but before she got another word out the man's gauntleted hand flew up and struck her hard in the face. Reeling from the blow, with blood filling her mouth, she tried to speak again, but the man placed a long gauntleted finger on her cracked and bloody lips. "Tut, tut," he said, almost conversationally, "you shall speak *only* when spoken to. You *will* answer my questions or you *will* die tonight." There's that creepy smile again, part of her brain thought as the rest focused on finding an escape route.

She cursed again, inwardly this time, at her bad fortune. She had only come to burgle this manor house because she'd gotten a tip from her fence, Toben Twofingers. He'd said the owner, some fighter type who kept a low profile and tended to hug the shadows like a thief, was away adventuring...or engaged in dark skullduggery, if you believed the rumours about town. She should have known the intel was too good to be true, and she just now realized Toben must still be sore about the fake gems she'd passed off to him last week..."



BAILE ATHA QUINITH

THE CASTLE AND MERCHANT QUARTER



Crack! The man's hand struck her hard across the face again, interrupting her thoughts; she felt bone break in her nose and blood began gushing into her throat in a torrent, choking her. Hands grip her tightly on both sides of her head and she was jerked painfully forward. She found herself standing mere inches from the miserable, scary bastard as his eyes bored into her. "Focus, dearie!" he said as he squeezed her head painfully. "Who sent you? Why are you here? Answer now and I let you live."

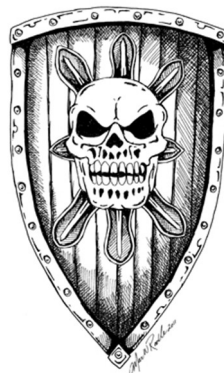
Looking into the man's dead, soulless eyes she knew she was in deep trouble. The man seemed utterly devoid of emotion as he was slowly crushing her head. Prue heard or maybe she felt (the pain was so intense she could not be sure at this point) something snap in her head and she cried out. She had to give up Toben immediately, she realized, if she was going to survive at all.

"The bastard deserved it anyway", she thought, as she blinked rapidly to signal to the man she wanted to speak.

She gasped as he let go of her head. Pain overwhelmed her for a moment and she nearly passed out. She slurred as she said, "It was Toben the fence in Copper gate, he sent me here. He said you was an easy mark, mister. I swear I've never seen or heard of ya before, and if ya let me go that'll be true again for the rest of my days, I swear it." She just finished this outburst before nausea overtook her and she vomited down the front of her tunic. Prue let herself slump in the guards' grip, unable to stand any further, and hoping that the cruel man might let her live.

The man smiled at her again, although this time it was a sneer, as he said, "I don't care who you are or who this Toben is." Prue saw him draw a shimmering blade from the scabbard at his hip. "All I care about it is that you are on my property, I don't know you, I have no further use for you...and so you die." As he spoke these last words the man stepped forward and plunged the blade into her chest. "But," Prue gurgled as she felt her life's blood spilling out. The man cocked his head as if in thought.

The last words Prue heard on this plane were, "Oh yes, I lied about sparing you. I'll be killing Toben shortly, if that makes you feel better, not that I care. You two, don't just stand there like dolts, take it away now...quickly, quickly."



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: Jacob Blackmon (skeleton, wraith, demon); Luigi Castellani (werewolf); Samantha Darcy (night goddess) (Some artwork ©2018 by Samantha Darcy. Used with permission.); Rick Hershey (ring5) (Publisher's Choice Quality Stock Art, ©Rick Hershey/Fat Goblin Games). Powercell Games (katana); Marc Radle (shield); Peter Saga (dwarven entry) (Some artwork ©2017 Peter Saga used with permission. All rights reserved.); JE Shields (elf lord); Daniel Walthall (werejackal, werelion, wereweasel; and medusa); Louis "sirlou" Kahn (Cavalier Attitude & Starry Knight Press logos; "SX1 2019 SKP Calendar", "Tales from The Dales", and "Shrine of Sacrifice" covers; ghost, character sheet, venomous bullwhip, and elfin scale mail images). **Cartography:** Dyson Logos ("herlihy-farm", altered) and Tommi Salama ("river village", altered).

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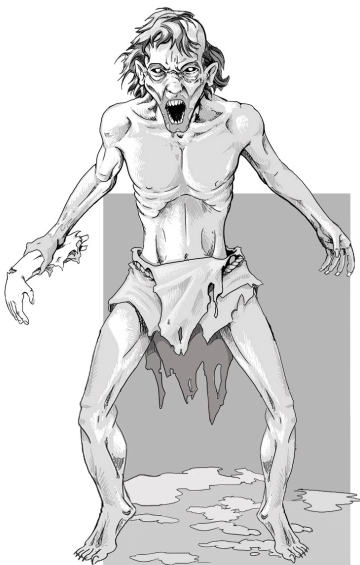
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OLD SCHOOL ART

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 7*



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!

BULLWHIP

A **bullwhip** is a long whip made of braided leather, which has one or more tails, which was originally designed as a herding tool but which was later used as a weapon, especially when more than one tip is attached and/or bladed or weighted tips are used.

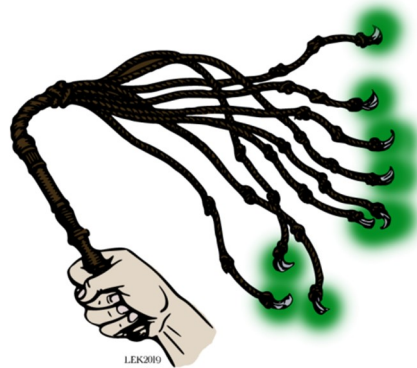
When used as a weapon the standard **bullwhip** does 1d3 points of damage and the player struck must make a successful DEX check or fall and be stunned for 1 round. More powerful **bullwhips** with additional and/or weaponized tails are available, doing 1d4, 1d6 and up to 1d8 points of damage. Its statistics are as follows:

Weapon	Damage vs. S/M/L	Weight	Cost
Bullwhip	1d3/1d4/ 1d6/1d8	3	Varies*

***GM's note:** A standard **bullwhip** cost 3gp, with each increase in the weapon's class of damage causing the cost to double (e.g. 3gp, 6gp, 12gp, and 24gp).

There are also magical **bullwhips** and they come in varieties of +1 to +3 to "to hit" and damage rolls, and/or

additional properties. In this adventure the players may recover a magical, multi-tailed **venomous bullwhip** of +2. The tails of this **bullwhip** are ensorcelled snake fangs which glow with a sickly greenish hue. The weapon inflicts 1d6+2 damage, and on a successful strike the player hit must make a *saving throw vs. poison* or suffer an additional 3d4 damage. (GP value: 1,750gp)



ELFIN SCALE MAIL

Scale mail armour is composed of soft leather armour, usually a long coat and leggings or a skirted coat, worn over padding. Overlapping scales are then sewn to the leather armour pieces, providing added protection. The weight of this rather heavy and bulky armour falls mainly on the wearer's shoulders and waist. It provides the wearer with AC 6.

While it resembles **lamellar armour** it differs from it significantly as with that armour the lamellae are not attached to a cloth or leather backing, as is the case with **scale mail armour**.

Elfin scale mail on the other hand is, like **elfin chain mail**, extraordinarily light and not bulky at all: an entire suit of it weighs a mere 15 pounds and allows a movement rate of 12". In all

other respects, it functions as standard scale mail and provides the wearer AC 6. Its statistics are as follows:

Armour	AC	Weight	Move	Cost
Elfin scale	6	15	12"	N/A*

***GM's note:** **Elfin scale mail** armour is exceedingly rare, is generally fashioned for elves alone, and is not traded or sold. However, on rare occasions such a suit might be commissioned for a hero of another race who is a true and loyal "elf-friend".



There is also very rare magical **elfin scale mail** which may come with a variety of protective properties and/or abilities. In this adventure the players may find a suit of **elfin scale mail of mending** +2. (GP value: 2,500gp)

In addition to its light weight and flexibility, this suit provides the wearer with improved protection (AC 4), and it has the ability to fix damage done to the suit (per the mage spell *mending*) once per day. Each day at sunrise, the armour will automatically be *mended* back to its original condition.



MARKET SQUARE

Synopses and Covers from My Recently Published Books

Below are the books I have published since my last issue in December 2018, encompassing seven titles! More information, and samples of all of these products, can be found on my website and via my digital partner DriveThruRPG.com!

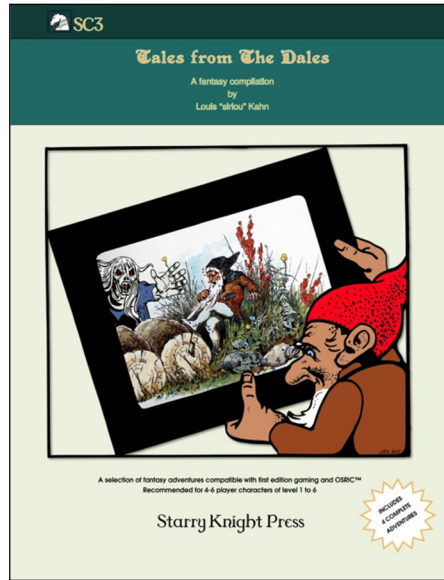
SX1 2019 Starry Knight Press Calendar



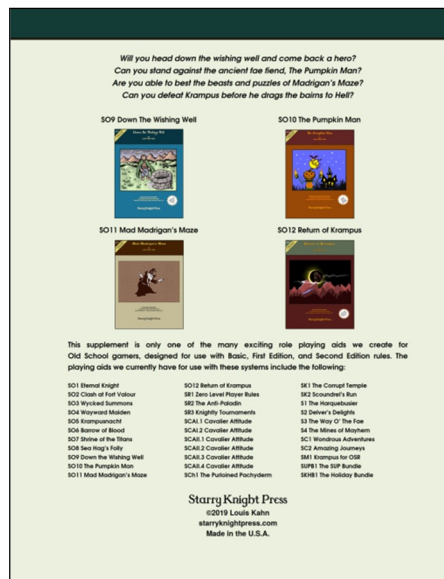
Synopsis: My first product of 2019 was a **Starry Knight Press** 12 Month calendar. The calendar highlights a different **Starry Knight Press** supplement each month, coinciding with the month the supplement was written and/or released. The calendar also contains the United States Federal Holidays, as well as the major religious holidays for several faiths including the Old Faith, which is a key religion the faiths in my published campaign are based on. It also includes the birthdays of authors, creators and artists who are important and influential to me and many others in the RPG and fantasy community (e.g. Gary Gygax, J.R.R. Tolkien, J.K. Rowling, and etc.).

Volume III, Issue 1

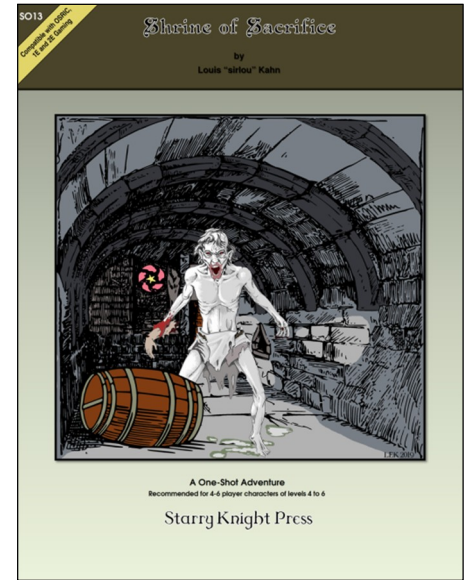
SC3 Tales from The Dales



Synopsis: This book contains four full length modules for 4-6 players of levels 1 to 6. It is set in **THE DALES**: the ancestral home of the dwarves, gnomes and halflings. In **Down the Wishing Well**, you are a halfling called by a goddess to defend your city. In **The Pumpkin Man** players must battle an ancient fae fiend to break a curse. Players must best beasts and puzzles to escape **Mad Madrigan's Maze**. In **Return of Krampus**, players confront the demonic beastie **Krampus** when it torments a dwarven village at Yule.



SO13 Shrine of Sacrifice



Synopsis: This undead adventure is meant for 4-6 players of levels 4 to 6. While traveling on a mission through the vast and uncharted **Diútha Forest** in **The Red Eagle Barony**, you stumble upon an ancient shrine. Built by elves long ago, what forgotten treasures await discovery in its dark halls? Will you tempt the fates by entering the shrine and uncovering its dark secrets? Featuring new monsters, *dark elves*, and a demonic *succubus* as the "big bad", this adventure is sure to thrill and delight!



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MARKET SQUARE (cont.)

SCAII.4 Cavalier Attitude

CAVALIER ATTITUDE
An Old School Roleplaying Zine

Volume II, Issue 4

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ADVENTURE
The Icy Hollow: a scary, adventure into the cruel heart of winter!
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Volume 2, Issue 4

Synopsis: The sixth issue of our OSR zine (December 2018) featured a new feature, fantasy fiction short stories (**SIENNA'S TALE**); and an exclusive adventure: **THE ICY HOLLOW**.

SM1 Krampus for OSR

SM1 Krampus for OSR
by Louis "sirflou" Kahn

A Seasonal Holiday Beastie
Compatible with Most OSR Retro-Clone systems

Starry Knight Press

Synopsis: A supplement detailing the wonderfully devilish folkloric creature known as **Krampus**, and the OSR statistics which I designed for my campaign world. Intended for use with OSRIC, 1E and retro-clones.

Volume III, Issue 1

SO11 Mad Madrigan's Maze

SO11 Mad Madrigan's Maze
by Louis "sirflou" Kahn

A One-Shot Adventure
Compatible with Most Fantasy RPG systems
Recommended for 4+ player characters of levels 4 to 6

Starry Knight Press

Synopsis: This dungeon crawl adventure is meant for 4-6 players of levels 4 to 6. While visiting the **Idler Inn** (named, in true gnomish fashion, after a type of sprocket), located in the village of **Ratchet** in **The Dales**, the player stumble upon a map leading to an ancient maze. Once there, however, the trap is sprung and they become sealed inside the dungeon. With only one avenue of escape, the players must fight their way out! Can they best the beasts and puzzles of the mad mage?

A mad gnome tests adventurers by sealing them in his dungeon.
With only one avenue of escape, you must fight your way out!
Can you best the beasts and puzzles of Mad Madrigan's Maze?

This supplement is only one of the many exciting role playing aids we create for Old School gamers, 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 Concept Temple	SO11 Mad Madrigan's Maze	SO10 The Pumpkin Man
SK2 Scoundrel's Run	SO12 Return of Krampus	SO11 Thermal Knight
SI The Harpist	SO13 The War of the Fox	SO2 Cloak of Fort Valour
SI1 Deber's Delights	SO14 The Mines of Moynihan	SO3 Wycked Sunstone
SI2 The War of The Fox	SO15 The Mines of Moynihan	SO4 Wyward Maiden
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SI4 The Mines of Moynihan	SO17 Shrine of the Titans	SO6 Banner of Blood
SI5 Wondrous Adventures	SO18 Sea Hag's Folly	SO7 Shrine of the Titans
SI6 Amongst Journeys	SO19 The Published Pschylom	SO8 Sea Hag's Folly
SI7 The Published Pschylom		SO9 Down the Washing Well
		SO10 The Pumpkin Man
		SO11 Thermal Knight
		SO12 Return of Krampus
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		SO16 The Mines of Moynihan
		SO17 Shrine of the Titans
		SO18 Sea Hag's Folly
		SO19 The Published Pschylom
		SO20 The Pumpkin Man

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SO12 Return of Krampus

SO12 Return of Krampus
by Louis "sirflou" Kahn

A One-Shot Adventure
Compatible with Most Fantasy RPG systems
Recommended for 4+ player characters of levels 4 to 6

Starry Knight Press

Synopsis: This holiday themed adventure is meant for 4-6 players of levels 4 to 6. Once again, the fiend **Krampus** has returned to the prime material plane to torment mortals by dragging their naughty kinder off to Hell! This time around, Krampus has allied himself with a group of evil deep dwarves who, with the help of a dwarven traitor, invaded the dwarven under-mountain town of **Kharn Deegpcrag**. Can you defeat **Krampus** and his minions, and rescue the children, before it's too late?

The dwarven towns of Kharn Deegpcrag have been kidnapped!
Deep dwarves and their demonic lord Krampus are to blame!
Can you defeat these fiends before the towns are dragged to Hell?

This supplement is only one of the many exciting role playing aids we create for Old School gamers, 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:

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		SO20 The Pumpkin Man

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KNAVE'S GALÈRE (cont.)

Human, paladin, level 6, Age: 26 AI: LG

17	STR	Saving Throws	
10	INT	11	Wand
13	WIS	11	Breath
15	DEX	9	Death
15	CON	10	Paralyse
17	CHA	12	Spells

hp 57 ac -1

Armour: *plate +1, shield +1*
 Move: 9"
 Weapon: *morning star +2, crossbow*
 Base number to hit AC 0: 15
 Equipment: *standard pack**, potions of heroism and speed, 24 arrows +2*

Class & Race Abilities:
 turn undead, paladin's warhorse*, detect evil, 60' radius, protection from evil, 10' radius, cure disease*, lay on hands, 12hp/day

Languages:
 Common, LG

Arrows +2:

Half-elf, ranger, level 5, Age: 26 AI: CG

17	STR	Saving Throws	
13	INT	13	Wand
14	WIS	13	Breath
17	DEX	11	Death
15	CON	12	Paralyse
11	CHA	14	Spells

hp 49 ac 0

Armour: *chain mail +2*
 Move: 12"
 Weapons: *dual-wields longsword +2 and hand axe +1, longbow*
 Base number to hit AC 0: 16
 Equipment: *standard pack**, boots and cloak of elvenkind, 24 arrows +1*

Class & Race Abilities:
 30% resistant to sleep/charm, infravision 60', detect secret doors*, alert vs surprise*, +5 to hit (melee) vs. evil humanoids and giants*, tracking*

Languages:
 Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc

Arrows +1:

Elf, cleric/m-u, level 4/4, Age: 176 AI: NG

16	STR	Saving Throws	
16	INT	11	Wand
18	WIS	15	Breath
12	DEX	9	Death
15	CON	12	Paralyse
11	CHA	12	Spells

hp 27 ac 2

Armour: *chain mail, shield +2*
 Move: 9"
 Weapon: *mace +1, warhammer (l) +1*
 Base number to hit AC 0: 18
 Equipment: *standard pack**, 2 potion of extra healing and wand of lightning (26 charges).*

Class & Race Abilities:
 90% resistant to sleep/charm, infravision 60', surprise*, detect secret doors*, turn undead, spells

Languages:
 Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc

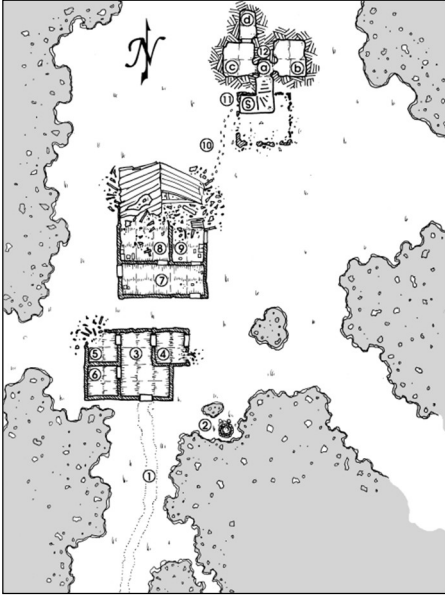
Cleric spells:
 5/4

Mage spells:
 3/2

Hammer +1: °

*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.
 **Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 4 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (thieves' tool, holy symbol, spell book, etc.)

ADVENTURE: The Blood Moon



In this issue I present a **lycan** themed adventure which takes place at a ransacked farmhouse known as the **Humbill House**. This mid-level adventure is compatible with most FRPGs and is intended for 4-6 player characters of levels 4-6.

The **Humbill House** is a farm located a few miles outside a major city. The land is owned by the Humbill family, stalwarts of the local community who have farmed it for generations.

Recently, the Humbills failed to pay their yearly taxes; which was very unlike them. Neighbors also reported a fire and strange sounds at the farm. The local constable sent a clerk and some soldiers to investigate: they never returned. The constable has hired your players to investigate the mystery at the **Humbill House**.

GM's note: Each of the **lycans** in this adventure carries 3d10gp. The GM should also place level appropriate treasure throughout. Finally, while **werebears** are usually good, the individual in this adventure is aberrant and chaotic evil.

1. Farmstead Entry: Players enter the area at this point. Four **werejackals** (33hp), hiding in the trees, fire crossbows (D 1d6) at the party before fleeing to the **warren** (Area 12).

2. Well: This well has been in use for generations. If the bucket is hauled up, the severed heads of Mr. and Mrs. Humbill are found inside. If given a proper burial, award the party 500xp. Four **wereweasels** (27hps) lurking in the woods attack anyone at the well.

3. Main Hall: The main hall of the farmhouse shows signs of a battle. Two figures there are arguing over a sack. They claim to be local sellswords who've come to investigate the farm. They claim the right of first conquest and demand the players leave, and if they refuse these two **wereboars** (32hps) attack. The sack holds 250gp.

4. Kitchen: This room has been ransacked, with a hole in the wall (made by the **werebear**). Three feral looking gnomes are here looting. These **wererats** (23hps) demand the party leave and if the PCs refuse, they attack with long knives (D 1d4) and hand crossbows (D 1d3 + poison, save vs. poison or *sleep* for 1d4 +1 turns).

5. Bedroom: This was a communal bedchamber with four beds. The room has been ransacked; there are signs of an intense struggle, and there is a hole in the wall. There are no enemies in this room. A **silver brush** (25gp) lies forgotten on the floor, its handle matted in blood and fur. Mrs. Humbill stabbed the **werebear** with her brush, sending it into a blind rage.

6. Bedroom: This was Mr. and Mrs. Humbill's bedroom. Player must make a WIS check on entry to see if they perceive there was a struggle here.

Cowering in the bed is a comely middle-aged woman who screams when players enter, hiding under the covers, and refusing to respond until someone comes near the bed. If that happens she (having changed form under the covers) and her mate (hiding under the bed) attack, with surprise. They are powerful **weretigers** (38hp). If a player made their prior WIS check they will not be surprised.

Barn: The barn had tools and animal pens on the ground floor, storage for hay on the first floor and a connecting staircase. A pitched battle between the **lycans** and defenders was fought here, with the **werebear** ending it by collapsing the entire first floor onto the enemy.

7. Storage Room: This was the main room for storing equipment and tools. Now, piles of decomposing remains of animals and humans lay mixed up in a heap. The smell is foul: players must save vs. poison or be incapacitated, retching for 1d3 rounds and losing 1 point STR per round for 1d3 rounds. There are no foes here, but anyone retching draws the foes from Area 8.

8. Stables: This area was the stables. Carcasses of dead livestock lay here. The smell is foul, but not sickening; the bones were picked clean by the pack of four **werewolves** (27hp) and their **alpha** (30hp) bedding down here. They immediately attack any intruders in the barn, but will not aid other **lycans**, except the **werebear**.

9. Hen House: This area housed the farm's fowls. There is a mighty stench of death, but it's not incapacitating. The stairs to the upper floor are here, broken. If the party searches carefully (1 turn), they may find the corpses of the farm foreman, the clerk and his retinue under the rubble.

ADVENTURE: Blood Moon (cont.)

The foreman (FTR2) was a conscripted soldier in the barony's militia long ago. He joined the clerk and soldiers in defense of the farm, but was slain by the **werebear**. The foreman wears chain mail, a *magic longsword* is clutched in his hand, and a silver *amulet of health* is around his neck.

Shed: This outbuilding held tools and supplies, and farm work was done here (e.g. food preservation, woodworking, repairing tools, candle making and etc.). A trap door in the northeast corner led to the **root cellar** below. It was burned to the ground during the **lycan** invasion, with only its husk remaining.

10. Tracks: A set of large tracks here leads from the barn to the shed. The trail begins as bear tracks and transitions into a large man's footprints. The tracks are very deep. A successful WIS check indicates a player discerns the being making the tracks was heavily encumbered, perhaps carrying a heavy load.

11. Secret trap door: The tracks at Area 10 lead into the shed, to a *trap door* in the northwest corner. It is poorly concealed under an old barrel. The *trap door* leads to the Humbill's cold storage and **root cellar**, which the **lycans** have taken over. The *trap door* opens onto a 5' x 15' staircase heading south and curving to the north, dropping 15' down. A faint muddy trail on the stairway matches the trail from above-ground.

The Root Cellar: The *trap door* corridor ends in a "T-intersection" in the **root cellar**, with archways leading to chambers to the east and west. The Humbills stored food which needed to be kept cold and surplus food was also stored here. The invaders are hiding out here while formulating

plans to use the farm a staging area to raid nearby human settlements.

12a. T-intersection: Four **lycan** guards mill about here: the four **werejackals** (33hp) from Area 1.

12b. Sundry cellar: This 10' square room was used for storage of items which were used most often and thus kept closest to hand, primarily salad greens, fresh meat and fish, jarred preserves and jams, salt, butter, milk, cream, bread, and cakes and pies.

The **lycan** use this area as their **common room**: a large central hearth is surrounded by numerous bedrolls. All of the **lycans** rest here when not on duty above. When the players enter there are two **werelions** (39hp) and a **wererat** (23hp) here.

12c. Vegetable cellar: This 10' square room was used for longer term storage, especially during the winter, for item such as potatoes, turnips, carrots, beets, onions, jarred and potted vegetables, salted meat and fish, winter squash, cabbage, and other traditional root vegetable fare.

A locked door on the north wall leads to Area 12d, keeping the goods here separate from goods stored therein.

This room has been commandeered by the leaders of the **lycans** as a **throne room**. The leaders are a **werebear** (45hp) and its mate, a powerfully built white **werewolf** (34hp). They are resting comfortable here, he on a makeshift throne and her on a bed of pelts and furs. Once they see the players they immediately shift into their true forms and attack with ferocity and no mercy.

The Humbill children, **Anya** and **Nils**, are also here, kept in locked cages so

the **lycans** could torment them. The two youngsters look weak and out of their minds with fear and sorrow. They will scream and beg the players for their release as soon as the party enters the chamber. If released they will attempt to assist the party as best as they are able, providing any support and assistance possible (e.g. holding a torch, binding an injured player's wounds, and so on). They are classless "0-Level" humans.

After the battle, the players may find a key on a leather thong around the **werebear's** neck. This key opens the children's cages and the lock placed on the door to the **segregated storage** (Area 12d).

d. Segregated Storage: This is a cramped 5x10' room. Apples were stored here since their fermentation could cause over-ripening or spoilage of other stores, and thus they were segregated in this room. Water, beer and other types of fermented alcohol were stored here as well, as they would not be affected by the apples' fermentation process.

This room was kept locked, with only the **werebear** having a key to access the room. The **lycans** used the room as the **treasure room** for their band, where they stored all the loot they had acquired in their recent raids, including what they had taken from the Humbills.

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

Once the **lycan** leader and his mate are defeated, the party's work here is done. Any remaining **lycans** in the area will flee to save their own hides. The party should receive a bonus 500xp if they rescue the children and lead them safely back to town.

ADVENTURE: The Blood Moon (cont.)

APPENDIX A: New Monsters

LYCANTHROPE

	Wereweasel	Werejackal	Werelion
Frequency:	Very rare	Very rare	Very rare
No. encountered:	2d4	2d4	2d6
Size:	M	M	M
Move:	150 ft	120 ft	120 ft
Armour class:	3	4	4
Hit dice:	4+3	5+3	6+3
Attacks:	1	1	3
Damage:	1d10	2d6	1d6/1d6/1d10
Special Attacks:	blood drain	none	rear claws
Special Defenses:	See below	See below	See below
Magic Resistance:	Standard	Standard	Standard
Lair probability:	30%	25%	25%
Intelligence:	Average	Average	Average
Alignment:	Neutral Evil	Neutral	Neutral
Level/XP:	4/300+6/hp	5/500+6/hp	6/550+8/hp

Lycanthropes are humanoids with the ability to change their shape to that of an animal form during the night hours. A full moon is 90% likely to cause their transformation to their were-form. Any humanoid who is bitten and takes 50% damage or more will contract the lycanthropic disease of its attacker. The disease must be cured within three days by a *cure disease* spell cast by a cleric of 12th level or higher. Eating belladonna within an hour after an attack has a 25% chance of curing the victim, though they are incapacitated for 1d4 days and there is a 1% chance of the herb killing the victim.

There are numerous types of were-animals, each with their own unique special abilities and powers. One thing they all have in common, however, is their kind's major special defense: all lycanthropes may *only* be struck in melee combat by weapons which are made of silver or by magical weapons. As far as spells, they are not immune to magic and have the standard magical resistance, allowing for saving throws as appropriate against spells cast against them.

Wereweasel: They appear as smallish and furtive persons in humanoid form. In were-form they are granted the quick movement and sharp teeth and claws of a weasel. In battle, their bite automatically drains blood after the first successful hit, 1d10 per round.

Treasure: 2d6×100cp (20%), 2d4×100sp (25%), 1d4×100ep (10%), 1d2×100gp (10%), 1d6 gems (25%), 1d3 jewelry (25%), 1d2 magic items (10%).

Werejackal: In human form werejackals are pug-faced and rather hirsute, with long ponytails. In were-form they are very aggressive and attack with a strong bite.

Treasure: 2d6×100cp (20%), 2d4×100sp (25%), 1d4×100ep (10%), 1d2×100gp (10%), 1d6 gems (25%), 1d3 jewelry (25%), 1d2 magic items (10%).

Werelion: They appear as tawny haired humanoids with a very haughty, regal bearing. In were-form they attack with their powerful front claws and strong maw. If both front claws successfully strike a victim, a werelion gets two extra raking attacks with its back claws (D 1d6/1d6).

Treasure: 2d6×100cp (20%), 2d4×100sp (25%), 1d4×100ep (10%), 1d2×100gp (10%), 1d6 gems (25%), 1d3 jewelry (25%), 1d2 magic items (10%).

WEREWEASEL



WEREJACKAL



WERELION



Is the newest edition missing the mark for you?

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