



# CAVALIER ATTITUDE

An Old School Roleplaying Zine

Volume III, Issue 4

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

## CONTENTS

Welcome!	1
Current Topics	2
Bard's Corner	5
Submissions	7
Old School Art	8
Magickal Menagerie	10
Market Square	11
Knave's Galère	12
Adventure	13
Dread Bestiary	14

## WELCOME!

What's in this issue  
Page 1

## CURRENT TOPICS

*Cavalier Round-Up: An Index of Every Issue of This Zine*

Page 2

*Bard's Corner: The Unstuck Spy*

Page 5

*Magickal Menagerie: New Magic Items for Your Players*

Page 10

*Dread Bestiary: Demon Cult Monk and Undead Spider*

Page 14

## ADVENTURE

*Seeress' Rescue: Can you save the seeress from a demonic cult?*

Page 13



## 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.

This is the fourth and final issue in our third year of publishing this zine; the tenth issue overall. A fine accomplishment, if you ask us!

In this tenth issue of **Cavalier Attitude** we will be taking a look back at the entire history of this zine with an article entitled "**Cavalier Round-up**", which provides a complete index of the zine so far.

This issue also features another installment of the **Bard's Corner**,

showcasing fantasy fiction with an RPG theme, by myself and others. This time you'll hear the tale of an honourable spymaster who gets tossed about in the æther, entitled "**The Unstuck Spy**".

I also present a selection of magical items and new monsters of my own creation in the "**Magical Menagerie**" and "**Dread Bestiary**" columns.

This issue also contains our standard columns: an Old School art showcase; pre-generated PCs; and information on my four recently published supplements. Lastly, the issue contains an **exclusive OSR one-shot adventure**, *Seeress' Rescue*!

Louis "sirlou" Kahn  
Editor

# CURRENT TOPICS: Cavalier Round-Up

**Cavalier Round-up:** This chart provides a complete index of every issues of this zine, past and present, for your use.

Volume	Issue	Date	Section	Description	Page
I	1	Sept. 2017	Welcome!	Welcome to Cavalier Attitude! (Intro and description of contents)	1
			Current Topics	<i>Introducing Players to RPGs via OSR and Zero-Level Player Characters</i>	2
			The Inn	Social Media Posts: The Best of SKP's socials! (Jan.-Aug. 2017)	4
			Old School Art	Showcasing Old School Art From My Products	5
			Market Square	Synopses and Covers From My Recently Published Books (SK1, SK2, S1, S2, S3, SO1, SO2 & SR1)	6
			Knave's Galère	A Party of Six Pre-Generated OSR Characters (Levels 6-8)	7
			Submissions	We Are Seeking Submissions of Old School Content ...	8
I	2	Dec. 2017	Welcome!	Welcome to Cavalier Attitude! (Intro and description of contents)	1
			Current Topics	<i>8 Reasons to Check Out OSRIC</i>	2
			Submissions	Call for Submission of Old School Content	4
			The Inn	Social Media Posts: The Best of SKP's socials! (Sept.-Nov. 2017)	5
			Old School Art	Showcasing Old School Art From My Products	7
			Market Square	Synopses and Covers From My Recently Published Books (SR2, SCAI.1, SO3, SO4, & Sch1)	8
			Knave's Galère	A Party of Six Pre-Generated OSR Characters (Levels 4-6)	9
			Adventure	<i>The Shrine of The Titans (An OSR Adventure for PCs Levels 8-10)</i>	10
II	1	March 2017	Welcome!	Welcome to Cavalier Attitude! (Intro and description of contents)	1
			Current Topics	<i>An Epic Hoard: An Interview with Collector Greg Covey</i>	2
			Submissions	Call for Submission of Old School Content	4
			Current Topics	<i>Deep Dwarves: Greed Above All Else!</i>	5
			Useful Links	Useful OSRIC download links	7
			The Inn	Social Media Posts: The Best of SKP's socials! (Dec. 2017-Feb. 2018)	8
			Old School Art	Showcasing Old School Art From My Products	10
			Market Square	Synopses and Covers From My Recently Published Books (SCAI.2, SO5, SO6, SC2, and SO7)	11
			Knave's Galère	A Party of Six Pre-Generated OSR Characters (Levels 8-10)	12
			Adventure	<i>Sea Hag's Folly (An OSR Adventure for PCs Levels 2-4) - New Section</i>	13
II	2	June 2017	Welcome!	Welcome to Cavalier Attitude! (Intro and description of contents)	1
			Current Topics	<i>Medieval Western Monks as PCs in Old School Games: the Warrior Monk</i>	2
			Current Topics	<i>Shadow Gnomes: Beware What Lies Hidden in Shadows!</i>	4
			The Inn	Social Media Posts: The Best of SKP's socials! (March-May 2018)	6
			Old School Art	Showcasing Old School Art From My Products	8
			Market Square	Synopses and Covers From My Recently Published Books (SCAI.1, SR3, and SO8)	9
			Knave's Galère	A Party of Six pre-generated OSR characters (Levels 2-4)	10
			Adventure	<i>The Crystal Tavern (An OSR Under-Realm adventure setting)</i>	11
			Submissions	Call for Submission of Old School Content	12

## CURRENT TOPICS: Cavalier Round-Up(cont.)

II	3	Sept. 2017	Welcome!	Welcome to Cavalier Attitude! (Intro and description of contents)	1
			Current Topics	<i>The Scout Class: Military Specialist and Foresters</i>	2
			Submissions	Call for Submission of Old School Content	4
			Current Topics	<i>Handy Haversack: What Every Player Should Carry</i>	5
			The Inn	Social Media Posts: The Best of SKP's socials! (June-Aug. 2018)	6
			Old School Art	Showcasing Old School Art From My Products	8
			Magickal Menagerie	<i>New Magic Items from My Campaign - New Section</i> ( <i>Temporal Tumbler, Obsidian Ring, Thunder Stones, Hand Crossbow</i> )	9
			Market Square	Synopses and Covers From My Recently Published Books (SCAII.2, SC2, and SK4)	11
			Knave's Galère	A Party of Six Pre-Generated OSR Characters (Levels 2-4)	12
			Adventure	<i>The Dark Chanterie</i> (An OSR Adventure for PCs Levels 12-16)	13
II	4	Dec. 2018	Welcome!	Welcome to Cavalier Attitude! (Intro and description of contents)	1
			Current Topics	<i>Out Of Alignment: Managing PC Alignment Changes</i>	2
			Bard's Corner	<i>Sienna's Tale: Death Comes to Blackrock - New Section</i>	4
			Submissions	Call for Submission of Old School Content	5
			The Inn	Social Media Posts: The Best of SKP's socials! (Sept.-Nov. 2018)	6
			Old School Art	Showcasing Old School Art From My Products	8
			Magickal Menagerie	<i>New Magic Items from My Campaign</i> ( <i>Anti-Toxin, Automated Spell Book, Black Ice Longsword</i> )	9
			Market Square	Synopses and Covers From My Recently Published Books (SCAII.3, SO9, and SO10)	10
			Knave's Galère	A Pre-Generated OSR Character (Halfling Fighter)	11
			Adventure	<i>The Icy Hollow</i> (An OSR Adventure for PCs Levels 4-6)	12
				Appendix A: New Monster - Snow Demi-Elemental	13
III	1	March 2019	Welcome!	Welcome to Cavalier Attitude! (Intro and description of contents)	1
			Current Topics	<i>Felony Murder Hobos: Law and Order in Medieval Campaigns</i>	2
			Bard's Corner	<i>Prue's Fate</i>	6
			Submissions	Call for Submission of Old School Content	7
			The Inn	Social Media Posts: The Best of SKP's socials! (Dec. 2018-Feb. 2019)	8
			Old School Art	Showcasing Old School Art From My Products	10
			Magickal Menagerie	<i>New Magic Items from My Campaign</i> ( <i>Venomous Bullwhip, Elfin Scale Mail</i> )	11
			Market Square	Synopses and Covers From My Recently Published Books (SX1, SC3, SO13, SCAII.4, SM1, SO11 and SO12)	12
			Knave's Galère	A Party of Six Pre-Generated OSR Characters (Levels 4-6) - <i>New Format</i>	14
			Adventure	<i>The Blood Moon</i> (An OSR Adventure for PCs Levels 4-6)	16
			Bonus Handout	<i>BLOOD MOON ADVENTURE</i> , Hambill House Map	n/a

## CURRENT TOPICS: Cavalier Round-Up (cont.)

III	2	June 2019	Welcome!	Welcome to Cavalier Attitude! (Intro and description of contents)	1
			Current Topics	<i>Loot Division: Methods for the Amicable Division of Treasure</i>	2
			Bard's Corner	<i>The Trouble Twins (Part I)</i>	4
			Submissions	Call for Submission of Old School Content	6
			Old School Art	Showcasing Old School Art From My Products	7
			Magickal Menagerie	New Magic Items from My Campaign (Handgonnes & Arquebuses: <i>handgonne of webs, handgonne crossbow, arquebus of burning flame, battle axe arquebus</i> )	8
			Market Square	Synopses and Covers From My Recently Published Books (SCAIII.1, SX2, SCA1, and SSolo1)	9
			Knave's Galère	A Party of Six Pre-Generated OSR Characters (Levels 1-3)	10
			Adventure	<i>The Copper Hall of Naren Kaz</i> , by Greg Covey & Louis "sirlou" Kahn (An OSR Adventure for PCs Levels 5-7)	12
			Dread Bestiary	<i>The Demi-Lich - New Section</i>	17
			Bonus Handout	<i>The Copper Hall of Naren Kaz</i> , Pre-Generated PCs	n/a
III	3	Sept. 2019	Welcome!	Welcome to Cavalier Attitude! (Intro and description of contents)	1
			Current Topics	<i>Ashes to Ashes: Dealing with Player Character Death</i>	2
				<i>Ashes to Ashes</i> Handout: PC's Last Will and Testament	3
			Bard's Corner	<i>The Trouble Twins (Part II) - Conclusion</i>	4
			Submissions	Call for Submission of Old School Content	6
			Old School Art	Showcasing Old School Art From My Products	7
			Magickal Menagerie	New Magic Items from My Campaign ( <i>Brigandine Armour, Rod of Fright, Wondrous Candles</i> )	9
			Market Square	Synopses and Covers From My Recently Published Books (SCAIII.2, SPC1, SSolo2, and SO14)	10
			Knave's Galère	A Party of Six Pre-Generated OSR Characters (Levels 5-7)	11
			Adventure	<i>Tower Inverso</i> (An OSR Adventure for PCs Levels 5-7)	13
			Dread Bestiary	Demi-Elemental, Sand	15
III	4	Dec. 2019	Welcome!	Welcome to Cavalier Attitude! (Intro and description of contents)	1
			Current Topics	<i>Cavalier Round-Up: An Index of the Cavalier Attitude OSR Zine</i>	2
			Bard's Corner	<i>The Unstuck Spy</i>	5
			Submissions	Call for Submission of Old School Content	7
			Old School Art	Showcasing Old School Art From My Products	8
			Magickal Menagerie	New Magic Items from My Campaign ( <i>Earthbane Hammer, Ring of Blinking, Teleportation Stone</i> )	10
			Market Square	Synopses and Covers From My Recently Published Books (SCAIII.3, SC4, SO15 and SO16)	11
			Knave's Galère	A Party of Four Pre-Generated OSR Characters (Levels 13-16)	12
			Adventure	<i>Seer's Rescue</i> (An OSR Adventure for PCs Levels 8-10)	13
			Dread Bestiary	Demon Cult Monk and Undead Spider	14

# BARD'S CORNER: The Unstuck Spy

## *The Unstuck Spy*

by Louis "sirlou" Kahn

*The idea for this short story came from the need to integrate a new player into my existing OSRIC game, which takes place in my published campaign world.*

\* \* \*

You were hot on the trail of new leads to finding the true murderer of your former master, the King's Spymaster. You had narrowed the suspect list down to three potential targets:

- ❖ **The Queen:** Rumours claimed she was having an illicit affair with the head of the local warrior-priest's temple, that she was with child and that the Spymaster was going to expose her infidelity to the King and the fact the child was not his.
- ❖ **The King's Illegitimate Brother:** A robber-lord who rules a band of brigands in the deep woods (The Spymaster discovered he had a double agent at court who was plotting to poison the King, but unfortunately he never revealed to you who that traitor was before his death.)
- ❖ **The Court Mage:** The Spymaster told you the woman was dabbling in dark arts and he believed she had become the thrall of a demonic lord with plans on invading the prime material plane.

You thought you'd begin the final part of your investigation by checking on the **Court Mage** first. While she was attending a thaumaturgy conference

one night you used your considerable thieving skills to break into her suite in the castle. Finding a hidden passageway, you followed it down to her laboratory. There, among the bookshelves, cauldrons, beakers and other magical equipment, you spied an arcane circle, in the form of a pentagram, inscribed on the floor. A black, leather bound book, with silver sigils on the front, sat within the circle. Examining the floor and then the book, you found no sign of any traps and, since nothing else seemed to jump out at you, you opened the book to examine its contents. You were hoping it was a journal with incriminating passages or that it would at least provide further clues.

What you *did not* expect to see inside the book was a "void": where the pages should have been was simply a yawning, empty black space... which your brain registered for a split-second before you were pulled, screaming into that void. Your body was transformed to pure energy and dragged wholly into the void; the book consumed you and then fell with a thud to land back on the floor within the arcane circle.

The mage dispelled her invisibility spell and laughed deeply and with great relish as she stepped over to the circle and, being sure not to open the book, gingerly picked it up and took it over to a bookshelf. She placed a small platinum chain around it, whispered an incantation, and the chain clamped shut around the tome. She was glad to be rid of the pesky, upstart junior spy who had been snooping around her affairs too

much lately. She stepped lightly, full of renewed energy, as she climbed the stairs and sealed the secret door behind her.

\* \* \*

Meanwhile, inside the void...

Once you were pulled into the void you experienced the strangest sensation, as if you were standing still but the "empty" was moving around you. After a moment or an eternity, you were not sure which, you saw light begin to "form" (if that was the right way to say it; it had not existed and then it existed) all around you, and suddenly you were someplace else. You were in a place of tall metallic mountains, with strangers in odd clothes, there was a tremendous din, and you saw a great metal dragon fly overhead. Startled, you took a step back...

And you found yourself in a swamp, with huge leafy plants rising high above your head. There were strange leathery "birds" (like small dragons, perhaps) circling overhead and you heard the sound of thunderous footsteps nearby. Suddenly, there was a huge roar very close by and the ground shook so mightily that you stumbled and fell to your knees...

And when you looked up, you found yourself in a room made completely of metal and some form of stiff, shiny material you had never seen before. Strange dark mirrors were everywhere, but they showed only minimal reflections and mostly displayed rows and columns of indecipherable figures.

## BARD'S CORNER: The Unstuck Spy (cont.)

Looking over your shoulder you saw a window, and you moved to look out at the night sky, only to find, to your immediate shock, that you were again in the void, only this time there were innumerable stars present and you were apparently "floating" within the stars in your metal room. You could see a strange sight out there, a globe of blue, green, brown and white that looked somehow familiar and yet totally alien.

You were not sure what was going on but it seemed you had somehow become "unstuck", for lack of a better word, from the world. You appeared to be rapidly moving from one world to the next and, the thought suddenly occurred to you, perhaps you'd never stop! Panic began to seize you: you could feel your breathing becoming shallow and your heart racing, as if it were about to explode! You sat down hard on the unyielding metal floor...

And you closed your eyes to minimize your intake of stimuli, ease your muscles and control your breathing to slow your heart rate, as the Spymaster had taught you. Eventually the panic began to subside. You could feel the ground beneath you and it felt like stone, cold regular stone, and you felt relief wash over you. Convinced now that your visions were the doing of a trap on the book, a spell or a poisonous tincture, you opened your eyes...

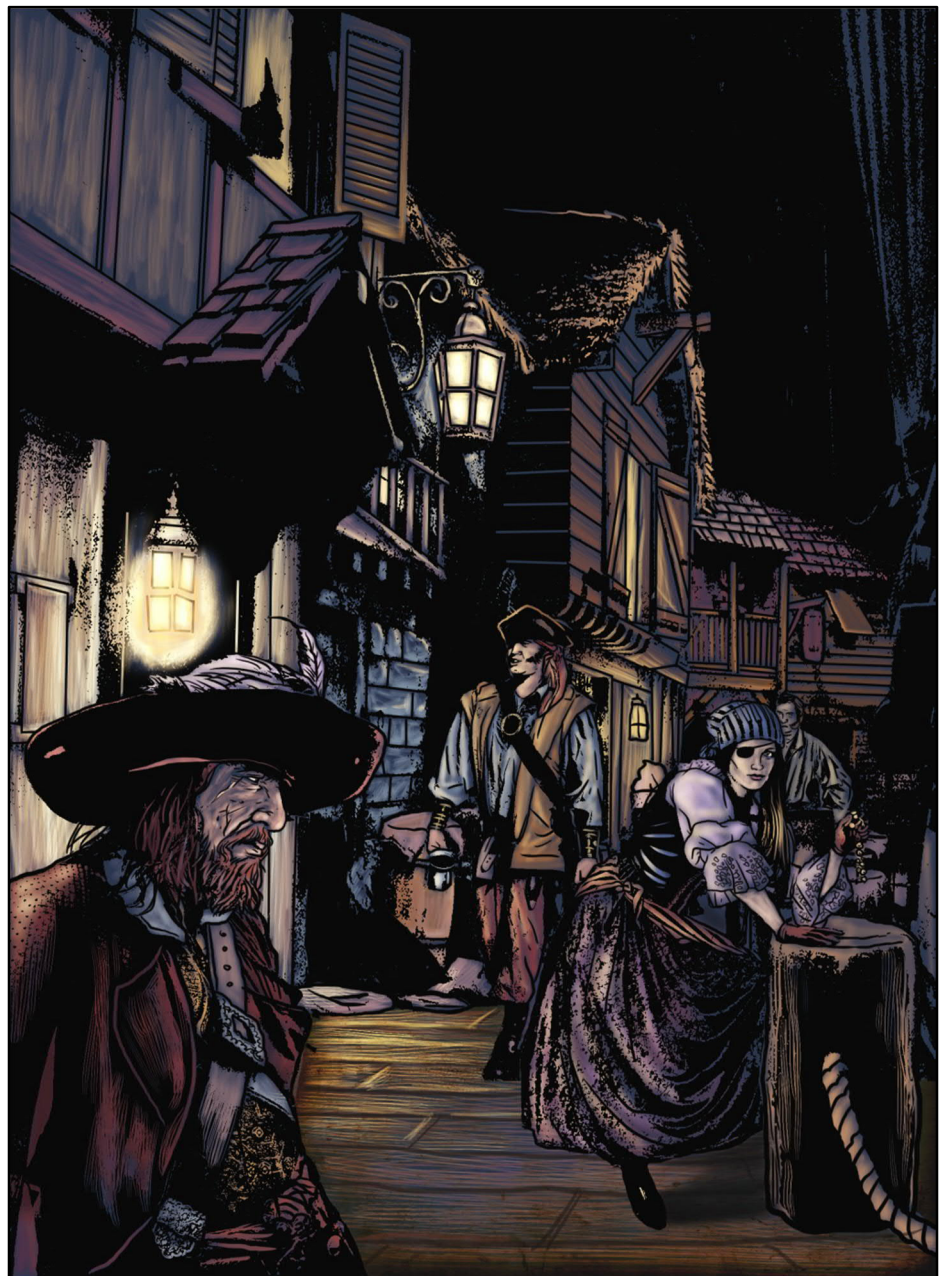
And you were once again in a world that made sense to you. You were in a cobbled stone street; there was a baker, there was a butcher, and there was an armour shop. You could hear the clang of

a smith's hammer and just smell a whiff of a tannery on the air.

However, while this appeared to be your world...there were certain discrepancies you noticed. For one thing, you were no longer in the castle, and for another, you did not recognize any of the folk hereabout. You then began to notice other things that were off: this was not *your* market square, folk were dressed oddly, and as

you listened carefully you realized with concern that you did not know the language the folk were speaking.

It appeared you were someplace else once again, the spell or poison must still be running through your body you surmised. You decided to ride these "visions" out there, as it seemed close enough to home to be intelligible to you, and you took a seat in a free corner of the



market, pulled your leather coif over your head, closed your eyes and hunkered down to let it all pass...

And you awoke with a start, as a mail clad man, likely a city guard, nudged you with his foot and indicated you should move on. You gathered this from his gesture and scowl as you could not still understand the language being spoken. Apparently you had foolishly fallen asleep, likely from exhaustion brought on by the stress, and it was now night time. You got up quickly, bowing respectfully to the guard, and you moved off.

You seemed to have become "stuck" again, but apparently in another place that was not your home. However, it was at least a world you understood and perhaps it was just somewhere on the other side of the known world, which would explain the differences of language and custom. You used your thieving skills and found an empty place to rest the night. As you looked out the window of the abandoned warehouse you had commandeered for the evening, you realized with a start that the stars were not the same. You were not home and the gods knew where you were!

The next morning you were still there, in this place...and the next morning and the next morning after that. You had, in the end, used your intelligence and cunning to get by in this strange new world.

It had now been six months since you had "crossed over", as you thought of it. You had learned the language of this new town, which the locals called **Baile Atha Quinith**, the capital of a nation known as **The Red Eagle Barony**. Plying your talents you had managed to secure first funds, then

credentials, and then employment as a low level government functionary. You worked as a clerk at the local lord's tax collection office, all the while trying to learn as much as possible about this new world and trying to discover any magic that might help you to become "unstuck" again, and to find your way home.

Most of the locals were simple country folk with no access to the sort of intel you needed, and the nobles hereabouts were primarily concerned with gaining the favour of **The Lady** (or **The Quinith** as the lord of this place was known), and none of them seemed to have the sort of money and power you thought you might need to make your dream of returning home come true.

You had begun to despair of ever returning home to punish your master's murderer, when you heard word of a group of successful adventurers operating in **The Barony**.

It was whispered these folk had traveled far and wide, and even traveled to other realms beyond the heavens. While most considered these tales pure fantasy and boasting, you believed them to be true based on your own firsthand experience.

As luck would have it, the gossip said these worthies were headed your way, to **Baile Atha Quinith**. They might be just the sort of powerful folk you needed to help you. Thinking quickly, you devised a plot to intercept these "do-gooder" heroes, to gain their favour and feign friendship with them, so that you could use the fools to get yourself back home.

You are back in business and one way or another, you will get home!

If you enjoy  
**CAVALIER ATTITUDE**  
stay tuned!  
The next issue  
(Volume IV, Issue 1)  
will be coming your  
way in 2020!

**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](mailto:starryknightpress@gmail.com)



**Artist credits:** Jacob E. Blackmon (8, clay golem); Daniel Comerchi (8, executioner); Larry Elmore (16, Nos. 110, female; 167, female; 029, male; 120, male) (Character Clip Art & Color Customizing Studio); David Hamilton (8, shield guardian) (Some artwork ©2010 Headless Hydra Games. Used with permission.); Jack Holliday (9, headless horseman); Rick Hershey (6, coverpirate; 8, sword21 & hammer 15; 10, hammer8) (Publisher's Choice Quality Stock Art, ©Rick Hershey/Fat Goblin Games); JEShields (8, sand elemental); Joyce Maureira (8, cgracelineup); Matt Morrow (8, Under the Sea); Daniel Walthall (8, staff; 16, medusa); and Louis "sirlou" Kahn (1, Cavalier Attitude & Starry Knight Press logos; 8, Dullahan Pursuit & Pirate Jack, *detail* & Star Travel, *detail*); 10, Teleportation stone; 11, SCA III.3, SC4, SO15, and SO16 covers; 13, Seeress' Rescue map; 15, Undead spider).

### Starry Knight Press

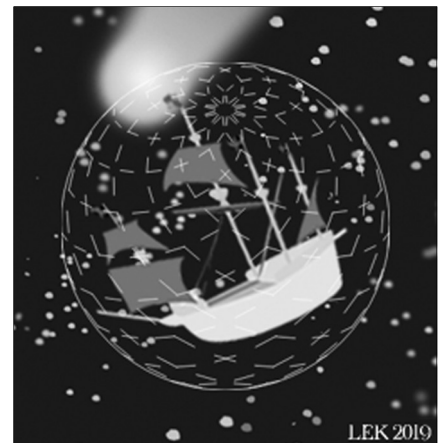
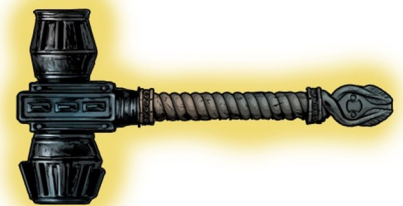
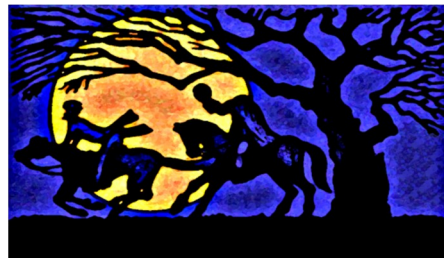
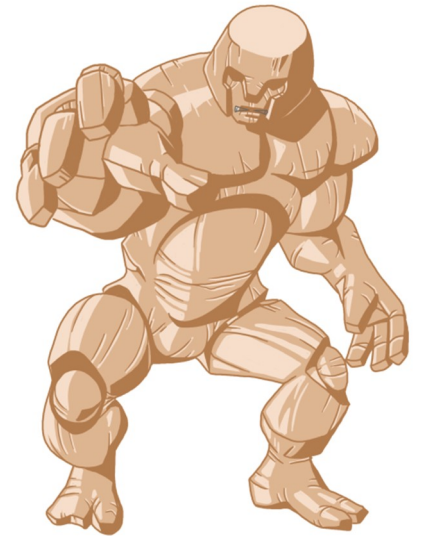
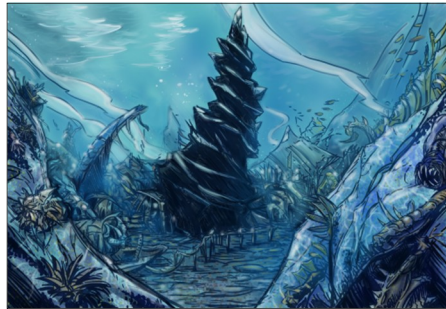
©2019 Louis Kahn  
All rights reserved.  
[starryknightpress.com](http://starryknightpress.com)  
Made in the U.S.A.

# 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*





OLD SCHOOL ART (cont.)



# Magickal Menagerie

I greatly enjoy creating new magic items for use by the players in my own campaign, most of which usually end up making it into one of my published adventures. I like to create both wholly unique items and items that are re-skins of common items which, when you read about them, make you think, "I should have thought of that!" Well you don't need to because I've done it for you. Enjoy!



## EARTHBALE HAMMER

This light and well-balanced heavy warhammer will function as a +2 weapon when fighting most opponents. Its damage in this case is S/M 1d6+3 and L 1d6+2.

However, against earth-based creatures the hammer functions as a +3 weapon. Its damage in this case is S/M 1d6+4 and L 1d6+3. This would include creatures composed of earth, soil, dirt, sod, mud and similar elements.

In addition, against true **earth elementals** and beasts from the *elemental plane of earth*, the hammer functions as a +3 weapon and inflicts double damage against such foes.

## RING OF BLINKING

This ring appears as a normal piece of jewellery. But when its command word is spoken, the wearer will be affected by a mage's *blink* spell.

The effect lasts for ten rounds, after which the ring ceases to function 6 turns (1 hour) while recharging. The command word will generally be engraved on the ring. (GP value: 1,000gp)



## TELEPORTATION STONE

A **teleportation stone** is a stone ensorcelled by a powerful mage to allow instantaneous travel via the magic-user *teleportation* spell. When placed on the ground and the command word is spoken, the stone will teleport all living beings in a 10' radius to a pre-determined locale chosen by the mage who has created the item.

These stones are one-use items, although they may be recharged by a mage: they must cast a *teleport* spell while holding the stone, allowing it to absorb the spell. It is rumoured certain arch-mages have created multi-use **teleportation stones**, but such items would be exceedingly rare and expensive.

The spell functions almost unerringly, with a mere 2% chance of failure. Magic is unpredictable, however, and thus each time a **teleportation stone** is used, the GM should roll percentile dice: on a roll of 1 the spell fails and nothing happens; on a roll of 2-99 the device works as intended;

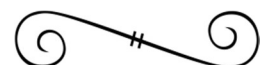
but on a roll of 100 the device malfunctions catastrophically.

If a catastrophic failure occurs the GM should roll 1d6 and consult the chart below for the result:

### Teleportation Stone Failure Chart

Roll	Result
1	The player is transported to a completely random location in time and space (e.g. the player may be transported to another planet in a different sphere, such as our modern day Earth). The final destination is at the GM's sole discretion.
2	The player is transported to the proper location, but 50' below the spot intended. If transported into solid matter they will die.
3	The player arrives at the right place, but a slightly wrong location. Roll 1d10: on a roll of 1-5 the player arrives that many feet east of the mark, and on a roll of 6-10 they arrive that many feet west of the mark. If transported into solid matter they will die.
4	The player is transported to the proper location but 50' in the air. Unless they have the means to land safely, they suffer 5d10 points damage.
5	The player arrives at the right place and time, but they arrive naked, with all their gear left at the spot from whence they came.
6	The player is transported to the correct location, but the wrong time. Roll 1d20: on a roll of 1-10 they arrive that many <i>days before</i> the present, and on a roll of 11-20 they arrive that many <i>years after</i> the present.

(GP value: 3,000gp, 10,000gp for a multi-use stone)

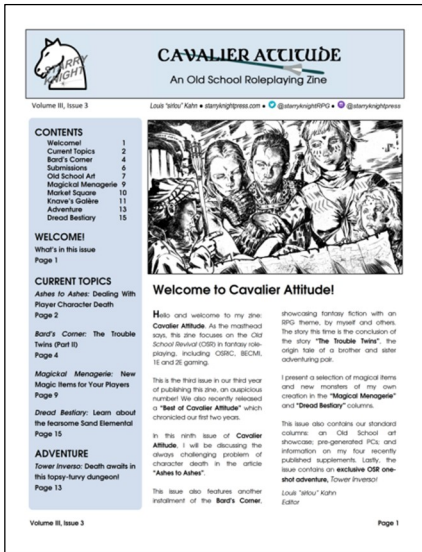


# MARKET SQUARE

## Synopses and Covers from My Recently Published Books

Below are the books I have published since my last issue in June 2019, encompassing four products!

### SCAIII.3 Cavalier Attitude



**Synopsis:** The 9th issue of our OSR zine (September 2019) concluded **THE TROUBLE TWINS** short story and held the adventure **TOWER INVERSO**, along with our regular features.

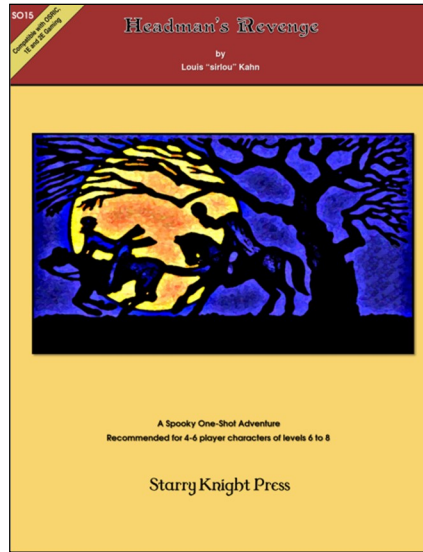
### SC4 Perilous Expeditions



**Synopsis:** A 112 page compilation book gathering four complete one-shot adventures, **SO13** to **SO16**.

Volume III, Issue 4

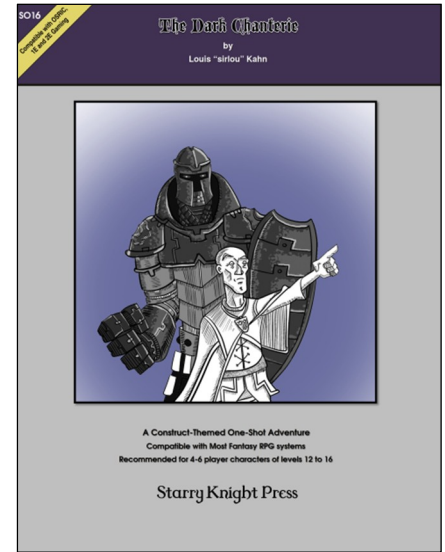
### SO15 Headman's Revenge



**Synopsis:** This Halloween/Samhain adventure is intended for 4-6 players of levels 6-8. Your players are newly arrived in the **Alderburgh** village of **Coomchadalach**. The place has been attacked by a headless horseman who has kidnapped several villagers in recent days. A travelling priestess named **Mother Mabon** and the village council offering a sizeable reward if you will defeat the dullahan, rescue the kidnapped villagers, and help restore the Balance.



### SO16 The Dark Chanterie



**Synopsis:** Our sixteenth one-shot adventure is intended for a group of 4-6 players of levels 12 to 16. In this adventure your players will be hired by a half-elven woman named **Perri Onwe**, who employs the party to investigate a 2,000 year old cult shrine of the goddess **Evalyn MacGuiness**. The sage is convinced the shrine holds the answer to ancient mysteries, including travel among the heavens! The place is protected by fell automatons of immense power, which you must best to learn the truth.





# ADVENTURE: Seeress' Rescue

**Seeress' Rescue: Can you save the young seeress from a blood-thirsty cult?**

In this adventure your players will be called on to rescue a young seeress who has been kidnapped by a demonic cult. It is intended for 4-6 player characters of 8th to 10th level.

Seers and seeresses hold great power as they can see the future, like prophets. Their visions come to them in their dreams, and the things they dream come to pass. It is an innate ability and those who have it are born that way; with the power passing down along family lines.

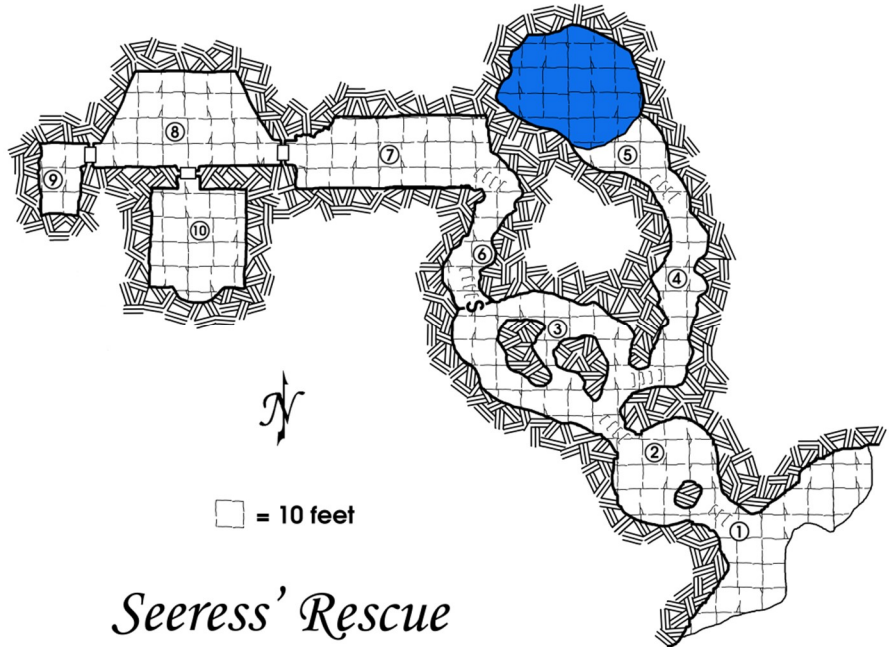
**Adventure Hook:** The cult fiends intend to sacrifice the young seeress to summon their dark lord to this plane from the hells. Your players are to fight their way into the cult's lair, rescue the girl and stop the cult's summoning.

**GM's note:** Level appropriate treasure should be placed throughout the lair.

**1. ENTRANCE:** The entrance is dark and foreboding, with a cold wind issuing forth from inside. A large **grey ooze** (27hp) lies in wait on the ceiling.

**2. CIRCULAR CAVERN:** A 10' wide natural stone column lies at the chamber's entrance. A musty, metallic odor emanates from piles of rusty metal strewn about, the work of the two **rust monsters** (30hp) who make this room their lair.

**3. THE MAZE:** This irregularly shaped room is the lair of a **Minotaur Lord** (HD 6+3, 40hp) who wields a large *double bladed axe* +2 (D 1d10+2).



**4. LONG HALLWAY:** This long hallway descends 50' to Area 5. A **thought eater** (MV 15"; AC 6; HD 6+6, 42hp; #AT 4; D 1d4; SZ M) travels back and forth here, ready to mentally attack any interlopers.

**5. KRAKEN LAIR:** An immature kraken (HD 10, 60hp) rests within the deep waters that flood the northern portion of this huge chamber. The creature swam in via a crack in the pool's bottom and grew too large to exit. The monks feed it and keep it as a guardian.

**6. SECRET HALLWAY:** A *secret door* opens onto this hallway, which descends 50' to Area 7. When the players reach the mid-point **demon cult monks** (8HD; 48hp) spring down from a *trap door* in the ceiling and attack. There is one **monk** per PC.

**7. PROCESSIONAL:** This long chamber has a long row of columns on the north and south 10' sections, with the middle 10' clear. A **gorgon** (48hp) sits at the far west end of this colonnade.

It charges to attack when players reach the midway point of the room.

**8. ANTEROOM:** This large irregular chamber serves as a meeting hall for the **cultists**. An ettin (60hp) has been left to guard the room while the **monks** perform their dark rites. It attacks the players on sight.

**9. PRISON CELL:** This chamber is sealed with a stout metal door, barred from the outside. A permanent *silence* spell blankets the room. If the door is opened a **greater medusa** (HD 7+3, 45hp) springs out and attacks.

**10. SUMMONING CHAMBER:** This large room is the summoning chamber. The **monks** are preparing to sacrifice the young **seeress**, who is gagged and bound to an obsidian altar in the southern alcove. There is one **demon cult monk** (8HD; 48hp) per PC, led by a 9HD **monk** (54hp). A **demoniac** (HD 7, 42hp) **7th level cleric** leads the ritual. They will stop their ritual to kill any intruders, offering up these souls to their lord along with the seeress'.

# Dread Bestiary: Demon Cult Monk

## DEMON CULT MONK

Frequency:	Very rare
No. encountered:	(1 per player)
Size:	Medium
Move:	120 ft
Armour class:	Varies by level
Hit dice:	Varies (In this adventure 8 or 9)
Attacks:	Varies by level, as per FTR progression
Damage:	1d4/2 levels + special (See below)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	See below (Spell immunities)
Lair probability:	100%
Intelligence:	Above-Average
Alignment:	Chaotic Evil
Level/XP:	Varies/150xp per level+ 1/hp per 2 levels

There are, for reasons known only to the gods, depraved and demented mortal souls who chose to worship demons and their foul ilk in cults across the realm. Of that dark company there are some of exceptional ability and prowess who stand head and shoulders above their deranged brethren. These blighted souls are found and brought, preferably at a young age, to be further inculcated in the ways of their demonic patrons. The strongest become **demon cult monks**, the "fists" of their demonic master. They are tested constantly and cruelly by their mortal masters and taught the martial arts: learning to govern their bodies and their minds. They eschew all armour and weapons for robes and unarmed combat.

**Enhanced Movement and Armour Class:** These monks engage in a rigorous training regimen which keeps them in peak physical condition. However, their connection to their demonic patron provides them with additional benefits in the form of increased speed and enhanced bodily integrity. As a monk advances in level, so do these gifts. At first level the monk is AC 9, but their AC drops 1 point per level gained (e.g. AC 8 at level 2, AC 7 at level 3, and so on), up to AC 0 at level 10. Thereafter their AC drops 1 point per 2 levels, to a maximum of -5 at level 20.

Similarly, at first level a monk's movement rate is 14"/round, and it increases by 1" per level gained thereafter (e.g. 15" at level 2, 16" at level 3, and so on), up to a maximum movement rate of 24"/round at level 10.

**Special Item:** **Demon cult monks** wear special *cold iron* bracers created by their demonic patron. These are provided at their initiation into the cult. These bracers

establish a link between the demon and the **monk's** eternal soul. They provide the monks with +1 to "to hit" and damage rolls for every 2 levels of experience (e.g. +1 at levels 1-2, +2 at levels 3-4, and so on). At 9th level and above, the bracers allow the monk to do double damage to good-aligned creatures. These bracers lose their power when removed from a demon cult monk, crumbling to dust as the vast power of the **demon** consumes them.

**Special Abilities:** These **monks** gain additional abilities as they advance in experience level, as set forth below:

### Demon Cult Monk Special Abilities

Level	Special Ability
3	The ability to <b>speak with demons</b> in their native tongue, which begins at 3rd level of experience.
4	The ability to mask their minds, so that <b>ESP, detect evil</b> , and similar detection and mind reading spells and/or affects have only a 30% chance of success. This power begins at 4th level, and with each level of experience which the <b>monk</b> gains thereafter, the chance of successfully sensing the <b>monk</b> drops by 2% (e.g. 28% chance of success on a 5th level <b>monk</b> , 26% on a 6th level <b>monk</b> , and so on).
5	At 5th experience level these <b>monks</b> become masters at controlling their body's immune system and metabolism. They are immune to poison and disease, and no longer affected by <i>haste</i> , <i>slow</i> , <i>sleep</i> or <i>hold</i> spells or effects.
6	At 6th level the <b>monk</b> gains the ability to use self-induced catalepsy, lowering their body temperature and heart rate to appear dead. The <b>monk</b> is able to maintain this state for 2 turns (10 minutes) per level (e.g. 12 turns at 6th level, 14 at 7th level, and so on).
7	At 7th level the <b>monk</b> gains the ability to heal damage to their body. The amount of damage which can be healed is 2-5 hit points (1d4+1) to start, increasing by 1hp/level thereafter (e.g. 3-6hp at 8th level, 4-7hp at 9th level, and so on). This ability may be used once a day.
8	The ability to <i>move quietly</i> , as <b>thieves</b> do, is attained at 8th level (55% chance, +/- DEX and race bonuses).
9	<i>Beguiling</i> , <i>charm</i> , <i>hypnosis</i> , <i>command</i> , and <i>suggestion</i> , spells are less effective against <b>monks</b> of 9th level and above. These monks are 50% resistant to such magic at 9th level, and this resistance increases 5%/level thereafter, so at 10th level such spells have but a 45% chance of affecting the monk, 40% at 11th level, and so on. Standard <i>saving throws</i> apply if their resistance fails.

**Treasure:** Incidental only. These **monks** take a vow of poverty, tithing all their worldly possession to the cult, and thus they have no personal possessions.

# Dread Bestiary: Undead Spider

## SPIDER, UNDEAD

(Turned as Type 8)

Frequency:	Very rare
No. encountered:	1
Size:	L (12 diameter)
Move:	60 ft / web, 120 ft
Armour class:	2
Hit dice:	6+6
Attacks:	3; bite and 2 legs
Damage:	2d8/2d6/2d6 (bite, 2x legs)
Special Attacks:	Poison, webs, spells (see below)
Special Defenses:	Spell immunities (see below)
Magic Resistance:	Standard
Lair probability:	100%
Intelligence:	Above-Average
Alignment:	Chaotic Evil
Level/XP:	7/1,200+6/hp

**Undead spiders** are wicked, deadly predators who have managed to bite and claw their way up to the top of the heap in arachnid society. They are the alpha hunters of the arachnid world, and wholly devoted to spreading chaos and evil. There is only one **undead spider** in any group of arachnids, and they will always be the leader of the group.

These beings begin their lives as standard highly intelligent **giant spiders**, with the power of speech and spell casting. They will speak a sibilant, heavily accented Common, Chaotic Evil and the language of spiders. These particular giant spiders are the smartest, most ruthless, and most skilled magicians of their kind.

Once they have risen to great heights of arcane knowledge some of these **spiders** seek to cheat death and gain immortality through an arcane transformation into an **undead spider**. This is similar to the process evil humanoid magic-users undergo to become an undead **lich**. The difference between the two types of undead is that while **undead spiders** do not become quite as powerful as **liches**, they also do not suffer the downside of **lichdom** (e.g. their chitinous bodies do not decay as rapidly as humanoid's bony forms and they are not required to create a magic phylactery to contain their spark of life, which they retain in their bodies).

These creatures appear as large (12' in diameter) emaciated spiders, they have little to no fur remaining on their bodies, and their legs become hard pointy, spear-like appendages. Their eyes glow a deep purplish colour and

their mouths are filled with a deadly poison which is very potent (*save vs. poison* at -2 or die), and which also causes acid damage (2d6 the first round, 1d6 the second round), even if a successful *save vs. poison* is made.

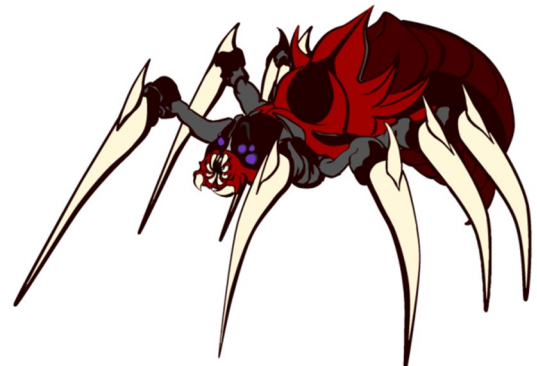
They attack with their poisonous bite (D 2d8 + poison and acid damage) and their two front, spear-like legs (D 2d6/2d6). Alternately they may cast spells; undead spiders cast spells as a 6th level magic-user (Spells: 4/3/2, GM to choose spells). They are extremely avaricious when it comes to magic and the acquisition thereof; they will do anything to acquire new spells and there are immensely paranoid about theft of their spell books and magic items.

They are wily and cautious predators, and prefer to function as generals, leaving the melee combat to their minions unless absolutely necessary. An **undead spider** is always accompanied by 1d3 mates which are large specimens of **giant spiders** (5HD, 30hp), as well as 3d4 smaller **spiders** (split between **large** and **huge spiders**), and 1d2 **ettercaps** (50%) or one **giant centipede** (50%).

While arrogant, they are not foolhardy and if their defeat seems imminent they will seek to parlay and respond positively to such overtures. They are completely untrustworthy, however, and they will use the parlay opportunity to their best advantage, and they absolutely cannot be trusted to keep their word.

They are a scourge upon the world and seek only to sow chaos and destruction, while at the same time increasing their own arcane power, wealth and influence.

**Treasure:** 1d10x1,000cp (25%), 1d10x1,000sp (25%); 1d10x1,000ep (20%); 1d10x1,000gp (20%); 1d10x100pp (20%); 2d4 gems (15%); 1d10 jewellery (15%); and 3 magic items plus 1 scroll (20%). In addition, the **undead spider** will have a spell book containing all of their known spells.



## Is the newest edition missing the mark for you?

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

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

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

**Starry Knight Press** meets your retro-gaming needs by providing high quality, brand new adventures for retro gaming rules systems. Our products are made to the highest standards. Each of our products is painstakingly hand crafted to provide you with the original play experience of the older editions of the world's most popular fantasy role-playing game!

We do things the "Old School" way, our printed products come with an original-style detached cover with maps printed on the inside covers. The booklets contain fully detailed adventures replete with classic style illustrations from established and new artists! Our works can be used alone, as they're complete worlds unto themselves, or can fit in seamlessly with the vast amount of content from the 1970's and 1980's.

We also expand those universes by including new monsters, classes, races and magical gear to continue your adventures! Another plus is that our games are appropriate for gamers of all ages and types: from harried adults who love to play but don't have time to write their own adventures to folks who want a detailed framework upon which to expand to busy families who still want to make time for family game night!

With over twenty-five published supplements from **Starry Knight Press** you'll be transported back to the heyday of "Old School" gaming in no time flat! So pull out those dice, sharpen those pencils and get out the minis...it's game night!!



## Starry Knight Press

[starryknightpress.com](http://starryknightpress.com)