

2019

A complete listing of our modules and supplements for all OSR retro-clones

STARRY KNIGHT PRESS CATALOG 2019



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Thanks:	Many thanks to my wife for supporting my "flights of fantasy" and to Kevin Siembieda, whose imaginative role- playing books inspired me to weave my own tales!				

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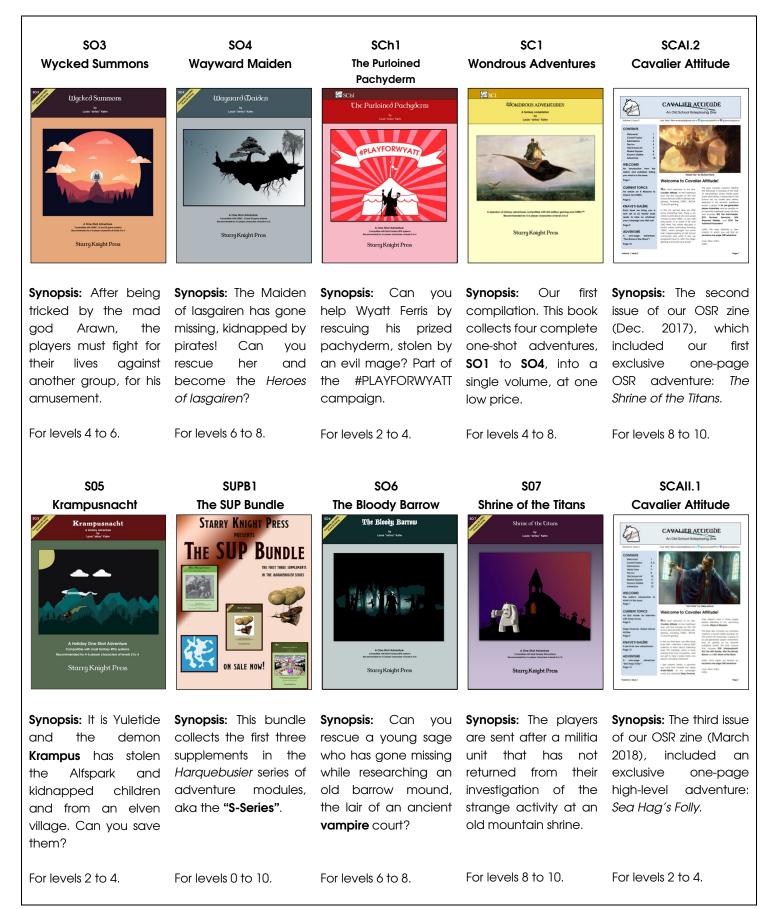
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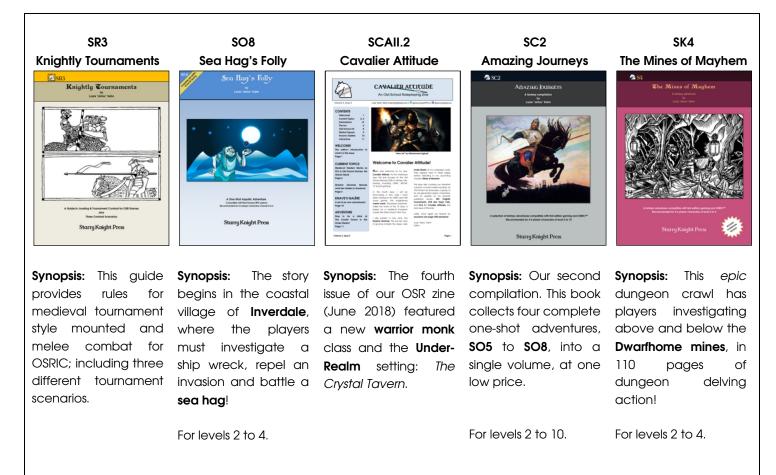
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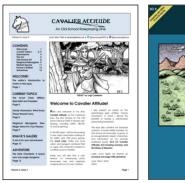




SO10

The Pumpkin Man

SCAII.3 Cavalier Attitude



Synopsis: The fifth issue of our OSR zine (September 2018) featured a new scout class and an exclusive adventure: The Dark Chanterie. <image><text>

SO9

Down the Wishing Well

own the Wishing Well

Synopsis: A one-onone adventure set in our new campaign territory, **The Dales**: ancestral home of dwarves, gnomes and halflings.

Synopsis: In this spooky adventure the players must take on an ancient being that has crossed over from Faerie to trouble a noble family. Synopsis: A mage tests adventurers by sealing them in his dungeon. With only one avenue of escape, you must fight your way out!

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SO11

Mad Madrigan's Maze

Synopsis: This monster supplement details the ancient demonic creature of folklore known as **Krampus**, and the OSR statistics I designed for it.

SM1

Krampus for OSR

amous for **OSR**

For levels 12 to 16.

For levels 1 to 2.

For levels 4 to 6.

For levels 4 to 6.



For levels 2 to 6.

SCA1

Best of Cavalier Attitude

CAVALIER ACCICUDE

For levels 4 to 6.

SO13

Shrine of Sacrifice

Starry Knight Press

For levels 2 to 4.

SCAIII.1



Synopsis: This module Synopsis: The seventh issue of our OSR zine your players investigating a long forgotten elven shrine, overrun by undead FATE, and a new lycan demonic themed Blood Moon.

Synopsis: The supplement gathers (March 2019) featured the best of my OSR the short story **PRUE's** zine, and contains 5 OSR adventures, adventure: 6 RPG articles, and one short story.



For levels 1 to 6.

For levels 4 to 6.

а

has

and

succubus.

For levels 4 to 6.

For levels 2 to 16.

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Adventure Compatibility by Level

LEVELS	AD	VENTURES		
0 to 1	S2 The Way O' The Fae	SR1 Zero Level Player Rules and Lair of the Toad		
1 to 2	S1 The Harquebusier	SO9 Down the Wishing Well		
2 to 4	SK1 The Corrupt Temple	SCAII.1 Cavalier Attitude		
	SK2 Scoundrel's Run	(Sea Hag's Folly mini-adventure)		
	 SCh1 The Purloined Pachyderm 	SK4 The Mines of Mayhem		
	SO5 Krampusnacht	SO11 Mad Madrigan's Maze		
	S08 Sea Hag's Folly	SO12 Return of Krampus		
4 to 6	SO2 Clash at Fort Valour	SO10 The Pumpkin Man		
	SO3 Wycked Summons	SO13 Shrine of Sacrifice		
	SCAII.4 Cavalier Attitude	SCAIII.1 Cavalier Attitude		
	(The Icy Hollow mini-adventure)	(Blood Moon mini-adventure)		
6 to 8	SO4 Wayward Maiden	SO6 The Bloody Barrow		
8 to 10	SO1 Eternal Knight	SCAI.2 Cavalier Attitude		
	SO7 Shrine of the Titans	(Shrine of the Titans mini-adventure)		
11+	SCAII.3 Cavalier Attitude			
	(The Dark Chanterie mini-adventure)			
Multi-level	• S3 Delver's Delights (Levels 1-10)	• SC2 Amazing Journeys (Levels 2-10)		
	• SR2 The Anti-Paladin (Levels 1-20)	• SKHB1 SKP Holiday Bundle (Levels 2-6)		
	• SC1 Wondrous Adventures (Levels 4-8)	• SC3 Tales from The Dales (Levels 1-6)		
	• SUPB1 The SUP Bundle (Levels 0-10)			



(Revised April 2019)

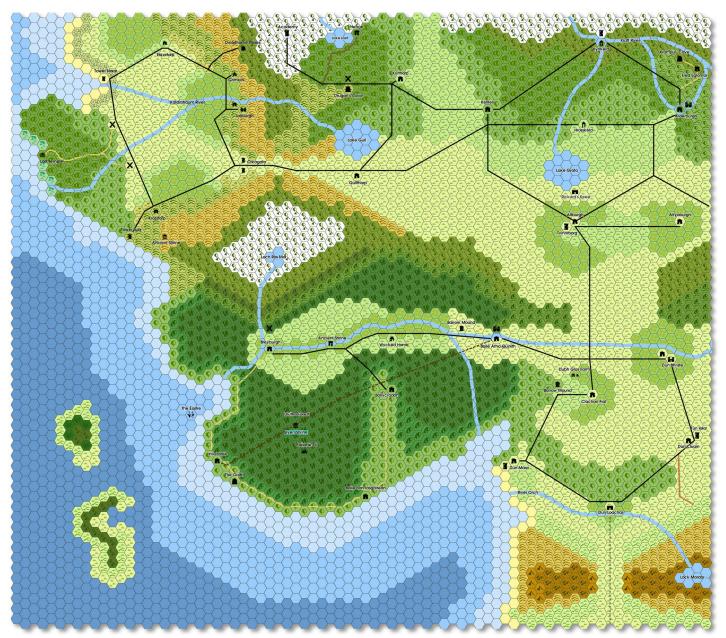
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Official Campaign Progression: My published world currently features two separate but interconnected campaigns, known as the "SK-series" and the "S-series". Each campaign has your players focused on finding and reassembling an ancient artifact of power, in order to keep them out of the hands of the forces of Evil, which are presently amassing power in the Under-Realm for a strike against the forces of Light. The two separate campaigns merge at higher levels, as your players take on challenges affecting their entire world and beyond, as they set sail for the heavens! The following chart details the proper order in which my adventures should be played.

SK-series Campaign			S-series Campaign		
Level	Adventure		Adventure		
0-1	The Lair of the Toad (from Zero Level Player Rules)0		The Way O' the Fae		
1-3	Scoundrel's Run	1-2	Trials of the Shootist (from The Harquebusier)		
3-5	The Corrupt Temple	2-4	Mines of Mayhem		
4-6	Fane of the Shark Demon (TBD)	4-6	The Crystal Caves (coming July 2019)		
6-8	The Dragon's Heart (TDB)	6-8	6-8 Grave Vexation (September 2019)		
8-10	The Gilded Anchor (from Delver's Delight)				
10+	Skyhold (space-travel based adventure setting, TBD)				

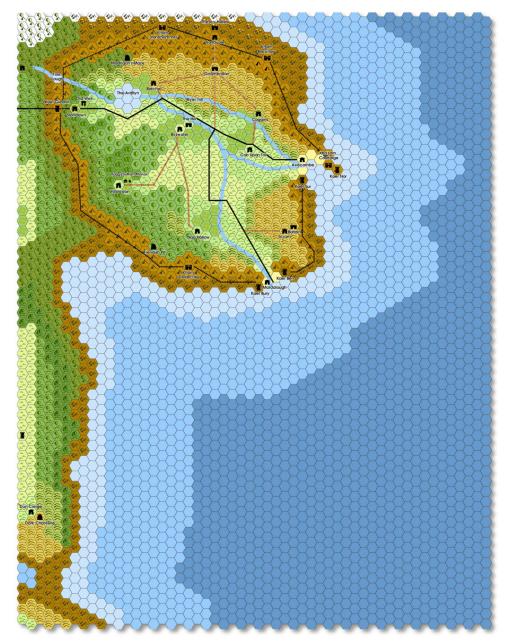


APPENDIX A: WORLD MAPS



Map 1: Jarlburgh, Alderburgh, The Red Eagle Barony, and Dùn Bhriste

These maps depict most of the North and Eastern hemispheres of the world of **Terrans**, the celestial sphere in my published campaign. These maps show the nations of **Jarlburgh**, **Alderburgh**, **The Red Eagle Barony**, **Dùn Bhriste** and **The Dales**.



Map 2: The Dales and portions of Alderburgh and Dùn Bhriste

LEGEND:

Farmland	Sandy Beach Mountain	River		Waypoint
Grassland	Grassy Hills (snowy)			Barrow
Grazing Lond	Hills High Mountains		-Farm	
Grassland Hills	Forested Mountains (snowy)	Forest Trail		For
Light Fores	Mixed Forest Dormant Volcano	Underground Road		
Heavy Forest	Mixed Forest Tidal Hills Grassland	Broken road	Henge	
Mixed Forest	Heavy Forest Shrubland	Ancient road	Shrine (small)	Shipwreck
Mixed Forest (heavy)	Forested Mountains (snowy)	Snow	Temple (large)	Point of Interest
	Mountains (snowy) Deep Ocean	-Ocean	-Shallow Ocean	Lake (inland)

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Acknowledgements: Map 1, Map 2 and Legend (p. 7-8) were created using Hexographer™ by Inkwell Ideas.

Artwork Attribution

Gary Dupuis: p. 6 (star filled hallway).

Sade: p. 6 (ship).

Louis "sirlou" Kahn: cover (Starry Knight Press logo and "Pensive Dryad" image - colour), frontispiece ("Pensive Dryad" image – greyscale), p. 1-4 (Starry Knight Press module and supplement covers and Starry Knight Press logo), 5 ("Dragon Flight" image), back cover ("Pensive Dryad" image - colour), and maps and legends (p. 7-8, World Maps: Map 1, Map 2 and Legend).

Updated: 24.08.19

A complete catalog of the all modules and supplements from Starry Night Press.



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:

SO1 Eternal Knight SO2 Clash at Fort Valour SO3 Wycked Summons SO4 Wayward Maiden SO5 Krampusnacht SO6 Barrow of Blood SO7 Shrine of the Titans SO8 Sea Hag's Folly SO9 Down the Wishing Well SO10 The Pumpkin Man

SO11 Mad Madrigan's Maze SO12 Return of Krampus SO13 Shrine of Sacrifice SCAI.1 Cavalier Attitude SCAI.2 Cavalier Attitude SCAII.1 Cavalier Attitude SCAII.2 Cavalier Attitude SCAII.3 Cavalier Attitude SCAII.4 Cavalier Attitude SR1 Zero Level Player Rules SR2 The Anti-Paladin SR3 Knightly Tournaments S1 The Harquebusier S2 Delver's Delights S3 The Way O' The Fae S4 The Mines of Mayhem SK1 The Corrupt Temple SK2 Scoundrel's Run SCh1 The Purloined Pachyderm SC1 Wondrous Adventures SC2 Amazing Journeys SC3 Tales from The Dales SCA1 Best of Cavalier Attitude SUPB1 The SUP Bundle SKHB1 The Holiday Bundle SM1 Krampus for OSR SX1 2019 SKP Calendar SX2 2019 SKP Catalog

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