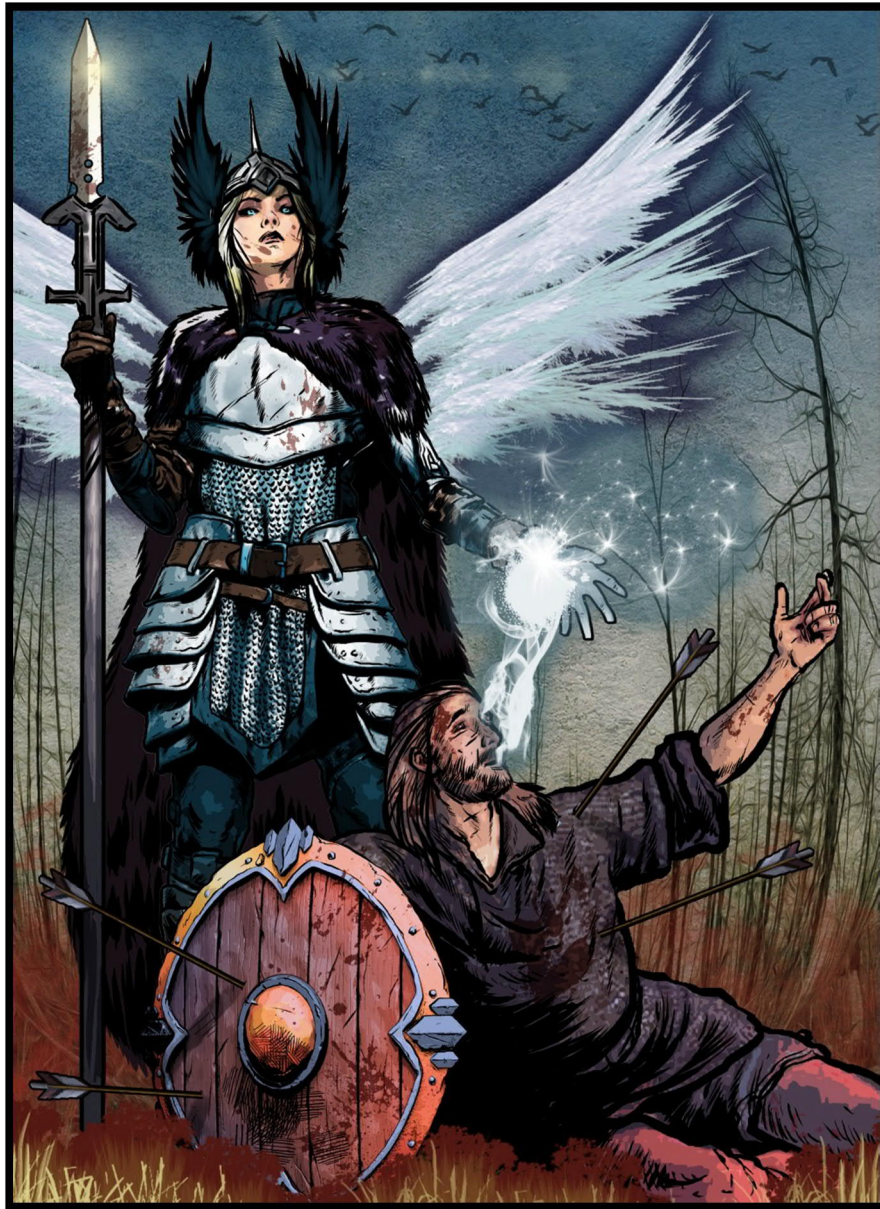


Starry Knight Press Catalog 2020



A complete list
of our OSR and
5E compatible
modules and
supplements

STARRY KNIGHT PRESS CATALOG 2020



CREDITS

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Thanks: Many thanks to my wife for supporting my "flights of fantasy", and to David A. Trampier, whose artwork has always inspired me to weave tales of magic and wonder!

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Starry Knight Press

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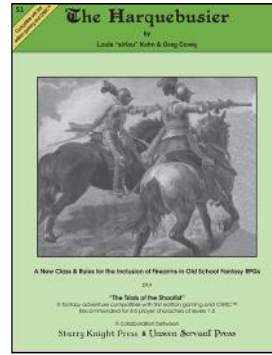
SK1 The Corrupt Temple



The peaceful kingdom of **Jarlburgh** is under siege from unknown foes! Marauders, attack from their base hidden in a forgotten **sea goddess' shrine**. A call has gone out for heroes to end this reign of terror! Will you answer the call?

For adventurers levels 3 to 5.

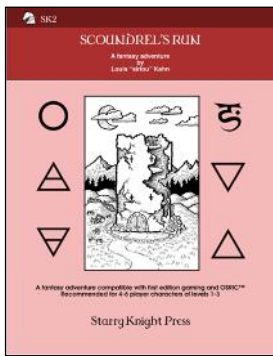
S1 The Harquebusier



The Harquebusier brings a new character class and rules for the inclusion of **firearms** to your *Old School* fantasy RPGs, plus an introductory adventure: **"The Trials of the Shootist"**. A **firearms** shipment has been stolen and you must recover it!

For harquebusiers levels 1 to 2.

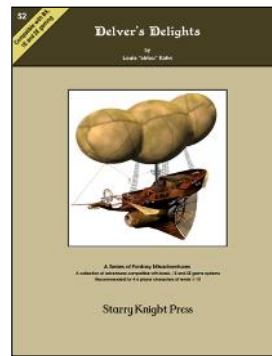
SK2 Scoundrel's Run



The usually peaceful and serene **Alderburgh Valley** has been shaken by a series of unnatural earthquakes and predation by a band of brigands who sail on the pirate ship **"Scoundrel's Run"**. Can you put a stop to their villainy?

For adventurers levels 3 to 5.

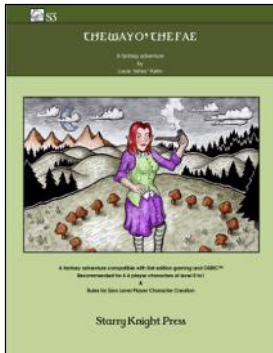
S2 Delver's Delights



This supplement comprises a series of four fantasy misadventures. Your PCs will explore an **elven tree-home**, delve into an **ancient tomb**, investigate a **suspicious inn**, and awaken to find they are prisoners aboard a **sky-ship**!

For adventurers levels 1 to 10.

S3 The Way O' The Fae



Nothing ever happens in your hometown of **Breyburgh...until now!** As if by magic, all the cats have disappeared and strange creatures stalk the forest! Can you solve this mystery and become a hero? My first set of rule for **Zero Level PCs**.

For zero level adventurers.

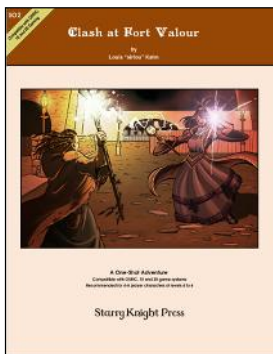
SO1 Eternal Knight



Demons have disturbed the well-deserved eternal rest of **Inara Marteen**. The paladin's spirit reaches out to you, worthy adventurers. Can you save this realm from **demon invasion** and help a noble knight to rest in peace?

For adventurers levels 6 to 8.

SO2 Clash at Fort Valour



The border village of **Dùn Loachas** is under attack! Evil forces have laid siege to the village and preparing to invade! You've been conscripted into the village's defense, and they are counting on you! Can you save the day?

For adventurers levels 4 to 6.

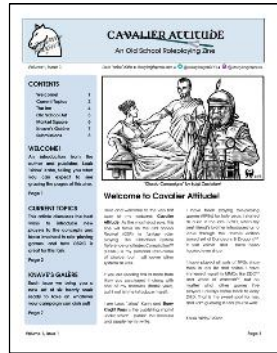
SR1 Zero Level Player Rules



Revised rules for creating **Zero Level Player Characters** for **OSR** games, including an introductory adventure: **"The Lair of the Toad"**. A mage in training seeks your assistance in recovering her lost signet ring. Will you help?

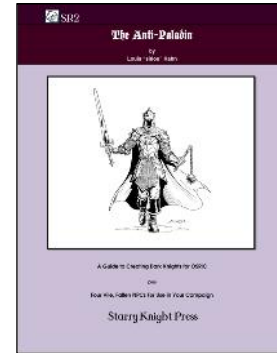
For zero level adventurers.

SCAI.1 Cavalier Attitude



The inaugural issue of our *Old School zine*, which focuses on **OSR** fantasy role-playing games, including **BECEMI**, **1E**, **2E**, **OSRIC** and other retro-clones. The **zine** provides short adventures, TTRPG articles, fantasy fiction, new monsters and magic items and more!

SR2 The Anti-Paladin



The **anti-paladin** is a brand new NPC and character class for Old School fantasy RPGs. This supplement includes four completely detailed **dark knights**, each with a sinister backstory and a map of their stronghold/fortress to explore.

For players levels 1 to 20.

SO3 Wycked Summons



It is **Samhain**, and a full moon glows in the night sky. The veil between the worlds is thin; doorways to the **Other Worlds** are opened! Captured by the mad god **Arawn**, you must race against race against another group to earn your survival!

For adventurers levels 4 to 6.

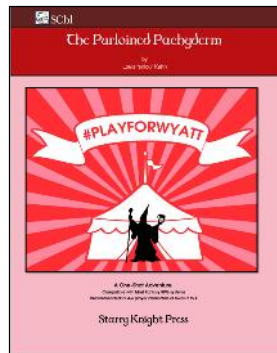
SO4 Wayward Maiden



The **Maiden of lasgairien** has a bounty on her head, and now she has gone missing! The constable suspects it's the work of a band of scurrilous pirates, and asks for your help. Can you rescue her and become **"The Heroes of lasgairien"**?

For adventurers levels 6 to 8.

Sch1 The Purloined Pachyderm



The faire's **prized pachyderm** has been stolen by an **evil wizard** who plans to carve up the great beast for spell components! Can you rescue the wondrous beast and save the faire? Written for the **#PlayForWyatt** campaign.

For adventurers levels 2 to 4.

SC1 Wondrous Adventures



A set of **wondrous adventures** awaits you! Can you return a **noble knight** to eternal rest? Will you defend the besieged village of **Dùn Loachas**? Can you survive a **mad god's dungeon**? Will you aid the **Shield Maiden of lasgairien**?

4 adventures for levels 4 to 8.

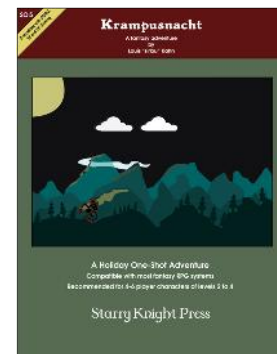
SCAI.2 Cavalier Attitude



The second issue of our *Old School gaming zine*, published December 2017. It features an article on **"8 Reasons to Check Out OSRIC"** and exclusive **OSR** adventure, a **giant-themed** scenario **"The Shrine of the Titans"**.

For adventurers levels 8 to 10.

SO5 Krampusnacht



It is **Yuletide** and children have gone missing from a quiet elven village! You have been chosen to seek out the culprit, rumoured to be the **demonic** beast **Krampus!** Can you save the children and bring this fiend to justice?

For adventures for levels 4 to 6.

SUPB1 The SUP Bundle



This **BUNDLE** includes the first three supplements in the **Harquebusier series** of *Old School* adventures; one of two epic campaign paths in my published campaign in the world of **Terrans**. This collects modules **S1**, **S2** and **S3**.

For adventurers levels 0 to 10.

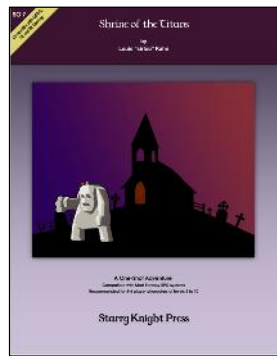
SO6 The Bloody Barrow



You thought you had found a peaceful farm to spend the night, but all is not as it seems. The farmer's son, a **scholar**, ran off to examine a nearby **barrow mound**, rumoured to be an ancient **vampire lair!** Can you rescue him?

For adventurers levels 6 to 8.

SO7 Shrine of the Titans



Shepherds report trouble brewing in the mountains. They say a **giant priestess** is re-establishing an ancient **evil shrine**. The soldiers sent to investigate never returned! You must find the missing guards and end the threat.

For adventurers levels 8 to 10.

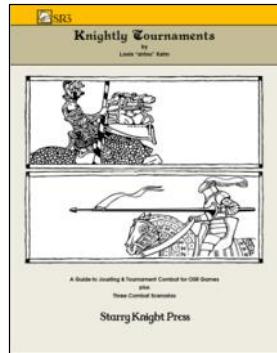
SCAII.1 Cavalier Attitude



The third issue of our *Old School* gaming zine, published March 2018. It features articles on **deep dwarves**, **D&D book collecting**, and an exclusive **OSR** adventure, the aquatic-themed scenario "**Sea Hag's Folly**".

For adventurers levels 2 to 4.

SR3 Knightly Tournaments



The thunder of hooves and the roar of the crowd. The deafening clash of a lance striking metal. It's time to **joust!** This supplement brings rules for **jousting** and **tournament combat** to your **OSR** game! It includes three mini-adventures.

For adventurers of any level.

SO8 Sea Hag's Folly



Something is wrong in the seaside village of **Inverdale**. The local **aquatic humanoids** have started attacking ships at sea. Now a sailing ship, the **Ēostre**, has gone missing! Can you unravel the mystery and save the citizens of **Inverdale**?

For adventurers levels 2 to 4.

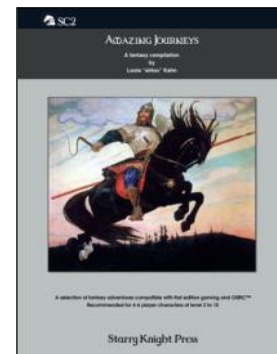
SCAII.2 Cavalier Attitude



The fourth issue of our *Old School* gaming zine, published June 2018. It features articles on **shadow gnomes**, a new **warrior monk class**, and an exclusive **OSR** setting, an **Under Realm** watering hole called **The Crystal Tavern**.

For adventurers of any level.

SC2 Amazing Journeys



A set of **amazing journeys** awaits you! Can you save elven children from **Krampus**? What evil has awoken in an **ancient barrow**? Can you best a **giant priestess** in her mountain temple? Can you save **Inverdale** from a **sea hag**?

4 adventures for levels 2 to 10.

SK4 The Mines of Mayhem



My master opus! 110 pages of *Old School* fun! You must discover what evil has assailed the **Dwarfhome Mines**, and track it to its source, far below in the deadly **Under Realm of Terrans**! Includes an 18 page **illustration booklet**.

For adventurers levels 2 to 4.

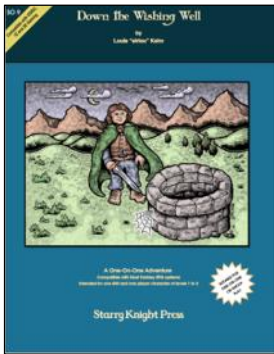
SCAII.3 Cavalier Attitude



The fifth issue of our *Old School* gaming zine, published September 2018. It features articles on a **scout class**, **adventurer gear**, and an exclusive **OSR** adventure; a high-level scenario entitled **“The Dark Chanterie”**!

For adventurers levels 12 to 16.

SO9 Down the Wishing Well



The folk of the village of **Standown** have always been protected by the **goddess, Brigid**, but she has gone silent and evil grows in her absence. It's up to you to go down the **wishing well**, find **Brigid**, and come back a hero!

For 1 adventurer levels 1 to 2.

SO10 The Pumpkin Man



A spooky **Samhain** tale! A downpour forces you to seek shelter at **Foggybottom Manor**. Trouble is brewing there; an evil **fae** being has kidnapped his children! You must defeat the **Pumpkin Man** before the sunrise, or all is lost!

For adventurers levels 4 to 6.

SO11 Mad Madrigan's Maze



While visiting the **gnome** village of **Ratchet** you cross paths with a mad **archmage** who traps you in his hidden labyrinth. Now you must fight to escape, but can you best the beasts and puzzles of **Mad Madrigan's Maze**?

For adventurers levels 4 to 6.

SM1 Krampus for OSR



A **holiday** beastie compatible with most **OSR** games. This supplement details the foul demon **Krampus**. Each winter he stalks the realms in search of naughty children to drag off to the Hells! Can your players best this ancient yuletide fiend?

For adventurers of any level.

SCAII.4 Cavalier Attitude



The sixth issue of our *Old School* gaming zine, published December 2018. It features articles on **alignment change**; a short story, **“Death Comes to Blackrock”**; and an exclusive winter-themed **OSR** adventure, **“The Icy Hollow”**!

For adventurers levels 4 to 6.

SO12 Return of Krampus



This **BUNDLE** includes the first three books from our **S-series** of *Old School* **harquebusier** adventures; one of two epic campaign paths in my published campaign world of **Terrans**. This collects modules **S1, S2** and **S3**.

For adventurers levels 0 to 10.

SKHB1 SKP Holiday Bundle



This **BUNDLE** includes four holiday-themed supplements: **SO5 Krampusnacht**, **SO12 Return of Krampus**; **SM1 Krampus for OSR**; and “**The Icy Hollow**”, a winter adventure featuring a **demi-snow elemental**, from **SCAII.4!**

For adventurers levels 2 to 6.

SX1 2019 SKP Calendar



New for 2019, we released a twelve month wall calendar which highlighted a different **Starry Knight Press** module or supplement each month, in the month they were produced and/or released.

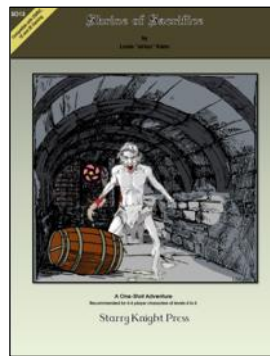
SC3 Tales from The Dales



A set of **tales from The Dales!** Will you go down the **wishing well** and come back a hero? Can you defeat the **fae fiend The Pumpkin Man**? Will you escape **Madrigan's Maze**? Can you defeat the beast **Krampus** and save **Yuletide**?

For adventurers levels 1 to 6.

SO13 Shrine of Sacrifice



While following an old trail in the forest you stumble upon an ancient **elven shrine**. Lost treasures and dark secrets lie within: an **ancient evil** has been bound inside. Will you enter the shrine and cleanse its sacred halls?

For adventurers levels 4 to 6.

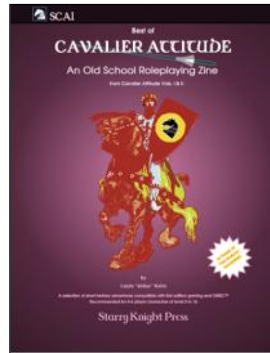
SCAIII.1 Cavalier Attitude



The seventh issue of our *Old School* gaming zine, published March 2019. It features articles on **law and order in OSR campaigns**, the short story “**Prue's Fate**”, and an exclusive **lycan-themed OSR** scenario, “**The Blood Moon**”!

For adventurers levels 4 to 6.

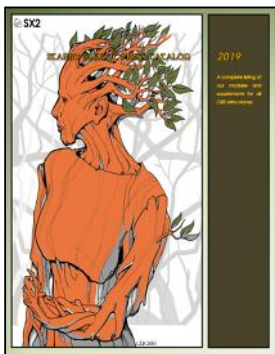
SCA1 Best of Cavalier Attitude



A compendium of five adventures, six RPG articles and a fantasy fiction short story gleaned from the pages of the first two volumes of **Starry Night Press' Old School Gaming zine Cavalier Attitude!**

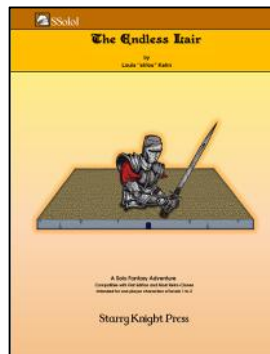
5 adventures for levels 2 to 16.

SX2 Starry Knight Press 2019 Catalog



New for 2019, we released a **full colour catalog** featuring our entire selection of currently available RPG books and supplements; information on upcoming titles; a campaign path; and map of our campaign world of **Terrans**.

SSolo1 The Endless Lair



A **solo adventure!** You have heard tales of the maze near **Cùirn Dhubh**. Many have entered seeking their fortunes, but few make it out. Now it's your turn! Will you enter the labyrinth and test your mettle against the **Endless Lair**?

For adventurers levels 1 to 3.

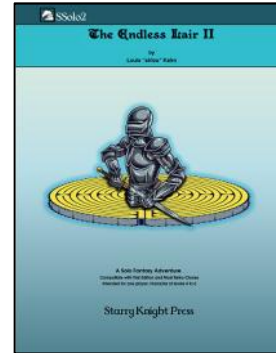
SCAIII.2 Cavalier Attitude



The eighth issue of our *Old School* gaming zine, published June 2019. It features articles on **loot division**; a short story, “**The Trouble Twins**”; and an exclusive undead-themed **OSR** adventure, “**The Copper Hall of Naren Kaz**”.

For adventurers levels 5 to 7.

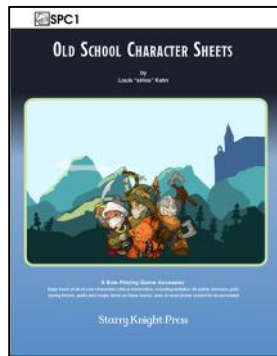
SSolo2 The Endless Lair II



Another **solo** adventure! You thought you had mastered the shifting mazes of the **Endless Lair**, but a new level has been discovered in this magical labyrinth. Will you return, to once again challenge this other-worldly labyrinth?

For adventurers levels 4 to 6.

SPC1 Old School Character Sheets



Keep track of all of your OSR character’s critical information, including statistics, hit points, bonuses, gold, saving throws, spells and magic items on these handy, easy to read player character record sheets. They are **form-fillable PDFs** for greater ease of use!

SO14 Blood Moon



The **Hambills** are a well-respected farming family in **Baile Atha Quinith** society. But no one has heard from them, and those sent to investigate never returned! Can you discover what tragedy befell these poor souls on the last **blood moon**?

For adventurers levels 4 to 6.

SCAIII.3 Cavalier Attitude



The ninth issue of our *Old School* gaming zine, published September 2019. It features articles on **player character death**; the conclusion of “**The Trouble Twins**” short story; and an exclusive **OSR** adventure, “**Tower Inverso**”.

For adventurers levels 5 to 7.

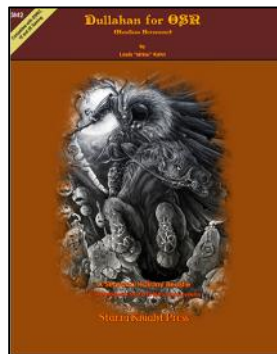
SO15 Headman's Revenge



A **Halloween** story featuring a **dullahan**! The quaint forest village of **Coomchadalach** is being visited by a terror from its past. Each night this **headless horseman** kidnaps one unlucky soul. Can you stop the fiend before he destroys this village?

For adventurers levels 6 to 8.

SM2 Dullahan for OSR



This supplement details the vile **fey dullahan**, a **headless horseman** who stalks the night, searching for victims. With his cruel whip, bloody sickle and exploding pumpkins he is quite a deadly foe! Can your players best this classic **Halloween** beastie?

For adventurers of any level.

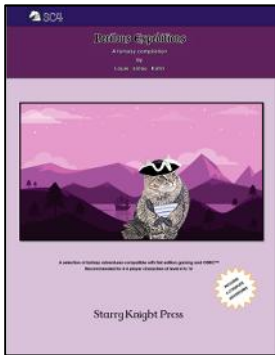
SO16 The Dark Chanterie



A sage seeks your help in solving an ancient mystery: was **Evalyn MacGuinness** really a divine **goddess** or was she a traveller from another planet who crashed landed here? Will you venture into her **cult shrine** to find the truth?

For adventurers levels 12 to 16.

SC4 Perilous Expeditions



A thrilling set of **perilous expeditions** await you! Can you cleanse an **elven shrine**? What ill fate did the **blood moon** bring? Can you stop the **headless horseman**? Does the secret of **space travel** lie within the **dark chanterie**?

For adventurers levels 4 to 16.

SCAIII.4 Cavalier Attitude



The tenth issue of our *Old School* gaming zine, published December 2019. It features a **complete index** of the zine's run; the fantasy short story, "**The Unstuck Spy**"; and an exclusive **OSR** adventure "**Seeress' Rescue**".

For adventurers levels 8 to 10.

SO17 Revenge of Krampus



Krampus is back again! The children of **Dùn Bhriste** have been kidnapped by foul **shadow gnomes** and a **dark elf wizardess**, all in league with **Krampus** It's up to you to defeat these fiends and save **Yuletide!**

For adventurers levels 2 to 4.

SG1 Rite of the Hero



Our first **1E** and **5E** compatible adventure. The **Temple of the Blade** has stood for time immemorial. No one knows who built it, but they know this: those who enter die below or come out heroes! Will you complete the **Rite of the Hero**?

For adventurers levels 1 to 2.

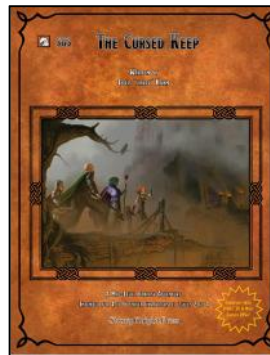
SG2 Seer's Rescue



Another **1E** and **5E** compatible scenario. A **seer** has foreseen a great evil rising in the **Parched Desert**, but he's kidnapped before he can raise an alarm. Can you rescue the **seer** before he is sacrificed to summon a **demon lord**?

4 adventures for levels 7 to 10.

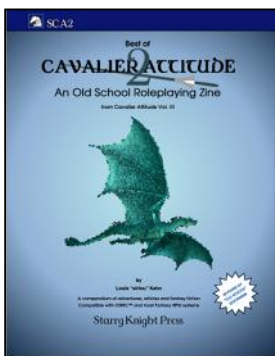
SG3 The Cursed Keep



Another **1E** and **5E** compatible scenario. You happen upon a village afflicted by a **plague**. A local druid claims it was caused by an **evil magus** and the cure lies in an old **wizard's tower** in the forest. Can you find the cure and save the day?

For adventurers levels 2 to 4.

SCA2 The Best of Cavalier Attitude 2



A compendium of four adventures, four RPG articles and three fantasy fiction short stories gleaned from the pages of the third volumes of **Starry Night Press' Old School Gaming zine Cavalier Attitude!**

4 adventures for levels 4 to 10.

SKPCOMPAT Compatibility Bundle

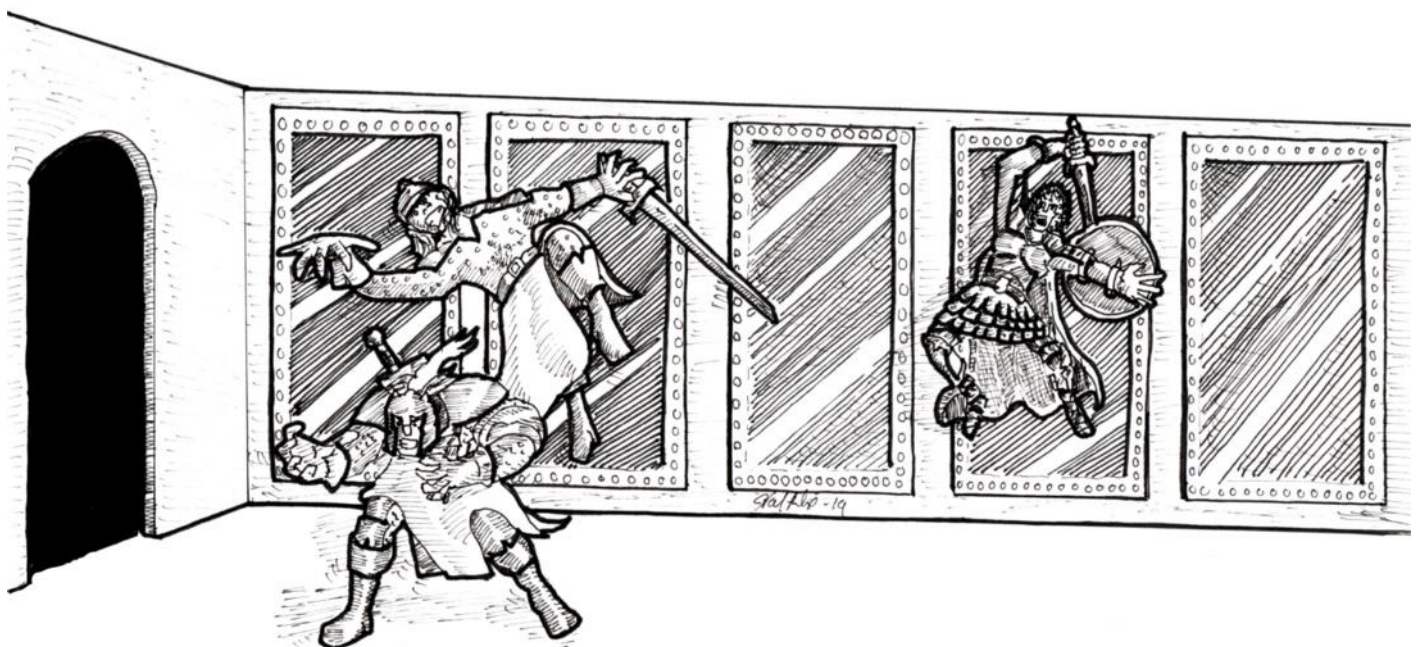


This **BUNDLE** includes the first three books of our new series of generic **OSR** and **5E** compatible scenarios, all set in in my published campaign world of **Terrans**. This collects modules **SG1, SG2** and **SG3**.

For adventurers levels 0 to 10.

Adventure Compatibility by Level

LEVELS	ADVENTURES	
0 to 1	J S2 The Way O' The Fae	J SR1 Zero Level Player Rules and Lair of the Toad
1 to 3	J S1 The Harquebusier J SO9 Down the Wishing Well	J SSolo1 The Endless Lair J SG1 Rite of the Hero
2 to 4	J SK1 The Corrupt Temple J SK2 Scoundrel's Run J SCh1 The Purloined Pachyderm J SO5 Krampusnacht J SO8 Sea Hag's Folly J SCAII.1 (Sea Hag's Folly)	J SK4 The Mines of Mayhem J SO11 Mad Madrigan's Maze J SO12 Return of Krampus J SO17 Revenge of Krampus J SG3 The Cursed Keep
4 to 6	J SO2 Clash at Fort Valour J SO3 Wycked Summons J SCAII.4 Cavalier Attitude (The Icy Hollow) J SO10 The Pumpkin Man	J SO13 Shrine of Sacrifice J SCAIII.1 Cavalier Attitude (Blood Moon) J SSolo2 The Endless Lair II J SO14 Blood Moon
5 to 7	J SCAIII.2 (Copper Hall of Naren Kaz)	J SCAIII.3 (Tower Inverso)
6 to 8	J SO4 Wayward Maiden J SO6 The Bloody Barrow	J SO15 Headman's Revenge
7 to 10	J SG2 Seer's Rescue	
8 to 10	J SO1 Eternal Knight J SO7 Shrine of the Titans	J SCAI.2 (Shrine of the Titans) J SCAIII.4 (Seeress' Rescue)
11+	J SCAII.3 (The Dark Chanterie)	J SO16 The Dark Chanterie
Multi-level	J S3 Delver's Delights (Levels 1-10) J SR2 The Anti-Paladin (Levels 1-20) J SC1 Wondrous Adventures (Levels 4-8) J SUPB1 The SUP Bundle (Levels 0-10) J SC2 Amazing Journeys (Levels 2-10) J SKHB1 SKP Holiday Bundle (Levels 2-6)	J SC3 Tales from The Dales (Levels 1-6) J SCA1 The Best of Cavalier Attitude (Levels 2 to 16) J SC4 Perilous Expeditions (4 to 16) J SCA2 The Best of Cavalier Attitude 2 (Levels 4 to 10) J SKPCOMPAT Bundle (Levels 1 to 10)



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	Level	Adventure
0-1	The Lair of the Toad (from Zero Level Player Rules)	0-1	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 May 2020)
6-8	The Dragon’s Heart (TDB)	6-8	Grave Vexation (coming June 2021)
8-10	The Gilded Anchor (from Delver’s Delight)		
10+	Skyhold (space-travel based adventure setting, TBD)		



APPENDIX A: OLD WORLD MAPS

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**. A map legend is included below, for reference: each hex equals 3 miles.

Map of Jarlburgh, Alderburgh, The Red Eagle Barony, and Dùn Bhriste



Map of The Dales and portions of Alderburgh and Dùn Bhrìste



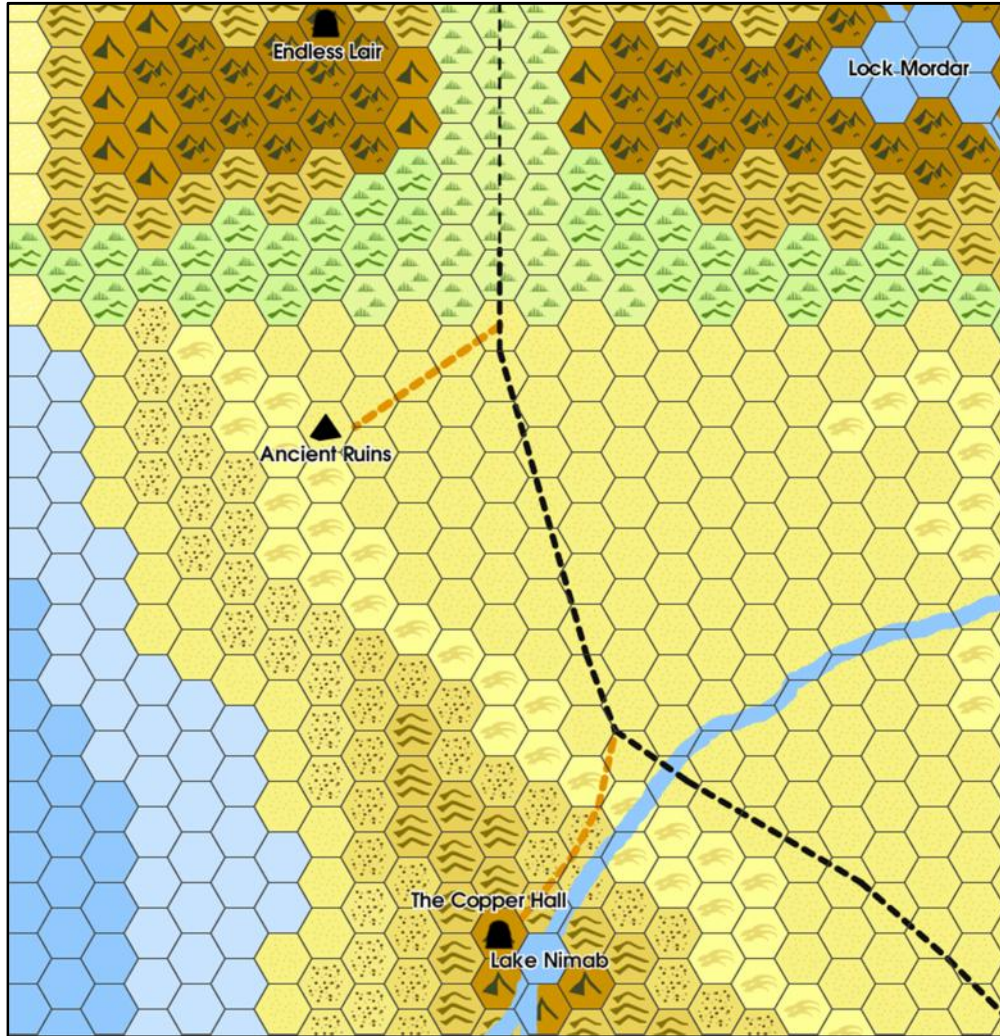
LEGEND:

	Farmland		Sandy Beach		Mountain		River		Village		Waypoint
	Grassland		Grassy Hill		Mountain (dark)		Road		House		Barrow
	Grazing Land		Hill		High Mountains		Trail		Farm		Tower
	Grassland Hills		Forested Mountains		High Mountains (dark)		Forest Trail		Ruins		Fort
	Light Forest		Mixed Forest Mountains		Darkmount Volcano		Underground Road		Cave		Castle
	Heavy Forest		Mixed Forest Hills		Tiger Grassland		Broken road		Henge		Cathedral
	Mixed Forest		Heavy Forest (dark)		Swamp Land		Ancient road		Shrine (small)		Shipwreck
	Mixed Forest (dark)		Forested Mountains (dark)		Mountain (dark)		Snow		Temple (large)		Point of Interest
	Forested Hills		Mountain (dark)		Deep Ocean		Ocean		Shallow Ocean		Lake (shallow)

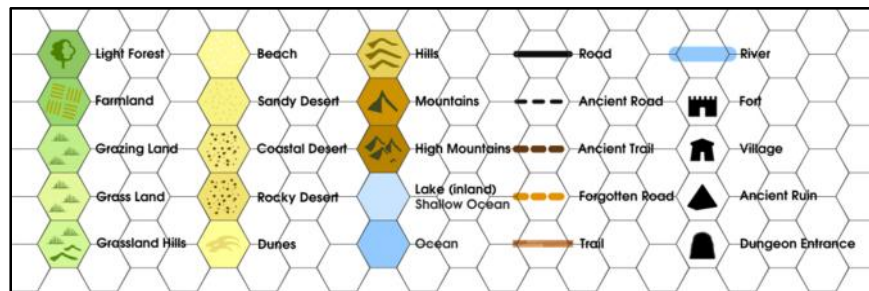
APPENDIX B: NEW WORLD MAPS

MAPS OF THE PARCHED DESERT: In 2020 I introduced two new areas of my world of **Terrans**, the **Parched Desert** and the **Viridian Isles**. The great arid region known as the **Parched Desert** is a harsh and dangerous region located between civilizations to the north (small independent nation states) and a very old empire to the south (not yet explored in my published campaign). **The Copper Hall of Naren Kaz (SCA III.2)** lies in this region, deep in the desert roughly 26 leagues (78 miles) from the **Dùn Bhríste** village of **Dùn Loachas**.

THE PARCHED DESERT (CENTRAL)

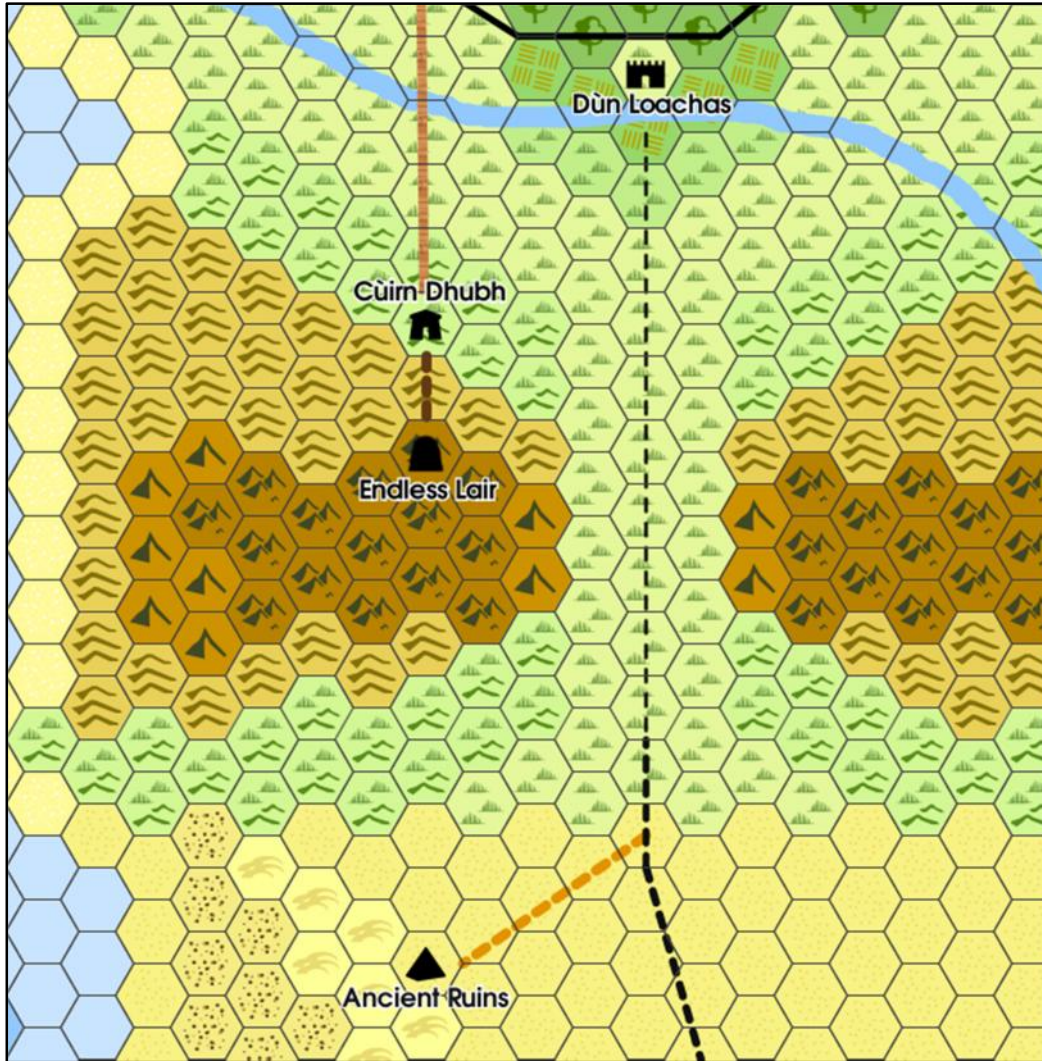


MAP LEGEND

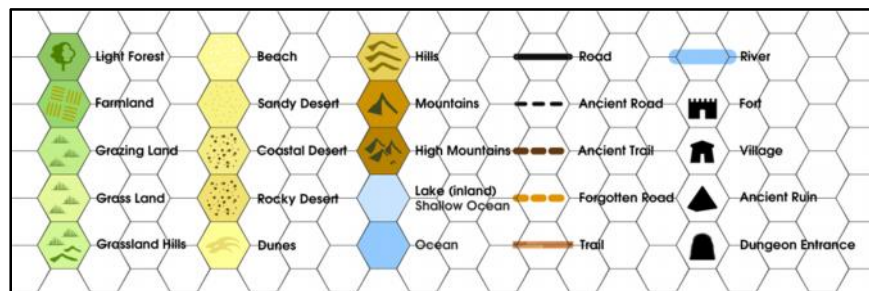


This map depicts the northern-most portion of the arid region known as the **Parched Desert**. The adventure **SG3 Seers' Rescue** (based on the mini-adventure **Seeress' Rescue, SCAIII.4**) takes place here. The **seer/seeress** is being held captive in an underground shrine below an ancient ruin site, roughly 15 leagues (45 miles) south of the **Dùn Bhriste** village of **Dùn Loachas**. A map legend is included for reference: each hex equals 3 miles.

THE PARCHED DESERT (NORTH)

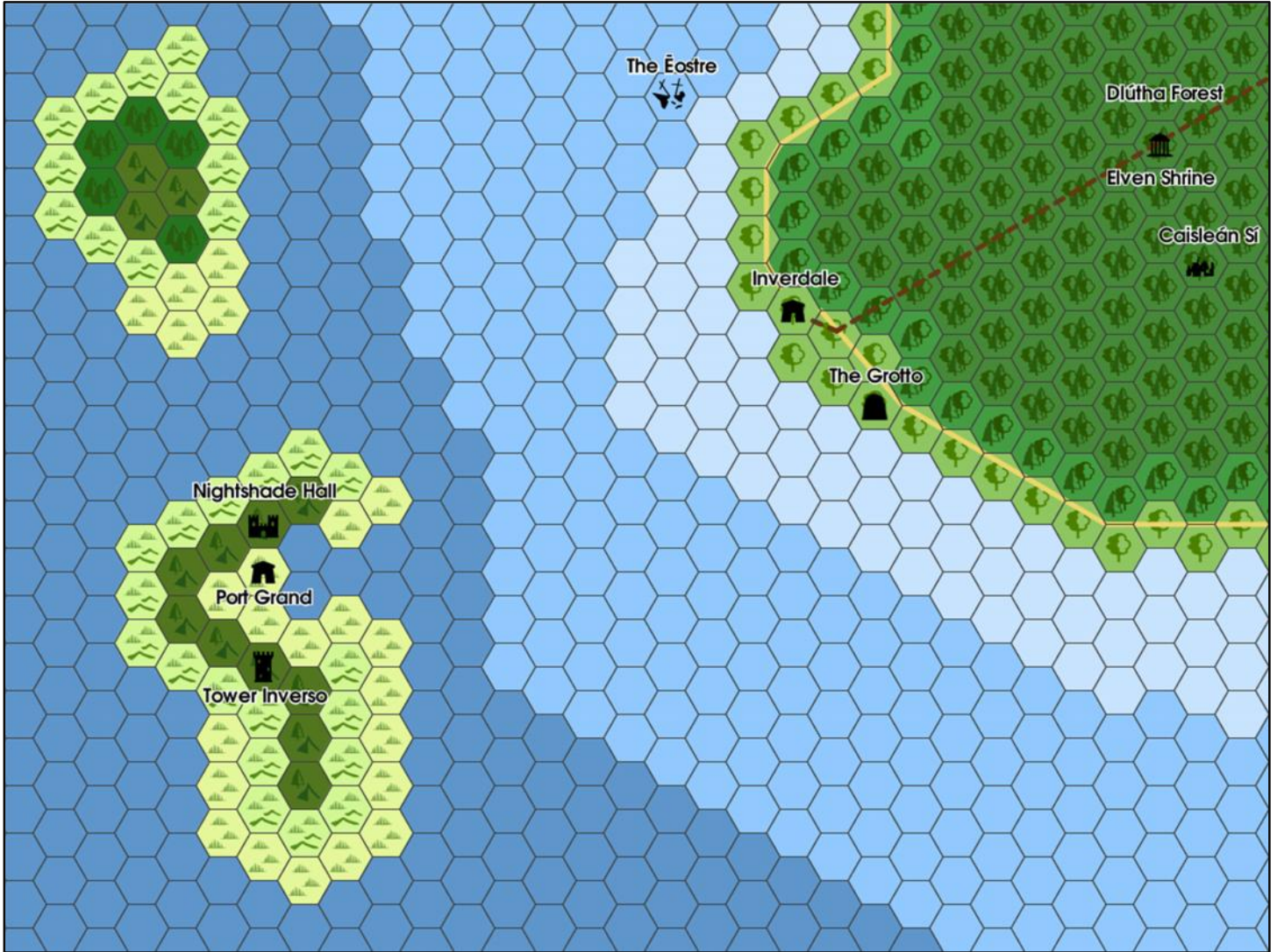


MAP LEGEND



MAP OF THE VIRIDIAN ISLES: This map depicts two of the three islands that are collectively known as the **Viridian Isles**. The isles are the location of the subterranean **Tower Inverso** (SCA III.3), which lies atop an island mountain peak. The tower is roughly a league (3 miles) from the village of **Port Grand**, a dangerous outpost of piratical villainy and home to the worst flotsam and jetsam of **Terrans'** society. **Port Grand** is nominally ruled over by the **Lady of Nighshade Hall**, from her castle in the mountains above the village. She is alleged to be an **anti-paladin** of immense power.

THE VIRIDIAN ISLES



LEGEND

	Light Forest		Grassland		Village		Dungeon
	Mixed Forest		Shallow Ocean		Castle		Trail
	Mixed Forest (Heavy)		Ocean		Tower		Tosmin's Trail
	Heavy Forest (Evergreen)		Deep Ocean		Shrine		
	Forested Mountains		Sunken Ship		Ruins		

APPENDIX B: SAMPLE NEW MONSTER AND MAGIC ITEMS

My books contain numerous **new monsters** and **new magic items** for use in your **OSR** and **5E** campaigns, and I wanted to share a few samples here, so you can see what they you will get when you purchase one of my supplements.

SARNIN TURGOR (4TH LEVEL CLERIC/9TH LEVEL ASSASSIN)

Half-Orc, Male, Age 36, AL CE

S 16 D 17 CN 15 I 12 W 13 CH 10
 (AC 3, leather armour, DEX bonus, *ring of protection* +2;
 MV 12"; HP 60; #AT 1; D 1d8+3, *battle axe* +3; SA poison,
 assassinate, spells; SZ M, 6.5 ft. tall; Thief Skills - CW 96 FT 59
 HN 32 HS 55 MQ 55 OL 69 PP 64 RL 20).

Sarnin Turgor is a cold, calculating and cruel bastard. He is an impressively built half-orc who stands 6.5 ft. tall. He eschews heavy armour and instead prefers to wear a long cloak, kilt, bracers and foot wraps all made of leather. He wields a massive two-handed, stone headed *battle axe* +3 in combat. The stone axe-head of this weapon is made of *mythral*, making it incredibly light (3lbs). It may be wielded with one or two hands and may be thrown as if it were a light hand axe. Like most of the **Demon's Maw**, he carries two vials on *poison* on his person and usually *poisons* his weapon before combat. He wears a *ring of protection* +2 on his right hand and wears a *brooch of shielding* around his neck, which he has decorated with trophies from his kills. He has the following cleric spells at his disposal: (1st level) *cure light wounds*, *curse*, *light*, *sanctuary*; (2nd level) *chant*, *spiritual weapon*.



Khelvan Mason, aka "The Basilisk"

Medium humanoid (human), lawful evil

Armour Class: 12 (20 with *mage armor*, *shield*)

Hit Points: 38 (6d6 +12)

Speed: 30 ft.

STR 9 (-1) **DEX** 14 (+2) **CON** 15 (+2)

INT 18 (+4) **WIS** 13 (+1) **CHA** 11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, Insight +4, Investigation +7, Religion +7

Senses passive Perception 11

Languages Common, Dwarvish, Elvish, Terran

Challenge 6 (2,300 XP)

Cold Iron Dagger. This magical blade is forged of *cold iron*, a highly magical element. This blade provides +2 to attack and damage rolls*, and against the *fae* or creatures from *Faerie* it acts as a blade of *wounding*.

Petrified Wood Quarterstaff. This magical quarterstaff is made from petrified wood which has been ensorcelled to make it stronger and more flexible. It grants +2 to attack and damage rolls*, and given its weight it can also be thrown by the wielder, to cause damage as a *falling object*.

Spellcasting. The Basilisk is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Basilisk has the following wizard spells prepared: Cantrips (at will): light, mage hand, minor illusion, shocking grasp; (1st level, 4 slots): detect magic, mage armor*, magic missile, shield*, thunderwave;(2nd level, 3 slots): darkness, hold person, shatter, web; (3rd level, 3 slots): haste, lightning bolt, major image. *The Basilisk casts these spells on itself before combat.

Wand of Stone. This magical wand has 3 charges. While holding it the wielder may use an action to expend 1 charge to cast the wizard spell *flesh to stone* (save DC 15), or its reverse *stone to flesh* (system shock roll required). The wielder is *not* required to concentrate on the subject.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Quarterstaff. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 10/20 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage or 3 (1d8 - 1) bludgeoning damage if used with two hands; or 3 (1d6) bludgeoning damage per 10' thrown.

Shocking Grasp. *Melee Spell Attack:* Cantrip +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d8) lightning damage and target cannot take Reactions until its next turn.

*These bonuses are not accounted for in the Action section and must be included separately by the GM during play.

STAFF OF DARKNESS

These gnarled wooden quarterstaves are a great boon to those who seek to work in the shadows. For this reason they are a favourite of spellcasters who follow the path of Darkness, although they are useable by arcane and mystical spellcasters of any alignment. These staves function as +1 weapon for purposes of both "to hit" and damage rolls, but are considered a +3 weapon for purposes of what and who they can hit.



These staves have the following spell like abilities: (a) no charge: the ability to see in the dark (both normal and magical darkness) as if in full daylight; (2) 1 charge: *globes of darkness* (reverse of the magic user spell *dancing lights*), which appears in 1 segment, and *darkness* (per the magic user spell), which appears in 2 segments; (c) *continual darkness* (reverse of the magic user spell *continual light*), which manifests in 2 segments; and (d) 3 charges: *ray of darkness*, which manifests in 3 segments. This intense darkness lasts for but a moment, has a range of 120', and forms a 40' diameter sphere of darkness. Any being within the area of effect must *save vs. spells* or be blinded and stunned for 2d6 segments. This sphere of darkness hails from the **negative material plane** and as such it has a devastating effect on all creatures and beings of holy origin (e.g. angels, devas, and etc.) causing them 6d6 damage with no saving throw allowed. **Mustaphas'** staff has 25 charges and it may not be recharged. Once all its charges are expended the staff retains the "to hit" and damage bonus and the ability to allow the wielder to see in the dark.

(GP value: 2,500gp)

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 created the item.

These stones are generally one-use items, but they may be recharged by a mage casting a *teleport* spell while holding the stone, which absorbs the spell. It is rumoured arch-mages have created multi-use *teleportation stones*, which are exceedingly rare and expensive. **Tinus'** stone is such a device; it is attuned to *teleport* to his hometown.

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:

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)

WAND OF DECEPTION

This wooden wand is 18" long and topped with a rose quartz gem, secured with the whiskers of a **rakshasas**. The wand may create both visual and audible illusions (e.g. *audible glamour*, *phantasmal force*, and so on), which manifest in 3 segments. Each illusion created costs 1 charge/round to maintain. Maintaining the illusion requires the wilder's full concentration and they may not engage in combat or any complex action, but they may move at normal speed. This wand is rechargeable.

(GP value: 3,000gp)



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