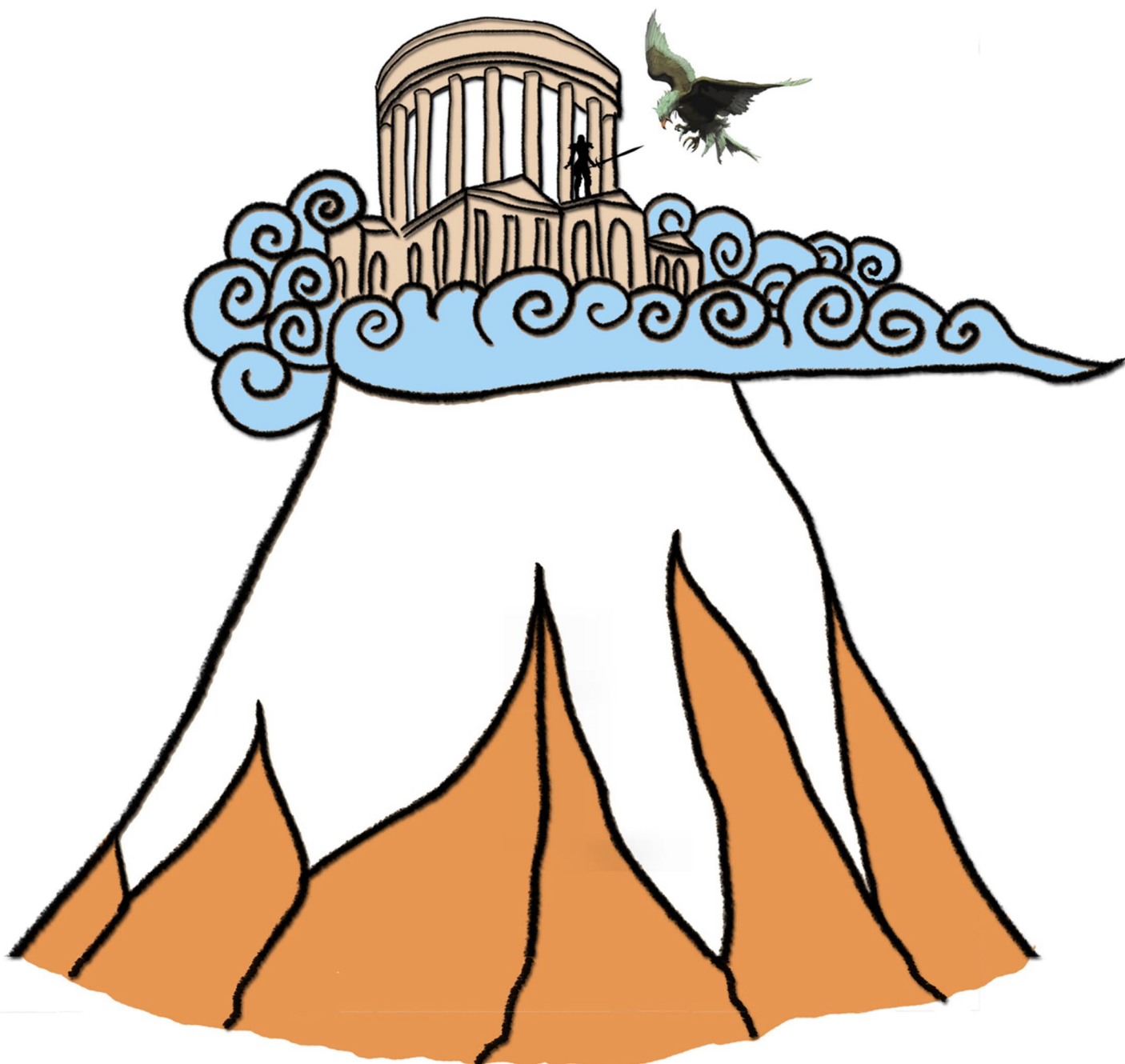
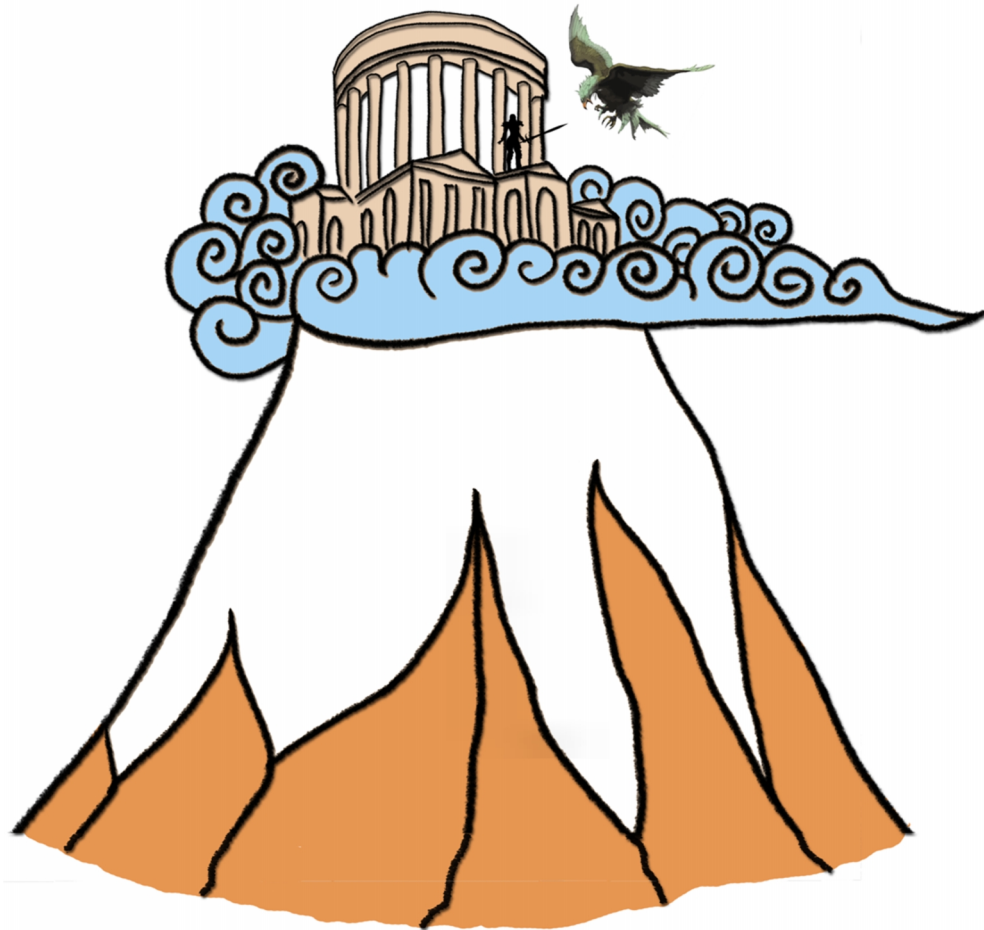


STARRY KNIGHT PRESS 2021 CATALOG



STARRY KNIGHT PRESS

2021 CATALOG



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TABLE OF CONTENTS:

CATALOG OF SUPPLEMENTS	1
ADVENTURE COMPATIBILITY BY LEVEL	11
OFFICIAL CAMPAIGN PROGRESSION	12
APPENDIX A: TERRANS WORLD MAPS	13
APPENDIX B: NEW MONSTERS AND MAGIC ITEMS	18
LEGAL	23

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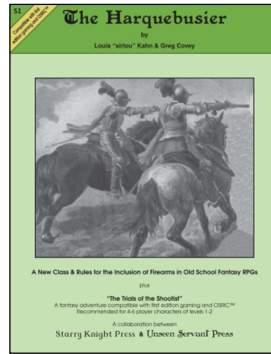
SK1 The Corrupt Temple



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.

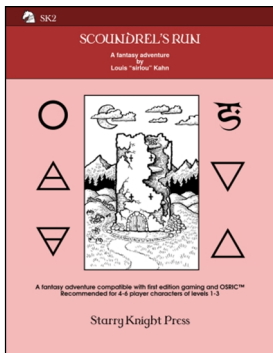
S1 The Harquebusier



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 Shooter"**. A **firearms** shipment has been stolen and you must recover it!

For harquebusiers levels 1 to 2.

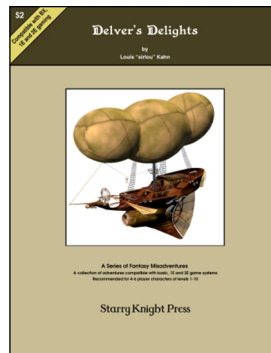
SK2 Scoundrel's Run



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.

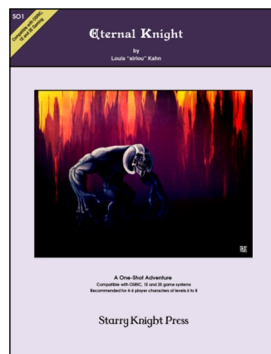
S3 The Way O' The Fae



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.

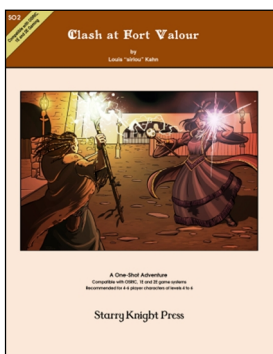
SO1 Eternal Knight



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.

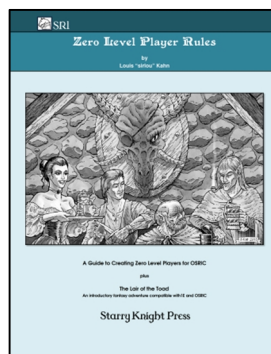
SO2 Clash at Fort Valour



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.

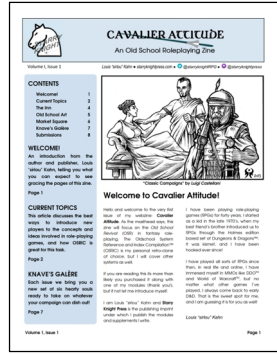
SR1 Zero Level Player Rules



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?

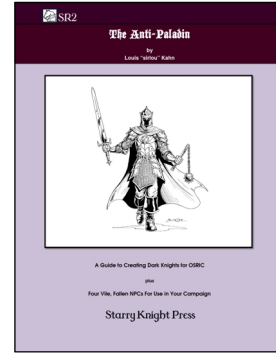
For zero level adventurers.

SCA1.1 Cavalier Attitude



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

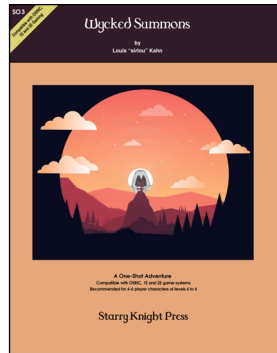
SR2 The Anti-Paladin



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 Iasgairén 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 Iasgairén"?

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.

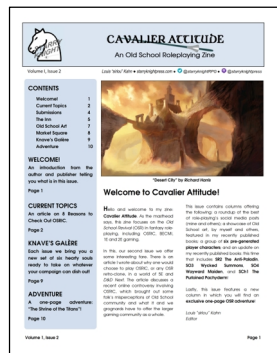
SC1 Wondrous Adventures



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 Iasgairén?

4 adventures for levels 4 to 8.

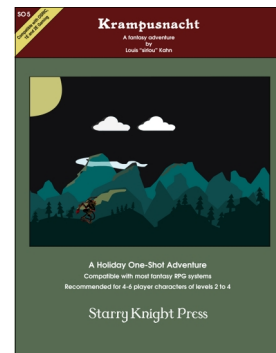
SCA1.2 Cavalier Attitude



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.

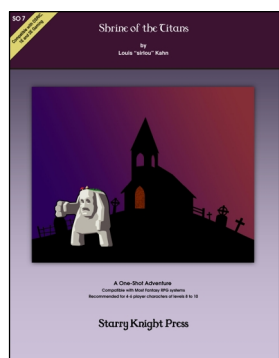
SO6 The Bloody Barrow



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.

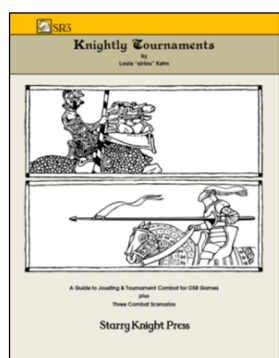
SCAII.1 Cavalier Attitude



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.

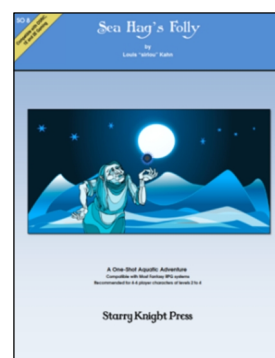
SR3 Knightly Tournaments



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 **Eöstre**, has gone missing! Can you unravel the mystery and save the citizens of **Inverdale**?

For adventurers levels 2 to 4.

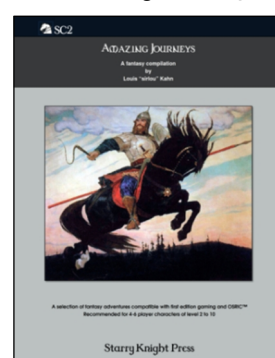
SCAII.2 Cavalier Attitude



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.

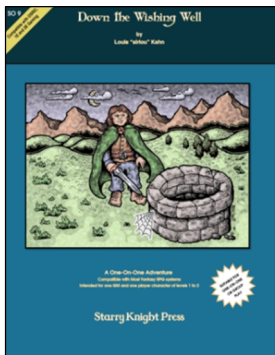
SCAII.3 Cavalier Attitude



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.

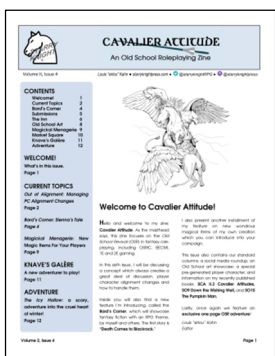
SM1 Krampus for OSR



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 demisnow 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.

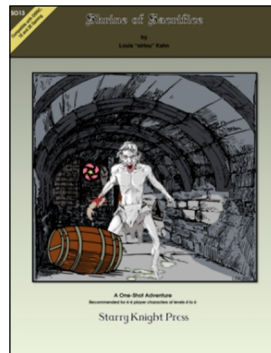
SC3 Tales from The Dales



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.

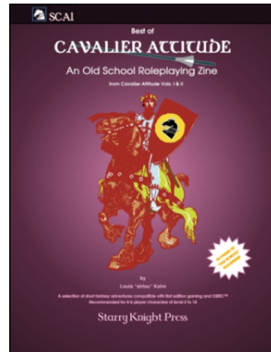
SCAIII.1 Cavalier Attitude



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!**

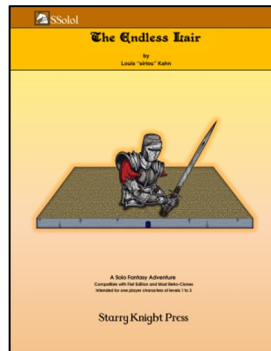
5 adventures for levels 2 to 16.

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**.

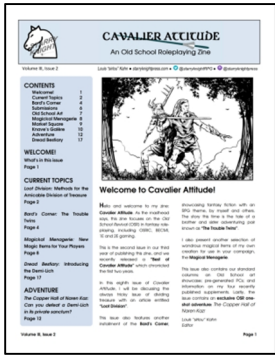
SSolo1 The Endless Lair



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.

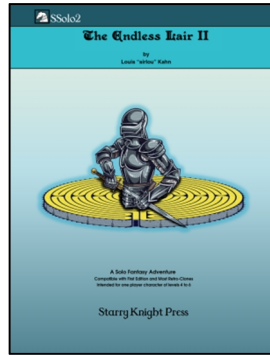
SCAIII.2 Cavalier Attitude



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.

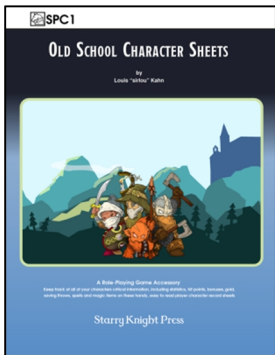
SSolo2 The Endless Lair II



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?

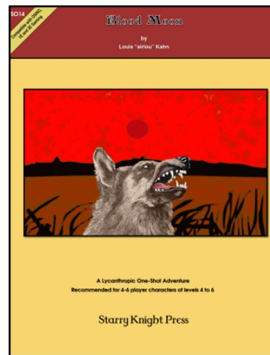
For adventurers levels 4 to 6.

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.

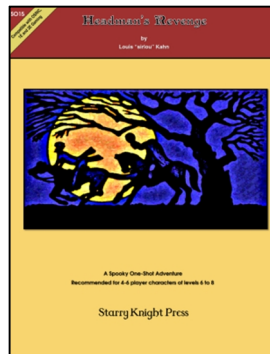
SCAIII.3 Cavalier Attitude



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.

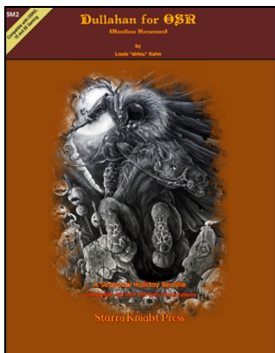
SO15 Headman's Revenge



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.

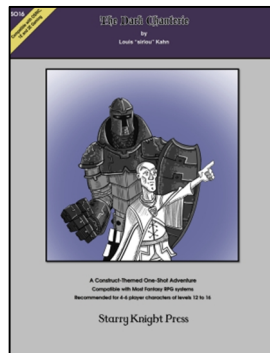
SM2 Dullahan for OSR



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

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.

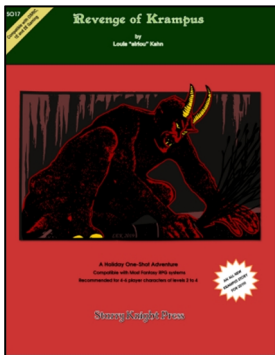
SCAIII.4 Cavalier Attitude



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.

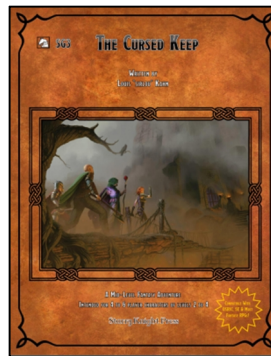
SG2 Seer's Rescue



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**?

For adventurers levels 7 to 10.

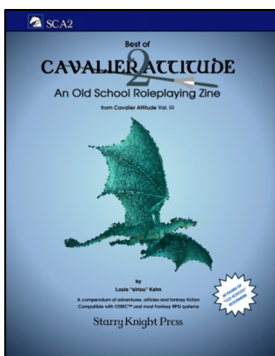
SG3 The Cursed Keep



A third **1E** and **5E** compatible scenario. You happen upon a village afflicted by a **plague**. A local druid claims an **evil magus** caused it and the cure lies in his **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 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.

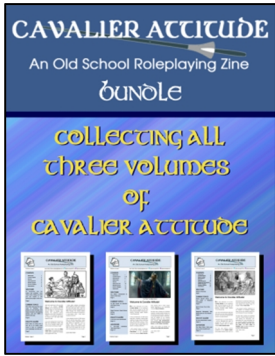
SKPCOMPAT Compatibility Bundle



This **BUNDLE** includes the first three books of our new series of **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 1 to 10.

Cavalier Attitude Bundle



This **BUNDLE** includes all ten (10) issues from all three volumes (2017 - 2020) of my quarterly Old School gaming zine, **Cavalier Attitude**.

This collects **SCA I** (Issues 1 and 2), **SCA II** (Issues 1-4) and **SCA III** (Issues 1-4).

SG4 Tomb of the Dragon Lord



A fourth **1E** and **5E** compatible scenario. Northern barbarians stand ready to invade a peaceful village. The only way to avoid bloodshed is to return a gold dragon egg, stolen by the village's founder. Can you avert this war?

For adventurers levels 4 to 6

SG5 The Basilisk



Another **1E** and **5E** compatible scenario. A worried father hires you to rescue his daughter and her fiancé from the clutches of a vile wizard with a penchant for petrification. Can you rescue the couple and save their wedding day?

For adventurers levels 6 to 8

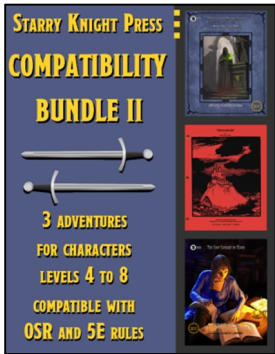
SG6 Lost Library of Kadie



Our sixth **1E** and **5E** compatible adventure. You are hired to find an ancient repository of knowledge buried beneath the desert's sands. No one knows for sure what dangers and treasures it holds. Are your players up to the challenge

For adventurers levels 6 to 8.

SKPCOMPAT2 Compatibility Bundle II



This **BUNDLE** includes the second 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 **SG4**, **SG5** and **SG6**.

For adventurers levels 4 to 8.

SO18 Caverns of Calamity: Kobold's Fury



This adventure starts a three-part introductory level series inspired by the games of old. You are hired by gnomish inventors to rescue their fellows, who went looking for rare botanical specimens, but incurred the kobolds' fury!

For adventurers levels 1 to 3.

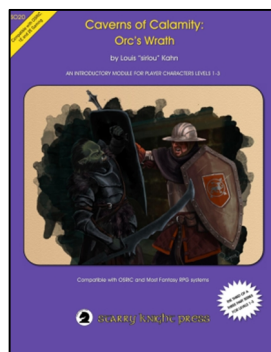
SO19 Caverns of Calamity: Goblin's Rage



The second in a three part series of Old School inspired adventures. It may be played as part of the series or as a stand-alone adventure. Your players are tasked with rescue operations in a cave complex boiling over with goblins' rage!

For adventurers levels 1 to 3.

SO20 Caverns of Calamity: Orc's Wrath



The conclusion to my Old School inspired three part series. It may be played as part of the series or as a stand-alone adventure. The players face off against the leaders of the Chaotic humanoids in a vast cave complex. Can they withstand the orcs' wrath?

For adventurers levels 1 to 3.

SM3 Pumpkin Man for OSR



This supplement details the Chaotic fae noble, the **Pumpkin Man**. Each **Samhain** he stalks the mortal realms seeking to slake his blood thirst and drag mortal victims off to Faerie. Can you vanquish the Fall-lord? Contains full OSR statistics for this beastie.

For adventurers of any level.

Halloween Bundle

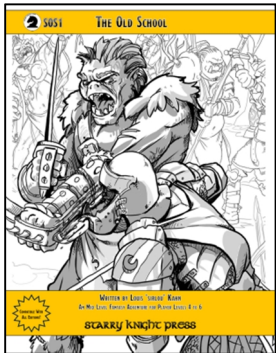


This **BUNDLE** includes seven spooky books: five (5) adventures and two (2) monster stat books. Enjoy **Samhain** battle against lycans, vampires, fae lords, undead, and even escape a mad god.

This collects **SO3, SO6, SO10, SO14, SO15, SM2** and **SM3**.

For adventurers levels 4 to 8.

SOS1 The Old School



The first in a new series of Old School gaming adventures! Fleeing a fierce storm, you stumble across an old academy. While exploring you find **bugbears** have laid claim to the ruins, while ancient secrets fill the catacombs below. Can you pass this test?

For adventurers levels 4 to 6.

SC5 Wayward Travellers



This compilation books offers **wayward travellers** a complete introductory campaign. Your players will explore the entirety of the **Caverns of Calamity** and then take on the fiend **Krampus**, with the help of the very **Yule Father** himself!

For adventurers levels 1 to 4.

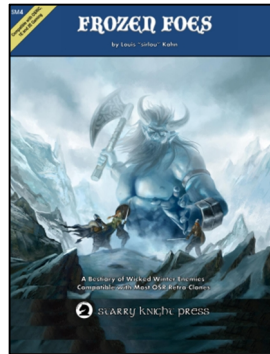
SOS2 The Icy Hollow



Chaotic forces have occupied an old keep in the mountains above the dwarven village of **Trondvale**. Led by an outcast from that very city, these forces seek to destroy the village. Can your players pull off a **Yuletide** miracle and save the day?

For adventurers levels 4 to 6.

SM4 Frozen Foes



Inside this tome you will find OSR statistic for five new wintry foes: an undead **barrow wight** (6HD), the mighty **snow demi-elemental** (6-16HD), terrifying **frost giant ghost** (10HD), the demonic **ice mephit** (4HD) and the icy, suffocating **cold ooze** (5HD).

For adventurers of any level.

SOS3 The Sharif's Observatory

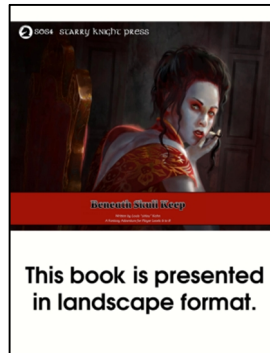


On the **Winter Solstice** you journey to an old observatory in the **Parched Desert**. You come seeking knowledge and treasure in its ancient, forgotten halls. What dangers will you discover in the **Last Sharif's** final resting place?

For adventurers levels 2 to 4.

This book is presented in landscape format.

SOS4 Beneath Skull Keep

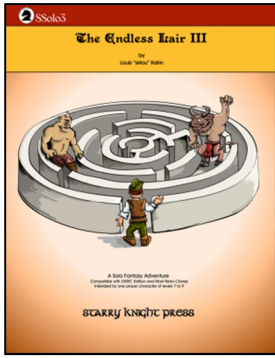


Beneath the ruined fortress of **Skull Keep** lies an ancient secret. Its forgotten halls hold the secret entrance to a **vampire's** lair. Thieves disturbed the beast, and now she thirsts for mortal blood! Can you best this bloodthirsty fiend?

For adventurers levels 6 to 8.

This book is presented in landscape format.

SSolo3 The Endless Lair III



This is the third and most challenging installment of my solo adventure series: **The Endless Lair**. In these new, deeper levels of this boundless stygian pit you will face even deadlier challenges, but the rewards are greater still. Dare you enter hero?

For adventurers levels 7 to 9.

SOS5 The Tainted Ossuary

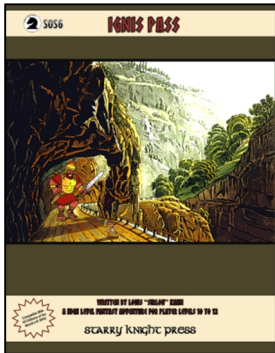


The folk of **Scalar** have buried their dead in a nearby ossuary for centuries. Now a mysterious stranger has stirred up those interred there. The local Sheriff asks for your help cleansing the place of evil. Will you brave **The Tainted Ossuary**?

For adventurers levels 2 to 4.

This book is presented in landscape format.

SOS6 Ignis Pass



Ignis Pass leads over a mostly dormant volcano on **The Imperium's** western border. At the pass' apex lies the fabled **Twilight Archive of Loukan**, where the epic sword **Stormide** was kept in days past. **Fire giants** have taken refuge there & you're tasked to stop them!

For adventurers levels 10 to 12.

SOS7 Inn Dolo Delicto



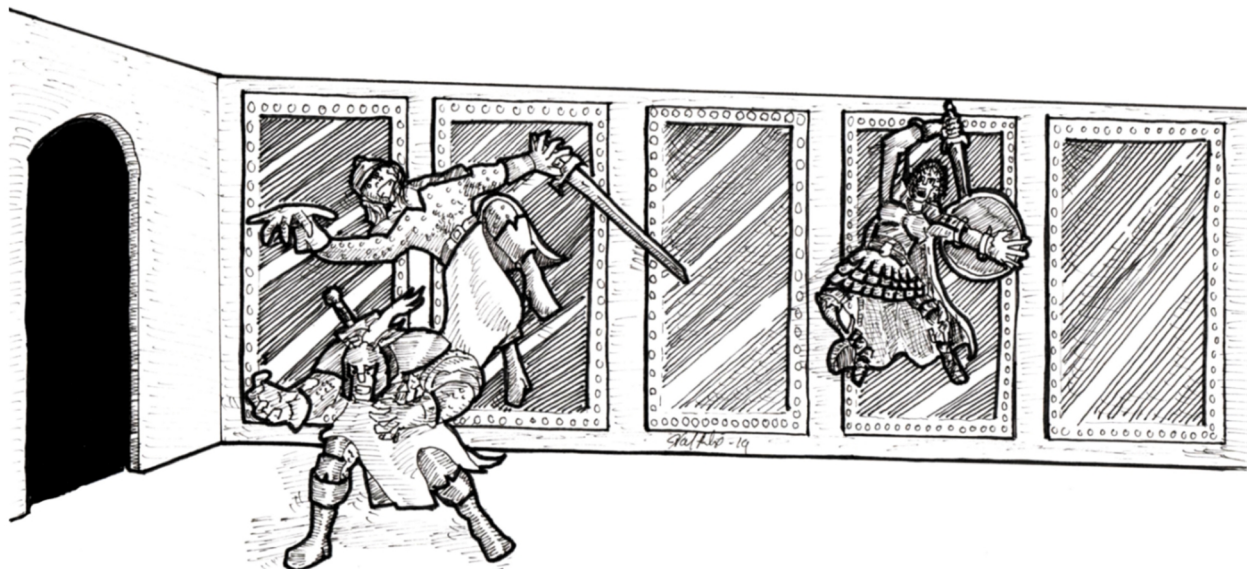
In this **changing**-themed adventure, your players will be challenged in three different locales, as they battle to rescue a beautiful innkeeper from the clutches of a pack of lycans led by a **greater doppelganger**. Coming in May 2021.

For adventurers levels 5 to 7.



Adventure Compatibility by Level

LEVELS	ADVENTURES	
0 to 1	<ul style="list-style-type: none"> S2 The Way O' The Fae 	<ul style="list-style-type: none"> SR1 Zero Level Player Rules and Lair of the Toad
1 to 3	<ul style="list-style-type: none"> S1 The Harquebusier SO9 Down the Wishing Well SSolo1 The Endless Lair SG1 Rite of the Hero 	<ul style="list-style-type: none"> SO18 Caverns of Calamity: Kobold's Fury SO19 Caverns of Calamity: Goblin's Rage SO20 Caverns of Calamity: Orc's Wrath
2 to 4	<ul style="list-style-type: none"> SK1 The Corrupt Temple SK2 Scoundrel's Run SCh1 The Purloined Pachyderm SO5 Krampusnacht S08 Sea Hag's Folly SCAII.1 (<i>Sea Hag's Folly</i>) SK4 The Mines of Mayhem 	<ul style="list-style-type: none"> SO11 Mad Madrigan's Maze SO12 Return of Krampus SO17 Revenge of Krampus SG3 The Cursed Keep SOS1 The Old School SOS3 The Sharif's Observatory SOS5 The Tainted Ossuary
4 to 6	<ul style="list-style-type: none"> SO2 Clash at Fort Valour SO3 Wycked Summons SCAII.4 Cavalier Attitude (<i>The Icy Hollow</i>) SO10 The Pumpkin Man SO13 Shrine of Sacrifice 	<ul style="list-style-type: none"> SCAIII.1 Cavalier Attitude (<i>Blood Moon</i>) SSolo2 The Endless Lair II SO14 Blood Moon SG4 Tomb of the Dragon Lord
5 to 7	<ul style="list-style-type: none"> SCAIII.2 (<i>Copper Hall of Naren Kaz</i>) SCAIII.3 (<i>Tower Inverso</i>) 	<ul style="list-style-type: none"> SOS7 Inn Dolo Delicto (Coming May 2021)
6 to 8	<ul style="list-style-type: none"> SO4 Wayward Maiden SO6 The Bloody Barrow SO15 Headman's Revenge 	<ul style="list-style-type: none"> SG5 The Basilisk SG6 The Lost Library of Kadie SOS4 Beneath Skull Keep
7 to 10	<ul style="list-style-type: none"> SG2 Seer's Rescue SOS2 The Icy Hollow 	<ul style="list-style-type: none"> SSolo3 The Endless Lair (Levels 7 to 9)
8 to 10	<ul style="list-style-type: none"> SO1 Eternal Knight SO7 Shrine of the Titans 	<ul style="list-style-type: none"> SCAI.2 (<i>Shrine of the Titans</i>) SCAIII.4 (<i>Seeress' Rescue</i>)
11+	<ul style="list-style-type: none"> SCAII.3 (<i>The Dark Chanterie</i>, Levels 12-16) SO16 The Dark Chanterie (Levels 12-16) 	<ul style="list-style-type: none"> SOS6 Ignis Pass (Level 10-12)
Multi-level	<ul style="list-style-type: none"> S3 Delver's Delights (Levels 1-10) SR2 The Anti-Paladin (Levels 1-20) SC1 Wondrous Adventures (Levels 4-8) SUPB1 The SUP Bundle (Levels 0-10) SC2 Amazing Journeys (Levels 2-10) SKHB1 SKP Holiday Bundle (Levels 2-6) SC3 Tales from The Dales (Levels 1-6) SC4 Perilous Expeditions (4 to 16) 	<ul style="list-style-type: none"> SCA1 The Best of Cavalier Attitude (Levels 2 to 16) SCA2 The Best of Cavalier Attitude 2 (Levels 4 to 10) SKPCOMPAT Bundle (Levels 1 to 10) Cavalier Attitude Bundle (Levels 2-10) SKPCOMPAT2 Bundle II (Levels 4 to 8) Halloween Bundle (Levels 4 to 8) SC5 Wayward Travellers (Levels 1 to 2)



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 Chaos, which are presently amassing power in the **Under-Realm** for a strike against the forces of Law. 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 the adventures should be played.

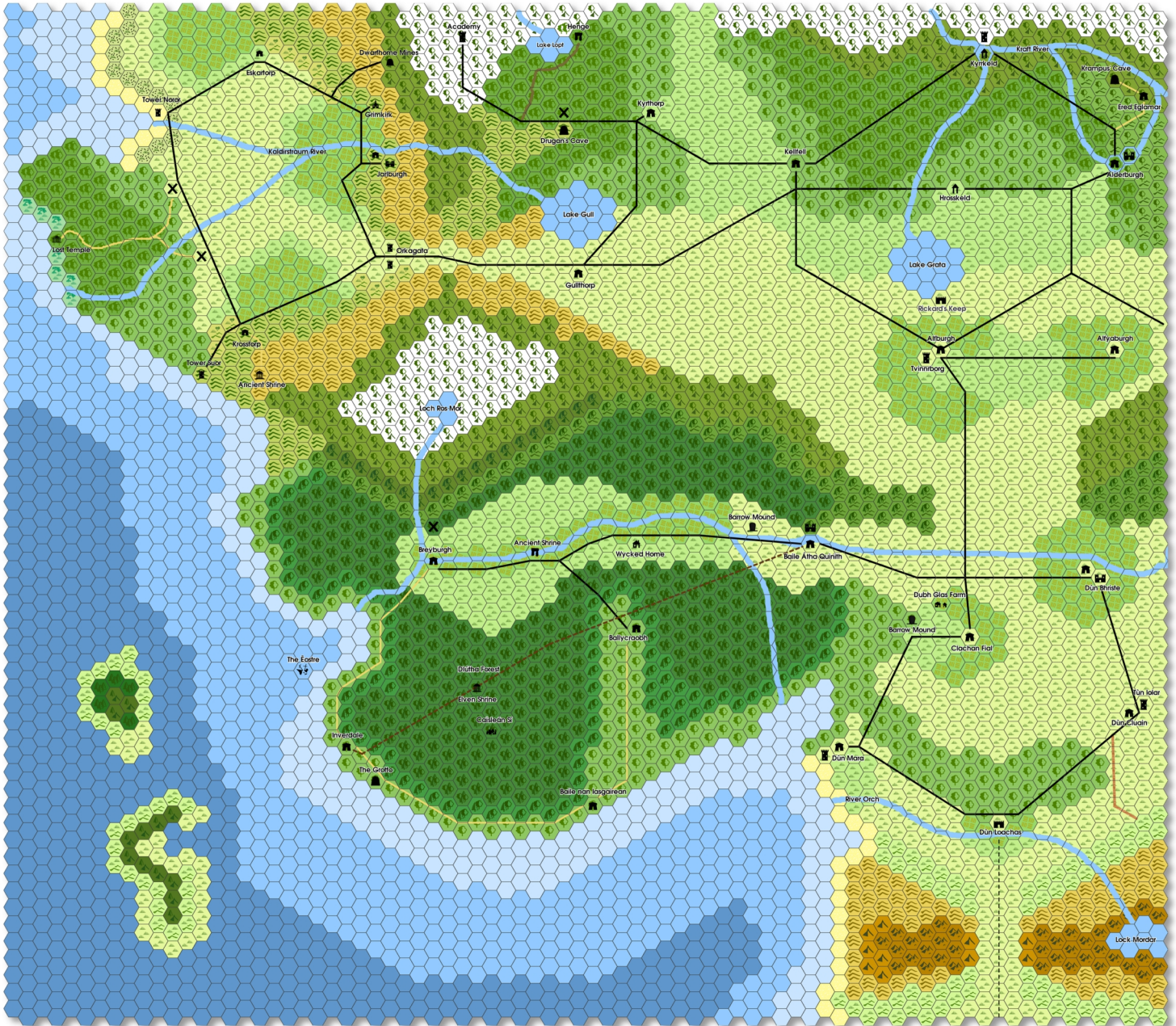
SK-series Campaign		S-series Campaign	
Level	Adventure	Level	Adventure
0-1	The Lair of the Toad (from Zero Level Player Rules)	0-1	The Way O' the Fae
1-3	Scoundrel's Run	1-2	Trials of the Shootist (from The Harquebusier)
3-5	The Corrupt Temple	2-4	Mines of Mayhem
4-6	Fane of the Shark Demon (TBD)	4-6	The Crystal Caves (coming June 2021)
6-8	The Dragon's Heart (TDB)	6-8	Grave Vexation (coming July 2021)
8-10	The Gilded Anchor (from Delver's Delight)		
10+	Skyhold (space-travel based adventure setting, TBD)		



APPENDIX A: TERRANS 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

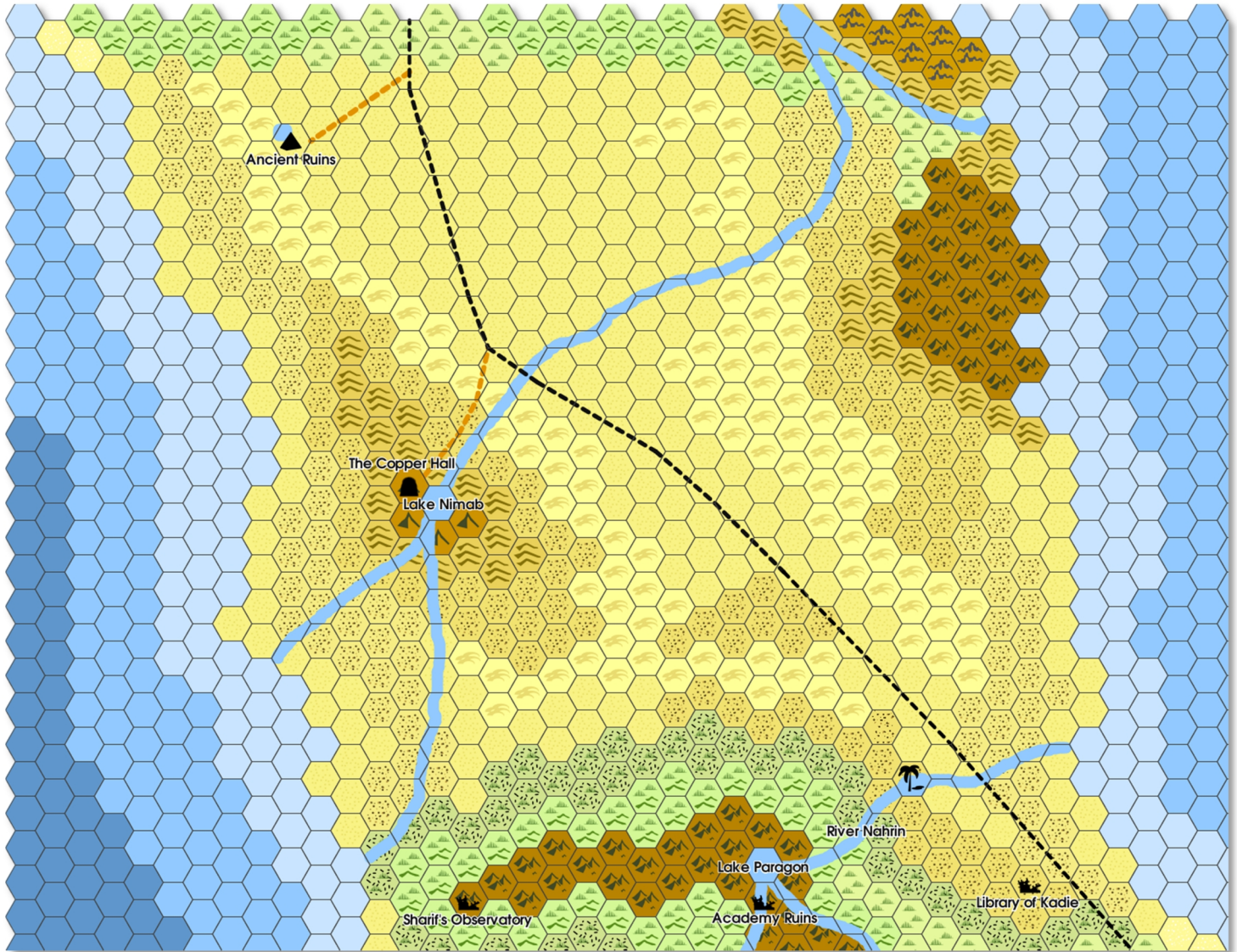


LEGEND:

	Fairland		Sandy Beach		Mountain		River		Village		Waypoint
	Grassland		Grassy Hills		Mountain (steep)		Road		House		Tower
	Grazing Land		Hills		High Mountains		Trail		Farm		Ruins
	Grassland Hills		Forested Mountains		High Mountains (steep)		Forest Trail		Ruins		Cave
	Light Forest		Mixed Forest Mountain		Diamond Volcano		Underground Road		Cave		Castle
	Heavy Forest		Mixed Forest Hills		Tapal Grassland		Broken road		Hinge		Cathedral
	Mixed Forest		Heady Forest (steep)		Shrubland		Ancient road		Shrine (small)		Shipwreck
	Mixed Forest (steep)		Forested Mountains (steep)		Swamp Land		Snow		Temple (large)		Point of Interest
	Forested Hills		Mountain (steep)		Deep Ocean		Ocean		Shallow Ocean		Lake (shallow)

MAP OF THE PARCHED DESERT: I introduced three new areas of my campaign world of Terrans in 2020, the Parched Desert, The imperium and the Viridian Isles. The great arid region known as the Parched Desert is a harsh and dangerous region located between the small independent nation states to the north and a very old Lawful empire to the south, The Imperium. The Seer's Rescue (SG2) takes place at the Ancient Ruins in the north desert near Fort Valour; The Copper Hall of Naren Kaz (SCA III.2) is located in the central desert; and The Lost Library of Kadie (SG6), The Old School (SOS1) and The Sharif's Observatory (SOS3) are located in the south desert near The Imperium's border.

The Parched Desert

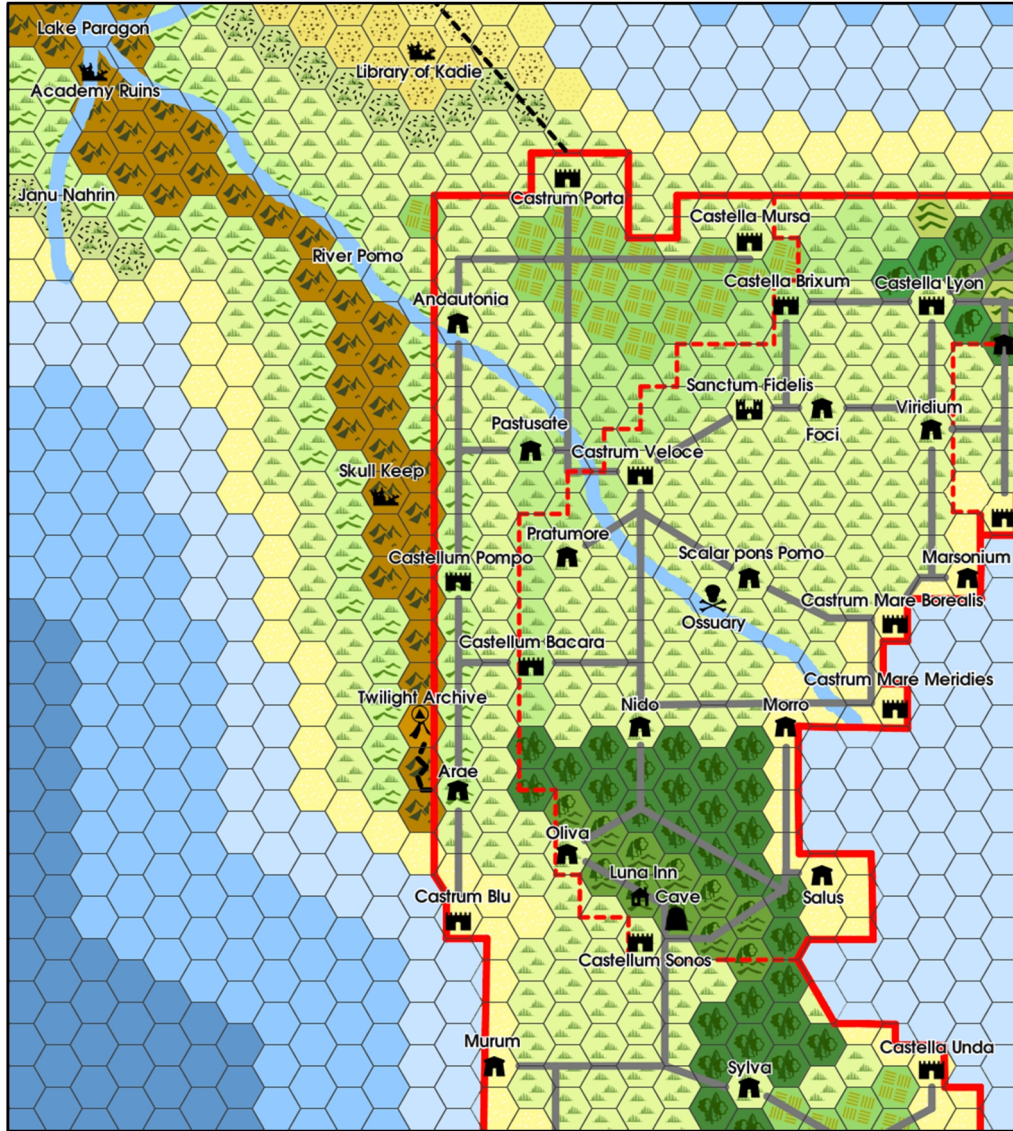


MAP LEGEND

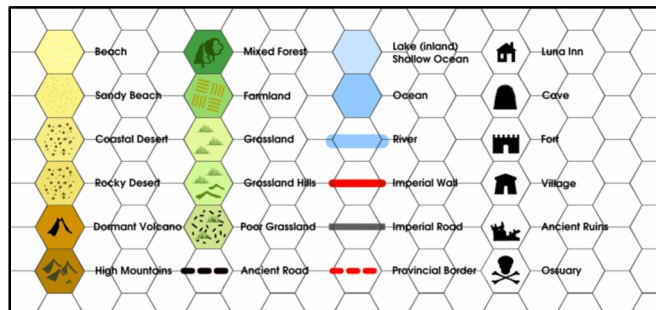
	Light Forest		Beach		Hills		Road		River
	Farmland		Sandy Desert		Mountains		Ancient Road		Fort
	Grazing Land		Coastal Desert		High Mountains		Ancient Trail		Village
	Grass Land		Rocky Desert		Lake (inland)		Forgotten Road		Ancient Ruin
	Grassland Hills		Dunes		Shallow Ocean		Trail		Dungeon Entrance
			Ocean						

MAP OF THE IMPERIUM: The Imperium is an old Lawful kingdom founded by a group of eight adventures who merged their respective holdings together to form a nation. The entire empire is surrounded by a wall, 3 metres (10 feet) wide and 6 metres (20 feet) high. The adventure I've published in this region have taken place in the province of **Aquila**, under the protection of the legendary warrior **Lady Rayala Crosswind**, and neighboring province of **Fidelis**, a protectorate of the powerful cleric, **Lord Baron Cloudhammer**. Those adventures include **The Lost Library of Kadie** (SG6), **The Old School** (SO51), **The Sharif's Observatory** (SOS3), **Beneath Skull Keep** (SOS4), **The Tainted Ossuary** (SOS5), and **Ignis Pass** (SO6).

The Imperium (Western Provinces)

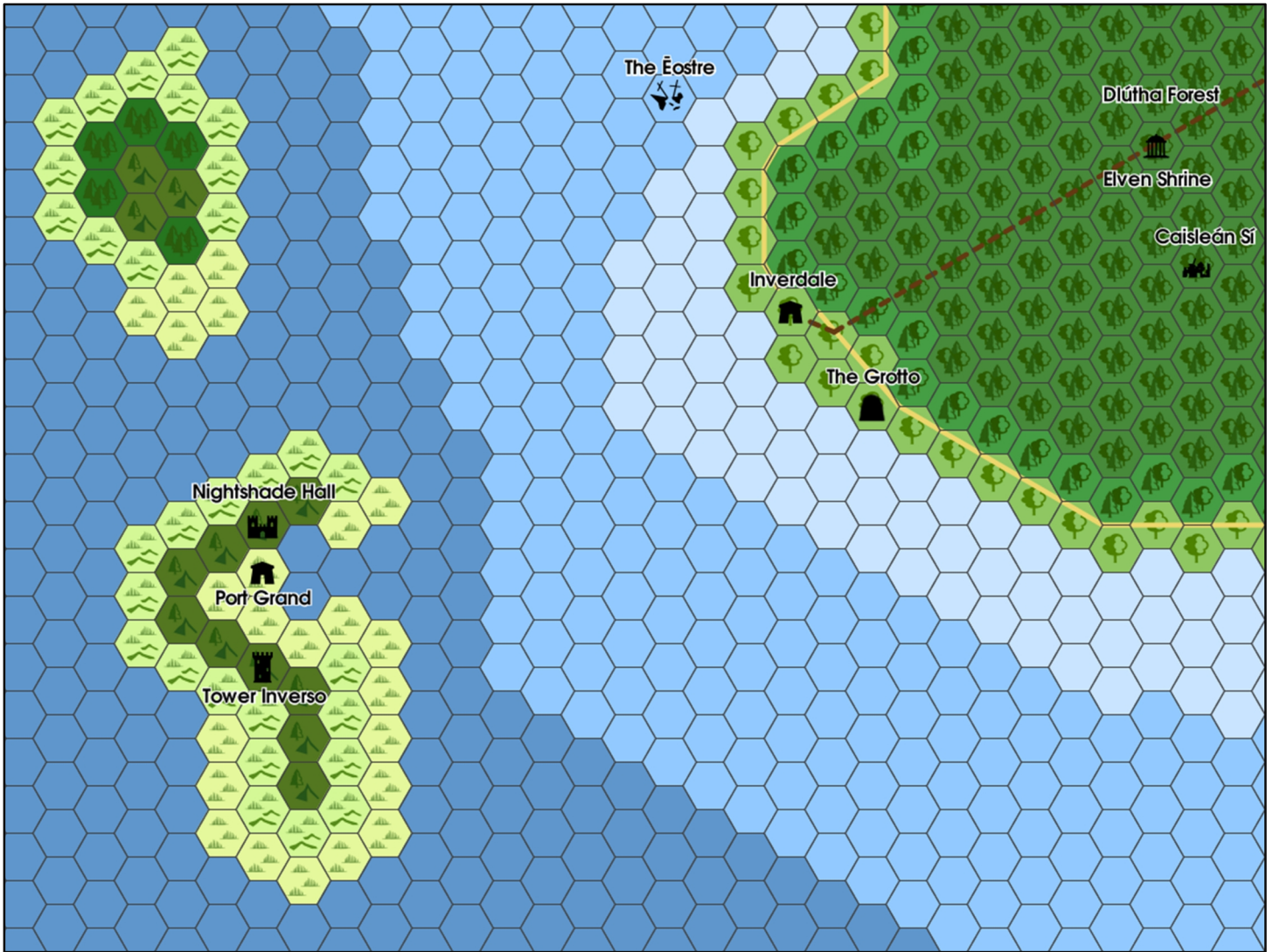


MAP LEGEND



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		Tasmin's Trail
	Heavy Forest (Evergreen)		Deep Ocean		Shrine		
	Forested Mountains		Sunken Ship		Ruins		

APPENDIX B: SAMPLE NEW MONSTER AND MAGIC ITEMS

Below are samples of the new monsters and new magic items included in my OSR and 5E-compatible supplements.

LYCANTHROPE

	Wereweasel	Werejackal	Werelion
Frequency:	Very rare	Very rare	Very rare
No. encountered:	2d4	2d4	2d6
Size:	M	M	L
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

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

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 that 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 standard magical resistance, allowing for saving throws as appropriate against spells cast against them.

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 (25%), 2d4×100sp (25%), 1d4×100ep (10%), 1d2×100gp (10%), 1d6 gems (25%), 1d3 jewellery (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 (25%), 2d4×100sp (25%), 1d4×100ep (10%), 1d2×100gp (10%), 1d6 gems (25%), 1d3 jewellery (25%), 1d2 magic items (10%).

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.

WERELION



WEREJACKAL



WEREWEASEL



OOZE, COLD

Frequency:	Very Rare
No. encountered:	1
Size:	L (10' radius blob)
Move:	20 ft
Armour class:	7
Hit dice:	5+1
Attacks:	1
Damage:	1d10 + Smother
Special Attacks:	Smother
Special Defenses:	Translucent
Magic Resistance:	Standard
Lair probability:	Nil
Intelligence:	Average
Alignment:	Neutral
Level/XP:	5/470 + 6/hp

This creature is a type of viscous, gelatinous ooze similar in appearance, texture and composition to the various oozes, jellies and gelatinous creatures which delvers normally encounter in stygian depths. It can change its colour from a dark blue to completely clear. When the **cold ooze** is translucent it is nearly invisible; players have but a 5% chance to see it, and only if they are looking directly at it in a well-lit environment. This creature hails from the demi-elemental plane of ice and it is exceedingly rarely encountered on the prime material plan, unless summoned here by a powerful spell caster.

The **cold ooze** normally attacks by hanging from a height, concealing itself by turning translucent, and then dropping down onto its victim and smothering them in its icy embrace. If victims avoid its drop attack, it flings itself at them again (standard attack roll), trying to smother as many as possible. When this gelatinous, globular creature drops down onto its victim(s) it covers an area up to 10' in diameter. All creatures in this area of effect must make a DEX ability check; success indicates they jumped aside while failure indicates they are covered by the **ooze**. Once covered victims take 1d10 cold damage per round as they are smothered. Foes inside the **ooze** have their arms pinned and are unable to attack. Any attacks on the **ooze** while victims are inside it do ½ damage to the **ooze** and ½ damage to the victims. Area of effect spells do full damage to the **ooze** and the victims. Lastly, all creatures in a 10' radius not enveloped in the ooze still take 1d2 cold damage per round from its freezing aura.

Treasure: None, although incidental treasure from past victims may litter its lair, at the GM's discretion.



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*.



Book Golem

Large construct, neutral

Armour Class: 11 (natural armour)

Hit Points: 85 (9d8 +36)

Speed: 30 ft.

STR 18 (+4)	DEX 9 (-1)	CON 18 (+4)
INT 6 (-2)	WIS 10 (+0)	CHA 5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn. Because of its flammable nature, the book golem takes double damage from fire attacks.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Cold Aversion. If the golem takes cold damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The book golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.



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.

MAIGC ITEMS

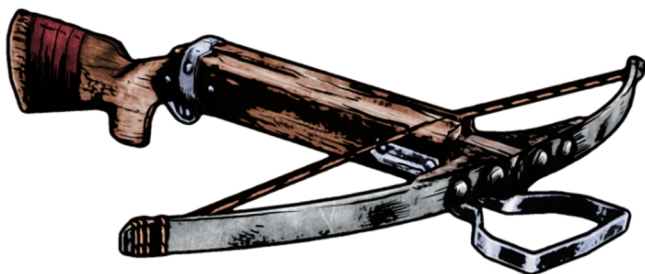
HAND CROSSBOW

Hand crossbows are highly prized, smaller versions of light crossbows, made to be held in one hand. Their size makes them easy to conceal; as such they are a favoured weapon of rogues, assassins, and other stealthy combatants. Their bolts and quarrels are similarly scaled down in size. This reduces their damage and range; thus they are most often used to deliver poisons. Their statistics are as follows:

Weapon	Damage	Range	Rate of Fire	Cost
Hand Crossbow	1d3 vs S/M/L	60 ft	1	400gp

These hand crossbows may be ensorcelled to provide from +1 to +5 to the wielder's "to hit" rolls, as well as other enchantments. In "Kobold's Fury" the NPC Rolo Buzzby wields a hand crossbow +1 (D 1d3+1).

GP value: 1,000gp/per plus to hit

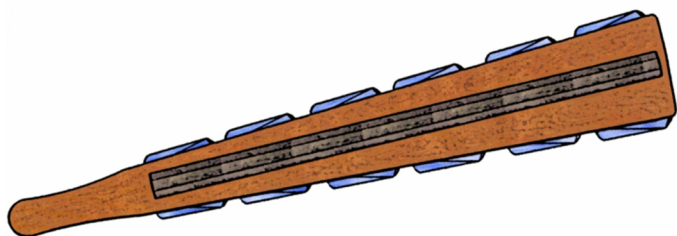


MACUAHUITI

A macuahuitl, also known as a war club or obsidian sword, is a weapon made from a stout wooden club, to which several obsidian blades are embedded in either one or multiple rows. These obsidian micro-blades are incredibly sharp, and their edges are even thinner than those of high quality steel blades. The weapon is a standard melee combat weapon, although it may also be thrown, in which case its range is 1" Short/2" Medium /3" Long.

These weapons are quite common in the tropical parts of the western hemisphere of the realm of Terrans, where jungle dwelling tribes of humans, demi-humans and humanoids all wield them. It is, however, new to the lands of Five Realms (as the nations of Jarlburgh, Alderburgh, the Red Eagle Barony, The Dales, and Dùn Bhrìste are known by outsiders).

Weapon	Damage	Range	Weight	Cost
Macuahuitl	1d6+1 vs S/M, 1d8+1 vs L	1"/2"/3"	5 lbs.	1sp*



***GM's note:** While the cost of this exotic weapon is quite low in its home region, outside that area this weapon would be rare, one of a kind and a highly prized trophy. As such, it would be immensely valuable and it is hard, if not impossible, to place a monetary price on such a once in a lifetime find.

These war clubs may be ensorcelled to provide from +1 to +5 to the wielder's "to hit" rolls, as well as other enchantments. In "Goblin's Rage" the players may recover a macuahuitl +1 (D 1d6+2 S/M, 1d8+2 L).

GP value: 2,000gp/per plus to hit.

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.

In "The Cursed Keep" the mage 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

SEAX

The seax is a type of bladed weapon, longer than a dagger but shorter than a short sword, used by the northfolk barbarians of Terrans. While there is a great deal of variation in seax shape and construction among the northern tribes, they are generally the same: a full-tang metallic blade, from 18cm to 30cm (7" to 12") long, inserted into an organic hilt of wood or horn. The blade has a large single-edge with a very sharp, tapering point. It is usually worn horizontally across the waist in a belt sheath, with the edge of the blade facing upwards. The blades are often decorated with heraldic or arcane runes. They are useable by all classes that can wield a dagger or short sword. Its statistics are as follows:

Weapon	Damage vs. S/M	Damage vs. L	Weight	Cost
Seax	1d4+1	1d6	2	5gp



In "The Icy Hollow" players may find a **seax of submersion +2**. On an unmodified "to hit" roll of 20 with this seax, the victim's lung fill with water and they drown in 1d4+1 rounds unless magical means (e.g. **water breathing** or similar) are used to rescue them. During this time the victim cannot attack.
GP Value: 2,000gp

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 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:

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

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 days before the present, and on a roll of 11-20 they arrive that many years after the present.

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



XIPHOS

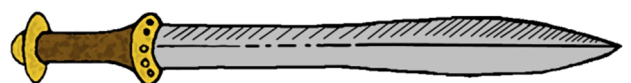
A **xiphos** is a double-edged, one-handed straight short sword used by the ancients in **Terrans**. It was often used as a secondary weapon by the ancient infantry soldiers, carried along with a spear or javelin. The classic **xiphos** has a blade approximately 18" to 24" long, although some may be as short as 12". It may have a midrib and it is generally diamond or lenticular shaped in cross-section. It was commonly worn hung from an underarm baldric and used for close combat when a warrior's spear was lost in battle.

The **xiphos'** leaf-shaped form ended in a very long point, and this design lent itself to use as both a slashing and thrusting weapon. Indeed the word "**xiphos**" is believed to mean "penetrating light" in the language of the ancients who invented the weapon.

The **xiphos** is in the same class of weapon as the short sword, and anyone with proficiency in the use of a short sword will be able to master the use of the **xiphos**.

Weapon	Damage vs. S/M	Damage vs. L	Weight	Cost
Xiphos	1d6+1	1d8+1	3 lbs.	10gp

In "The Old School" players may come across a **flaming xiphos** which functions as a **flaming blade** (e.g. it is a +1 weapon for most purposes, but acts as a +2 trollbane weapon, a +3 weapon against creatures that are flammable, bird-like or have cold/cold cased attacks, and +4 against the undead).



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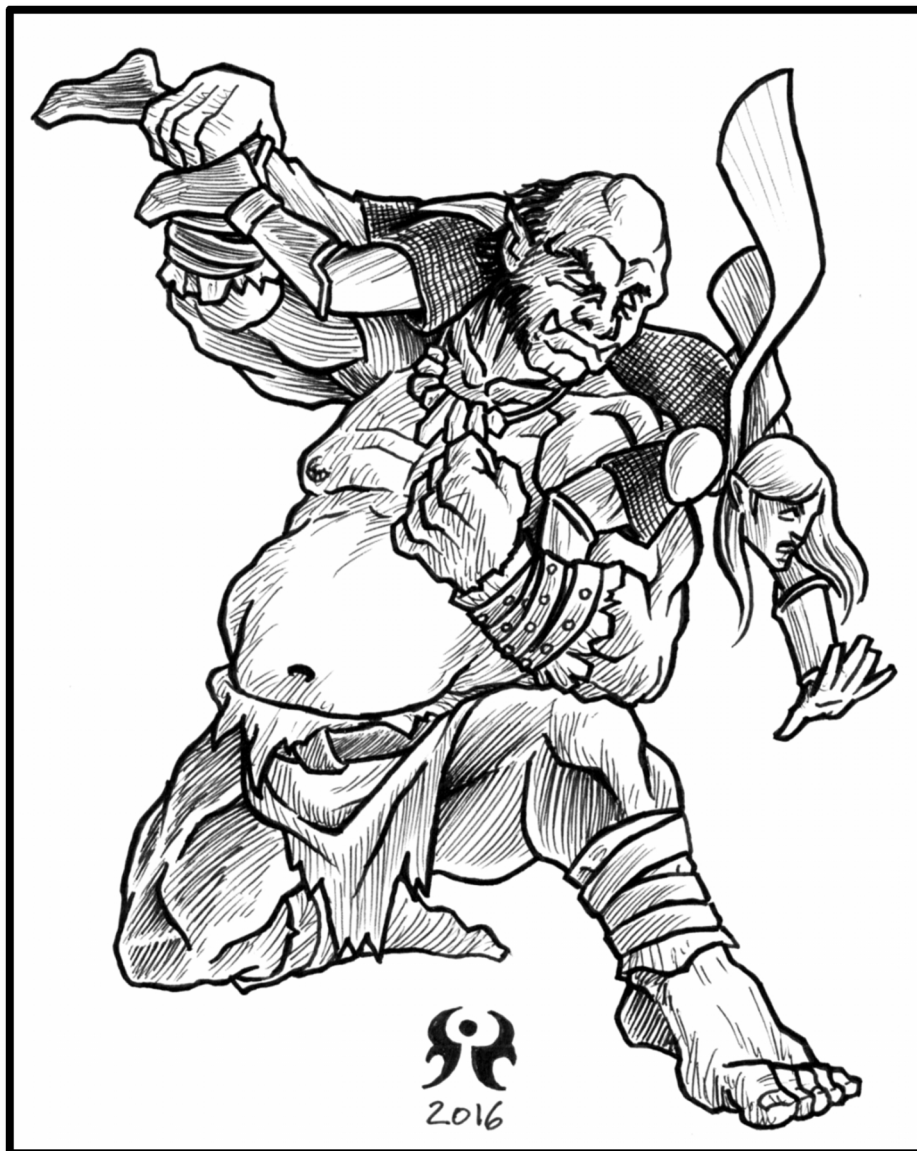
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