



# CAVALIER ATTITUDE

An Old School Roleplaying Zine

Volume III, Issue 2

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

## CONTENTS

Welcome!	1
Current Topics	2
Bard's Corner	4
Submissions	6
Old School Art	7
Magickal Menagerie	8
Market Square	9
Knave's Galère	10
Adventure	12
Dread Bestiary	17

## WELCOME!

What's in this issue  
Page 1

## CURRENT TOPICS

*Loot Division*: Methods for the Amicable Division of Treasure  
Page 2

*Bard's Corner*: The Trouble Twins  
Page 4

*Magickal Menagerie*: New Magic Items for Your Players  
Page 8

*Dread Bestiary*: Introducing the Demi-Lich  
Page 17

## ADVENTURE

*The Copper Hall of Naren Kaz*: Can you defeat a Demi-Lich in its private sanctum?  
Page 12



## Welcome to Cavalier Attitude!

Hello and welcome to my zine: **Cavalier Attitude**. As the masthead says, this zine focuses on the *Old School Revival* (OSR) in fantasy role-playing, including OSRIC, BECMI, 1E and 2E gaming.

This is the second issue in our third year of publishing this zine, and we recently released a "**Best of Cavalier Attitude**" which chronicled the first two years.

In this eighth issue of *Cavalier Attitude*, I will be discussing the always tricky issue of dividing treasure with an article entitled "**Loot Division**".

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

showcasing fantasy fiction with an RPG theme, by myself and others. The story this time is the tale of a brother and sister adventuring pair known as "**The Trouble Twins**".

I also present another selection of wondrous magical items of my own creation for use in your campaign, the **Magical Menagerie**.

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

Louis "sirlou" Kahn  
Editor

## CURRENT TOPICS: Loot Division

### **Loot Division: Methods for the Amicable Division of Treasure**

You and your party have vanquished your foes and completed your quest. After making it back to civilization and paying for healing and identification of magical fare, you spread your booty on a table before you and bask in its bounty, the glow of the magic items...and then the fighting and name calling begins! Perhaps no topic causes more strife, conflict and hurt feelings around the gaming table than the division of loot.

There is a classic Erol Otus drawing, in the 1981 Tom Moldvay **Dungeons & Dragons™** Basic Set handbook, of three wizards fighting over a table of loot. The wizards all look angry and are grabbing at items and trying to pull them out of each other's hands. It is a fantastic image, it's hilarious, and it perfectly captures a moment in the fantasy world we have all experienced, as only the master illustrator Erol Otus can do. However, it is *not* what we want to see as GM or experience from a fellow player.

Treasure distribution should be done in a consistent manner and with an eye to fairness, so that your players do not get frustrated or harbor grievances against a comrade in arms, or against you as the GM for letting a greedy player take the lion's share of the loot. It's a tricky balance the GM must strike, but it's a key skill to master.

In the First Edition Dungeon master's Guide, the venerable Gary Gygax suggested three general rules for treasure distribution, paraphrased as follows: (1) equal shares; (2) shares by level, and (3) equal shares plus a roleplaying bonus. I will summarise each in turn below.

In an equal shares distribution, all player characters get an equal share of the loot right down the line, share and share alike. This has the benefit of being easy to administer and seems quite egalitarian.

*My system of treasure distribution hews close to the First Edition model, but relies on significant GM direction of the process.*

However, what if one or more players are several levels higher than their compatriots and have perhaps shepherded the lower level companions through an adventure? Is it fair that the players who did the most damage and took the most risk get only one share? This is where shares by level might be appropriate. The total number of levels of all players is tallied up, then the treasure divided by this number as one share, and players get one share for each level they possess.

When considering multi-classed players in the share by level system, Gygax suggested they receive half of their additional class levels added to their highest class level. Dual classed humans would receive experience for only the class they used during the adventure in the Gygaxian system.

Finally, in the equal shared plus bonus system, Gygax suggested that treasure be divided into the same number of shares as there are players, plus a couple more shares, and that these extra shares might be awarded to players for excellent role-playing, such as leadership, sacrifice or other excellence in playing their character.

Gygax also posited additional rules for the division of magical treasure separate from the rule for monetary treasure. These rules focused, once again on parity, and included allowances for exchanging one's monetary share of treasure for a magic item or conversely compensating those who did not receive a magic item with additional monetary compensation.

There were also rules to address henchpersons, allowing generally for one half share of experience or half their class level, based on which of the three systems was being employed. Again, the purpose of this was to bring some parity and fairness to the division of treasure.

These were fine, elegant and fairly simple rules...and in my experience, (especially as I began playing at a young age) they rarely resolved the real world problems we experienced as a group.

They certainly did not address what to do when you run into that one player who wants every single magical item found by the group, even those they cannot use. Nor do they function when a GM is facing that player who quibbles or gripes constantly about the distribution of treasure, while at the same time often seeking the majority of it for themselves.

Thus, over my four decades as a player and GM, I have come up with my own set of rules and procedures which govern the distribution of all loot, be it monetary or magical treasure, which I will share with you here. My own system hews very close to the goals of the First Edition distribution system, set forth above, but with perhaps a bit more GM direction than Gygax suggested.

## CURRENT TOPICS: Loot Division (cont.)

In fact, my system of loot division tends to work best when it is primarily GM directed, with the player's consent naturally, as I will explain below. This system works very well with my group and I encourage you to try the same with your group. The key is to reach harmony in your real life players' reactions, regardless as to whether their player characters, as they are role-played, might gripe or grouse.

*Most players opt for GM directed magical item distribution after not getting what they wanted once or twice.*

The first step I take is to bring up treasure distribution directly and early on with a new group, or a new player to the group. Nowadays people refer to a "Session Zero" where such matters are often addressed, but it need not be that formal if your group does not function that way.

As I tend to play with friends and associates, I simply tell them the rules at the outset, explaining that I, the GM, will govern the distribution of monetary treasure and experience, and that I do so on an equal basis for all player characters to ensure smooth advancement of the group. This means that they will not be quibbling about who got what treasure as that is out of their hands, and they seem to accept that fairly well.

For my part, I explain my method of division to the players, so they will understand what is happening and so I can get them to buy into my

system. My system is straight forward: all player characters will share equitably and fairly in treasure and experience. Each player will get one share, except for NPCs and/or henchpersons who will get a half share, unless they bargain otherwise.

We have had instances where NPCs did not want to go on a mission that seemed too dangerous and the party had to discuss it and agree to pay them full shares.

As to magical treasure, with a new group I give them a binary choice at the outset, as follows: (1) they can roll a die and then do a round robin for choice of items, with the highest choosing first and the second highest next, and so on; or (2) I, as the GM, can assign magic items to those players to whom I think the item is best suited.

I explain that they can change the system after each adventure, if they are dissatisfied. I find that most groups prefer to go with the round-robin choice *at first*, as the gambling nature of this type of system seems to draw them in. However, after they have not gotten the item they wanted once or twice, because of a low roll or because another player chose it first, they will generally opt to change to a GM directed distribution system.

This GM directed system is especially beneficial to players, (and I let them know it) in a game such as mine where I am running adventures I write myself, which I write with my players (or at least their archetypes) in mind. So I know which items I intended for which player, and once my players realize

that as well, they buy into and feel comfortable with me directing the distribution of magical items to them.

You can accomplish this even if you are running a premade module, by simply modifying the magic items therein to more closely benefit your own players. For example, if the module provides for a *flaming two-handed sword*, but you think the party's thief would benefit most from the weapon then you can simply change that weapon to a *flaming short sword*. Once your players know that you are trying to assign them the gear best suited to their class, abilities, and preferences, they will generally cede the magical treasure sorting to you.

Once players start down this path, I find it leads to a very harmonious and cooperative group. They will end up pooling resources more often, both monetary and magical. Healing potions tend to be for group use, and players seem to be interested in doing what is best for the party and often exchange or give each other magical items. They will often ask me if they can have a group treasure trove, usually in a magical bag of holding, which one strong party member will carry, with all of the party's earned but presently unused magic items.

This sort of peaceful cooperation among players regarding treasure allocation is far from the often heated arguments I have witnessed in the past, and it speaks, I think, to the benefits of players allowing the GM to distribute magical treasure. I heartily encourage you to try it with your group!

# BARD'S CORNER: The Trouble Twins

## *The Trouble Twins (Part I)*

by Louis "sirlou" Kahn

*This short story concerns two scions of the elven family Glamrenthal, a male elf and his half elven sister known as the Trouble Twins, and the history of this ancient and powerful elven clan.*

*Our story takes place in the beautiful elven city of **Silmaornë**, an ancient elven stronghold hidden deep in the wild and uncharted **Diútha Forest**, within the **Red Eagle Barony**. The story unfolds one evening at the dinner hour, in the great hall of the elves, high up in the boughs of one of the silver barked trees which gave the elven stronghold its name.*

\* \* \*

"Who are those two," the elf noble asked his wife, pointing with his chin toward a curious pair at the end of the bar, a male elf and a female half-elf as alike as to be twins. He had to lean in and whisper in her ear to be heard over the babel of conversation in the great hall tonight. As he pulled away he noted, with appreciation, his wife's intoxicating scent.

"Ah, you've not heard of them?" she asked. "You have been away from home for quite a while, haven't you?" she questioned, as she leaned in and kissed him affectionately on the cheek.

With a twinkle in her eye, the elf maid inclined her head toward an alcove, where plush couches sat beneath an open skylight, revealing all of the wonders of the heavens. "Come my love," she said, "and let me introduce you to the tale, good sir, of the

*Prestannen Gwanûn, whom the humans refer to as The Trouble Twins: Hûlwen 'Lorelei' Glamrenthal and her half-brother Arrador Glamrenthal."*

As they walked toward the alcove the husband mused, "Glamrenthal, eh? From *Brethil Bar*? That family has quite a history, and the gods have not always been kind to them."

"Indeed, they have not," the wife replied as they entered the alcove. "But I think that perhaps, with these two, the gods may finally have smiled upon their lineage, for I sense greatness in them...if they don't get themselves killed first," she laughed.

As they entered the alcove he took a seat and she sat across from him. She reached over and poured each of them a glass of wine, fermented from the flowers that grew in abundance in their forest home.

Their village of *Silmaornë* lay less than two leagues from the ruined elven city of *Brethil Bar*, home of House Glamrenthal clan, yet it was completely unknown to humankind. The superstitious humans tended to avoid the woods generally, and had known *Brethil Bar* as *Caisleán Sí*, or the Otherworldly Castle in their language. *Silmaornë* had avoided mortal notice throughout history as it was a magical realm, which rumour claimed existed both in the forest and in the land of Faerie at the same time.

The wife cleared her throat, to begin her tale, and as she did so several elves looked her way. Sensing a story in the offing, many of them rushed to the alcove to hear the tale, as she

was known as a storyteller of some great renown at court.

Her husband looked slightly annoyed, as he had wanted time alone with his wife, and was about to say something when he caught her subtle look of pleasure at the gathering crowd. She loved to perform for an audience, and who was he to complain? They had the eons together; let the others have one night of her attention. He settled in as more of the fair folk gathered. Someone began strumming a harp, providing a gentle hypnotic tune for her to weave her tale over, and she spake thusly:

"The *Glamrenthal* Twins. Theirs is a tale of love; of great love lost and love found. Their mother, some of you may recall, is the beautiful and fiery *Lothel* of House *Glamrenthal*, a well-regarded clan of minstrels and storytellers from *Brethil Bar*. While not royalty themselves, the clan has benefitted greatly over the eons from their connections to the great houses of our people. For it has always been, down the ages, that House *Glamrenthal* provided the royal houses of the elvish court with some of the most accomplished and beloved minstrels and troubadours.

"*Lothel* was a grand actress, dancer and acrobat in her time, and was married at the quite young age of 173 to a young, strapping elf lord named *Maethon*, scion of another well positioned house, known for producing warriors of great might. Their union was a happy one and they sired a child, young *Arrador*. Despite showing promise and a

## BARD'S CORNER: The Trouble Twins (cont.)

connection to magic at a young age, the lad was funneled into his family's martial training program: to be trained as a protector of the Elvish people, like his father.

"Theirs was a life of seemingly endless bliss, until tragedy struck this young family, as most often befalls we fair folk, while they were venturing into human lands.

"*Lothel* and her acting company had agreed, at the request of the ruling family of *Brethil Bar*, to attend and perform at the grand coronation of some local upstart human lord, by the name of *Guether*. His clan had managed to carve out a foothold in the nearby river valley and, as humans do, they had swarmed over it like ants on a hill and thrown up a rickety keep and proclaimed themselves "Lords" of all they surveyed. Typical human arrogance, thought our kin, but it's best to keep on their good side as the short lived brutes are quite dangerous when offended, and they breed like rabbits.

"*Lothel's* troupe had a quartet of warriors to protect them, including *Maethon*. The journey to the human settlement was brief and uneventful, the performance stunned the poor dullard humans into slack jawed awe, and the whole affair would have been a huge success but for the fact Lord *Guether* had not, as he claimed, tamed the lands around his keep.

"On their way back to *Brethil Bar*, the elvish party was set upon by an orcish war band looking to carve out their own home in the territory opened up by the humans' pacification efforts. It was a large war party of nearly three score

orcish warriors and archers, and a shaman leading the rabble. Despite their superior skill at arms, our kin were outnumbered: slowly they were picked off, one by one. *Lothel* held her beloved *Maethon* as he died in her arms, while the skirmish swirled around them. She wept in great heaving throes as she felt his eternal life force dissipate: he would never reach the elven Summer Lands at Journey's End.

"The pain was nigh on unbearable, and something snapped deep inside this gentle being. As the last of her dear companions fell dead beside her, she took up *Maethon's* beautiful elvish longsword, stained dark with orcish blood, and her own slim rapier, and charged the enemy. Blinded by rage and sorrow she danced the *liltha gorth*, the dance of the dead."

The wife noticed a few blank stares, and continued, "I see some of the younger ones here have not heard of this, and I'm not surprised. This ritual dance is an ancient and rare secret, shared with few outside the *Glamrenthel* clan. It is majestic and terrible to behold. The dancer weaves a web of death through the precise movements of the dance, activated by the arcane keening song which accompanies it. The dancer draws upon their very own eternal life force to power their attacks and they are nearly unstoppable.

"However, the truth of the matter is that the dancer is simply not cognizant of the blows landing upon them or the pain or loss of blood. Once the song has ended, however, the dancer must pay the price. Their wounds and the life force drain immediately catch up

to them, usually resulting in their demise: thus the dance's name.

"As *Lothel* flew into the orcish ranks that day, tears of rage streaming down her cheeks, she moved so quickly she was but a blur, with only an arcing arterial spray or a lopped off orcish limb marking her passage through the orcish ranks. So fell was her onslaught that her first charge took her straight through to the other side of the orcish forces, leaving nearly a dozen orcs dead.

"A wise and unclouded mind might have considered flight, but *Lothel* sought the release of the dance's inevitable conclusion, so great was her grief. So before the drops of blood trickling off her body, from wounds she never felt, could hit the ground, she had whorled about and leapt back into the fray. To kill all the enemy and die trying, to avenge her family, to avenge her love: this was her only truth.

"*Lothel* was so focused on her dance that she was completely unaware of a company of mounted humans that had joined the battle. These men, a traveling company, heard the braying of the elvish horns, the orcish war drums and the eerie keening call of her battle dance, and had charged toward the sound, hoping to come to the aid of a troubled party if they could. They had arrived atop the hill overlooking the battle just as *Lothel* had begun her dance.

"The company, led by a gallant young human captain by the name of *Engol Moors*, had not hesitated a moment on viewing the carnage below, and had charged the enemy flank right at the moment of *Lothel's* second attack.

"Between the losses from the original skirmish with the elven band and the casualties from *Lothel's* charges, the orcs could not withstand the trampling assault of twenty horse mounted cavalry. They were beaten; their ranks broke and it became every orc for themselves as they turned and fled before the humans and the mad elf maiden.

"The orc shaman, however, did not flee. He stood his ground and met *Lothel* toe to toe in a final pitched battle. The shaman chanted and swung his club, a blackish-purple light creeping along the length of the weapon. Despite her diving and weaving, it seemed a dark otherworld force aided the shaman's blow or perhaps the dance was taking its toll: regardless, the blow struck *Lothel* firmly and cruelly in her chest. The sickening crunch of bone snapping was loud enough to carry over the battle din. *Lothel* was knocked from her feet to lay panting on the ground several feet away from the shaman.

"Engol Moor watched in stunned silence: in awe at the elf maiden's martial prowess and terrible fae beauty. His heart swelled as he saw her spend the last of her strength attempting to avenge her kin.

"As the shaman drew close and prepared to deliver a killing blow, he barked a harsh laugh at *Lothel* and mimicked her tears. The orc drew his club back high over his head, and prepared to bring it crashing down to end the elf's life. Just then, however, the orc was distracted by a blood curdling scream from Engol. The man charged headlong at the orc, knowing there was no way he could reach the creature in time to stop the downward arc of its club. The orc snorted and turned back to the elf,

only then recognizing its folly. The distraction had bought *Lothel* the scant seconds she needed to gather her strength. Through the haze of her pain and impending death, *Lothel* rose impossibly fast and lunged forward at her wretched foe.

"Drawing upon every last ounce of life force in her, *Lothel* drew a painful, wheezing breath and screamed the name of her beloved, 'Maethon!' the word coming forth in a spray of blood from her lips, as she sprang up and ran both her blades through the stunned shaman. They stood swaying there together for a moment, orc and elf, while the last of their life blood leaked and mingled on the dry earth. The orc squealed its last and the elf maid laughed and then fell silent.

"The fight was over before Engol's steed had even taken two full strides, and he quickly reined his mount in as he approached the combatants. Their bodies separated and crumpled to the ground, seemingly dead before him. As Engol hurriedly dismounted, the elf maid's eyes locked with his, for but a moment, but in those eyes he witnessed a smile that did not reach her dead lips. He saw a deep, abiding peace and something more: a profound gratitude for giving her the time she needed to avenge her loved ones; for giving her the opportunity for a good death."

*To be concluded...*

**"The Trouble Twins"  
will conclude in  
SCA III.3 Cavalier Attitude  
(September 2019)**

If you enjoy  
**CAVALIER ATTITUDE**  
stay tuned!  
The next issue  
(Volume III, Issue 3) will  
be published in  
**September 2019**

**SUBMISSIONS:** We welcome your submissions here at **Cavalier Attitude!**

If you have an idea for a short story, an article, a character class, a unique magic item, monster, or what have you, I'd love to help you share it with the world! If you're interested in having your work published here, please contact us for our submission policies. Email us at:

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



**Artist credits:** Luigi Castellani (werewolf, demi-lich, zombie attack); Gary Dupuis (star filled hallway); David Hamilton (shield guardian) (Some artwork ©2010 Headless Hydra Games. Used with permission.); Rick Hershey (forest 1, skullgem, spikejump) (Publisher's Choice Quality Stock Art, ©Rick Hershey/Fat Goblin Games); Fil Kearney (handgonne, handgonne crossbow, arquebus, battle axe arquebus); Sade (ship); Daniel Walthall (werejackal, werelion, wereweasel; loot, dead adventurer, backpack, ankheg); Louis "sirlou" Kahn (Cavalier Attitude & Starry Knight Press logos; "2019 SKP Calendar", "SCA III.1", "Best of Cavalier Attitude", and "Endless Lair" covers; character sheet, endless lair, one dungeon tile, jousting, and pensive dryad images). **Cartography:** Dyson Logos ("Under the Dome of the Copper Sun" map, modified).

**Starry Knight Press**

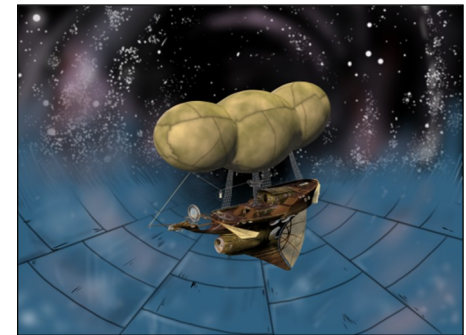
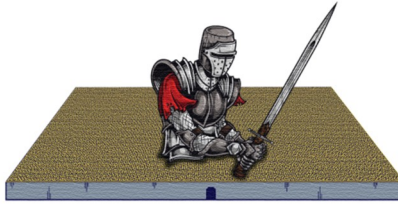
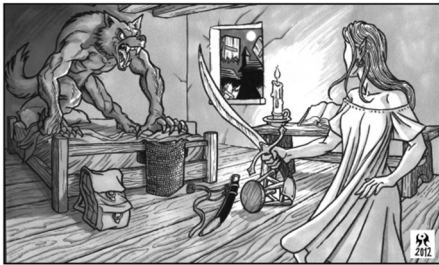
©2019 Louis Kahn  
All rights reserved.  
starryknightpress.com  
Made in the U.S.A.

# OLD SCHOOL ART

## Showcasing Old School Art From My Recent Products

I am inspired by classic Dungeons & Dragons™ art, and it holds a sentimental spot in my heart! My modules and supplements tend to be rich with Old School art by independent artists and work I create myself (both from scratch and from remixing public domain work). I hope it inspires the RPG artists of tomorrow! This section features images which have recently appeared in my published materials. I hope you enjoy them as much as I do!

*ARTIST ATTRIBUTIONS MAY  
BE FOUND ON PAGE 6*



# Magickal Menagerie

I greatly enjoy creating new magic items for use by the players in my own campaign, most of which usually end up making it into one of my published adventures. I like to create both wholly unique items and items that are re-skins of common items which, when you read about them, make you think, "I should have thought of that!" This time around, I've decided to focus exclusively on magical firearms created for use by the *harquebusier* class in my campaign.

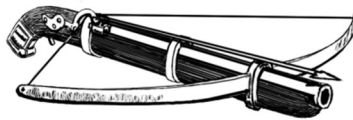
**Handgonne:** A one-handed pistol-like weapon. It has a crude trigger mechanism that mechanically brings the lit match cord into contact with the flash pan when the trigger is pulled. These are the primary weapon of the **harquebusier** character class, although the GM may allow other classes to use firearms at their discretion.

In battle the shot from a handgonne does 1d8+2 damage vs Small and Medium foes, and 1d6+2 vs. Large creatures. The rate of fire is 1 bullet/round, and the range is 70 ft., with a -2 to hit for each subsequent range class (e.g. -2 at 140ft. and -4 at 210 ft.)

**Handgonne of webs:** This weapon normally functions as a +2 weapon, granting a +2 on to hit and damage rolls. However, when a command word is spoken the handgonne will fire a bullet which expands into a large sticky mass, functioning as a 10th level magic user *web* spell. This power is usable 2 times per day.



**Handgonne crossbow:** This unique weapon is a combination of a hand crossbow and a firearm. The limbs of the crossbow extend out horizontally on either side of the muzzle, and the bolts' flight groove is built into the top of the gun. The rate of fire is one bolt per round. It fires darts which do 1d3 vs. S/M/L targets, and the bolts are often coated with poisons for further damage or effect.



Magical versions of these firearms may be found, with bonuses of +1 to +5, although they are quite rare and highly prized.

**Arquebus:** A two-handed, long-barrel gun. It too has a crude trigger mechanism by which the match cord is mechanically moved to contact the flash pan when the trigger is pulled. The arquebus is a very accurate weapon with a considerable range; nearly double that of the longbow. The weapon may be used with a *fourquine* (a mono-pod) to increase range by 50%. The *fourquine* must be custom made, based on the height of the shooter

The arquebus is quite a formidable weapon; the shot from one does 1d12 damage vs Small and Medium foes, and 1d10 vs. Large creatures. The rate of fire is 1 bullet per 2 rounds, and the range is 120 ft., with a -2 to hit for each subsequent range class (e.g. -2 at 240ft. and -4 at 360 ft.)



**Arquebus of burning flame:** This weapon normally functions as a magical firearm, providing +1 on to hit and damage rolls. However, speaking its command word unlocks a weapon of much greater utility, with the following additional functions: (1) it can produce a powerful light, as per a 10th level magic user *light* spell, 3 times per day, (2) it functions as a fire-starter, and can light aflame any combustibles it comes into contact with, as if it were a flaming brand, 2 times per day, and (3) it can shoot forth a sheet of fire, which functions as a 12th level magic user *burning hands* spell, causing 12 points of damage, 1 time per day.

**Battle axe arquebus:** This is an arquebus which has been specifically modified to be useable as a melee weapon as well. The blade of the axe extends below the muzzle, while a sharpened spike extends above it. Melee damage when wielding this as an axe weapon is 1d8 vs. S/M/L.



Magical battle axe arquebuses are generally crafted for a specific *harquebusier* by a master gun maker and then ensorcelled by a wizard, making them very dear and exceedingly rare. Such weapons will have bonuses of +1 to +5.

If you enjoyed these magical firearms be sure to check out the supplement "THE HARQUEBUSIER", which provides all the rules and information you need to bring late medieval firearms into your OSR campaign!

<http://starryknightpress.com/harquebusier.html>

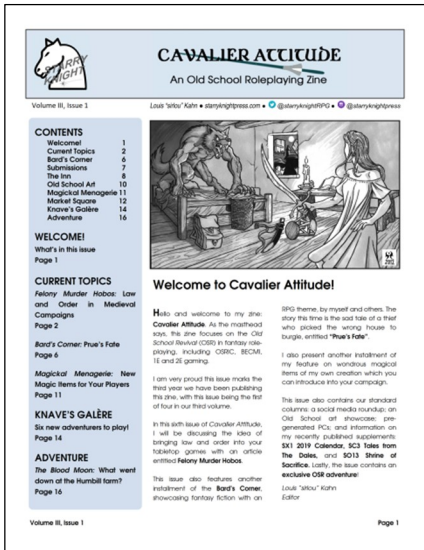


# MARKET SQUARE

## Synopses and Covers from My Recently Published Books

Below are the books I have published since my last issue in December 2018, encompassing four products!

### SCAIII.1 Cavalier Attitude



**Synopsis:** The 8th issue of our OSR zine (March 2019) featured a short story (**PRUE'S FATE**); and an exclusive mid-level adventure: **BLOOD MOON**, along with our regular features.

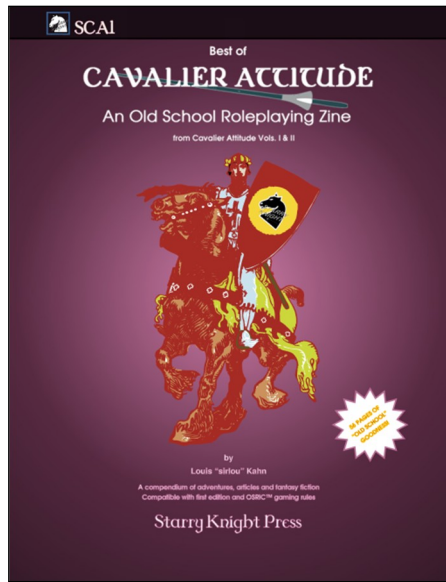
### SX2 Starry Knight Press 2019 Catalog



**Synopsis:** A catalog of all books and supplements, presently available and planned, by **Starry Knight Press**.

Volume III, Issue 2

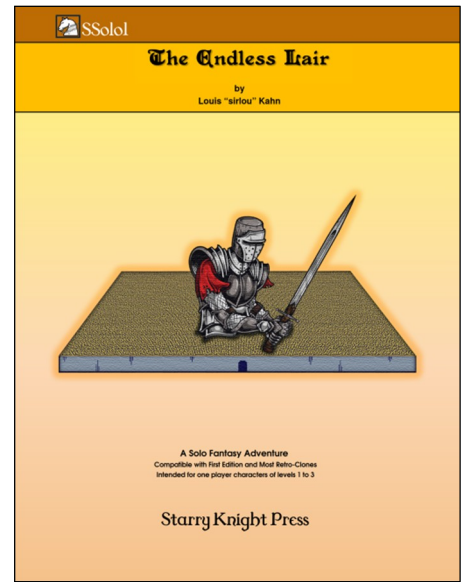
### SCA1 The Best of Cavalier Attitude



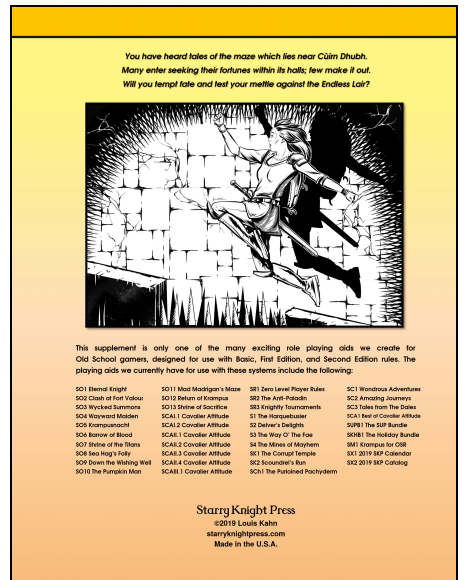
**Synopsis:** A compendium of adventures, articles and fantasy fiction gleaned from the pages of the first two years (Vols. I and II) of my Old School zine, Cavalier Attitude! OSR content Compatible with first edition and OSRIC™ gaming rules. This compilation features five scenarios (four adventures and one **Under-Realm** setting), six RPG articles, and one fantasy short story (**SIENNA'S TALE**). The 56 page book also includes pre-generated PCs, detailed hex maps, and new magic and monsters!



### SSolo1 The Endless Lair



**Synopsis:** Our first solo adventure, **The Endless Lair** is intended for one player of levels 1 to 3. In this module, you will take on the role of a worthy adventurer who has chosen to enter a world renowned stygian depth, to test your mettle against its challenges. Will you survive and return to boast of your exploits? Or will you fall, like so many would be heroes before you? Only the Gods can say! This randomly generated experience offers high replay options for hours of dungeon delving fun!



Page 9



# KNAVE'S GALÈRE (cont.)

Human, paladin, level 2, Age: 23 AI: LG

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

hp 21 ac -1

**Armour:** *plate +1* and shield  
**Move:** 9"  
**Weapon:** *morning star +1*, crossbow  
**Base number to hit AC 0:** 18  
**Equipment:** standard pack\*\*, and 24 bolts

**Class & Race Abilities:** detect evil, 60' radius, protection from evil, 10' radius, cure disease\*, lay on hands, 4hp/day  
**Languages:** Common, LG

**Bolts:** .....

Human, fighter, level 3, Age: 26 AI: NG

17	STR	Saving Throws	
12	INT	15	Wand
11	WIS	16	Breath
15	DEX	13	Death
16	CON	14	Paralyse
13	CHA	16	Spells

hp 32 ac 1

**Armour:** *chain mail +2* and shield  
**Move:** 12"  
**Weapons:** *longsword +2*, hand axe, longbow  
**Base number to hit AC 0:** 18  
**Equipment:** standard pack\*\* and 24 arrows

**Class & Race Abilities:** Weapon specialization, longsword (3/2 attacks, +1 "to hit"/+2 damage); fighting the unskilled (one attack/experience level against creatures with less than 1HD)  
**Languages:** Common, NG

**Arrows +1:** .....

Elf, cleric/m-u, level 3/3, Age: 139 AI: NG

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

hp 21 ac 2

**Armour:** *chain mail, shield +2*  
**Move:** 9"  
**Weapon:** *mace +2*, warhammer (l) x3  
**Base number to hit AC 0:** 20  
**Equipment:** standard pack\*\*

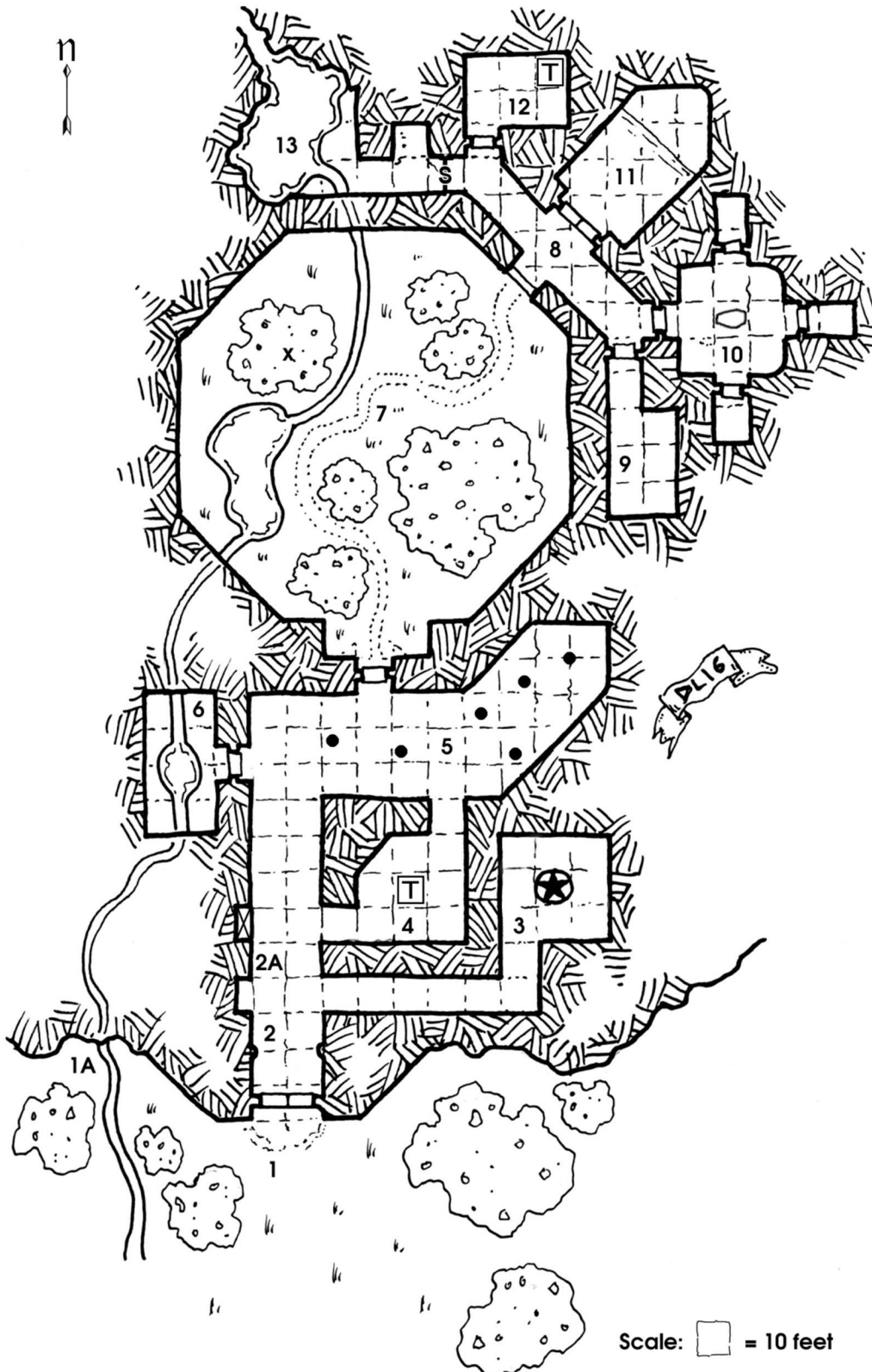
**Class & Race Abilities:** 90% resistant to sleep/charm, infravision 60', surprise\*, detect secret doors\*, turn undead, spells  
**Languages:** Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc  
**Cleric spells:** 4/3  
**Mage spells:** 2/1  
**Hammer:** °°°

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

# ADVENTURE: The Copper Hall of Naren Kaz

## The Copper Hall of Naren Kaz

By Greg Covey & Louis "sirlou" Kahn



In this issue I present a high level adventure pitting your players against one of the most dangerous enemies in FRPGs: a foul **demi-lich**! This adventure was penned with veteran wordsmith **Greg Covey**, who previously collaborated with me on **The Harquebusier**, an OSR supplement which featured a new subclass of fighter specializing in the use of late medieval firearms.

This adventure takes place within the underground fortress of the **demi-lich Naren Kaz**. It is intended for 4-6 player characters of 5th to 7th level.

**Naren Kaz** was a powerful mage who lived in the environs of his tomb over a century ago. Obsessed with not losing his power to his imminent demise, he set out to become an undead **lich**. Foolishly, he attempted his transformation far too early in his magical career, when he lacked the requisite skills.

Aware of his deficiencies in the art, he sought the favor of a dark and chaotic god to aid in his foul and wretched transformation. The god's intercession allowed **Naren Kaz** to obtain his dreams and become an immortal undead being, but due to his failings he became a lesser evil, without the full powers of a true **lich**.

# ADVENTURE: The Copper Hall of Naren Kaz (cont.)

## The Copper Hall of Naren Kaz

Unless noted, all doors in this place are closed but unlocked and work as expected. For the sake of description, north is up.

**1. Entrance Doors:** A set of double doors are set into the cliff face here. They are thick wooden doors, bound in copper with very sturdy hinges. These doors are locked, and can be opened only with a key (Area 7) or a *knock* spell.

**1A. Alternate Entrance:** Water flows out of a ground-level hole in the face of the cliff here. The opening is approximately 3' wide, of which 2' are above the water level. A loose metallic grate covers the opening, but its lock has crumbled with age and the grate is easily removed. Dwarves, gnomes and halflings are able to enter the tunnel here, but any other race cannot fit. The water flows slowly from the north. There are no creatures in the water. The water is potable and fresh; the only thing in this fortress that is. Any player character entering the **Copper Hall** via this route will easily be able to make their way north along the stream to Area 6, although taller characters will have to travel on all fours. They will, however, have to deal with the inhabitant at that location.

**2. Entrance hall:** The **entrance hall** is dusty and littered with what looks to be broken furniture and furnishings. There are two alcoves cut into the **west wall** (Area 2A), and two hallways lead eastward off the **entrance hall**.

**GM's note:** If this area is approached from within the

**Copper Hall** (see area 1A), the locked double doors may easily be opened by pressing a large, iron lever located next to them.

**2A. West wall:** In the alcove which lies closest to the entrance, there is a **magic mouth**. When it detects a presence before it, the mouth will animate and speak these words: "You are entering the copper hall of **Naren Kaz**. Beware the copper disc." It can repeat this greeting once per turn.

In the second alcove, which lies 10' away from the first, **Naren Kaz** has placed a **false door trap**. The door here looks identical to all other doors in the **Copper Hall**, but if the trap is not detected and disarmed, anyone opening the door causes a *lightning bolt* to shoot out, which travels 60' to strike the far wall in Area 4, activating the trap there.

**3. Statue room:** This room contains nothing but a human-sized marble statue at its center. The statue depicts a human male, dressed in wizard's robes. His hands have been carved in a somatic pose, as if he is casting a spell. It is, in fact, a statue of the wizard who built this strange lair: **Naren Kaz**. In the northeast corner opposite the entrance are three **shriekers** (18hp).

**4. Gelatinous Cube room:** This room contains a **gelatinous cube** (26hp) which has been placed here as a trap for the unwary. The creature is ensorcelled in two ways: it has been rendered permanently *invisible* (-4 to attack rolls against it) and placed in *stasis* at the center of this room. This *stasis* may be broken in one of two ways: first, by someone walking "into" the cube by stepping into its 10' square, or

second, by a *lightning bolt* from the false door trap at Area 2A striking the wall in this chamber, which sends an electrical charge along a copper wire placed in the room's floor to give the creature a jolt, awakening it. A wary player may notice the copper wire on the floor and avoid awakening the creature, if the *lightning bolt* was not released.

**GM's note:** Once awakened, the **gelatinous cube** will move forward in a circuit from this room to the **entrance hall** to the **processional** and back again, attacking any creature it comes across.

**5. Processional:** This is a long, pillared hall that angles north-east at the far end. The columns of stone are carved into the shape of tree trunks and seem to have been placed randomly, like trees in a forest. Stone "root systems" crawl out of the columns' bases into the floor and marble "branches" expand across the ceiling. A keen eye will note stone birds and squirrels in the branches.

The door on the north wall leads to Area 7, and it is locked. There are two wall sconces flanking the door which hold torches which burn with a bright blue flame. If examined, these *eternal torches* may be removed from the sconces. They produce a flame which is not hot and cannot be extinguished. One could put their hand in the fire and feel no ill effect, and the torches will not ignite combustible materials.

Hiding unseen in the darkened east end of the hall are four **ghasts** (22hp). The **ghasts** will attack immediately upon sensing the players.

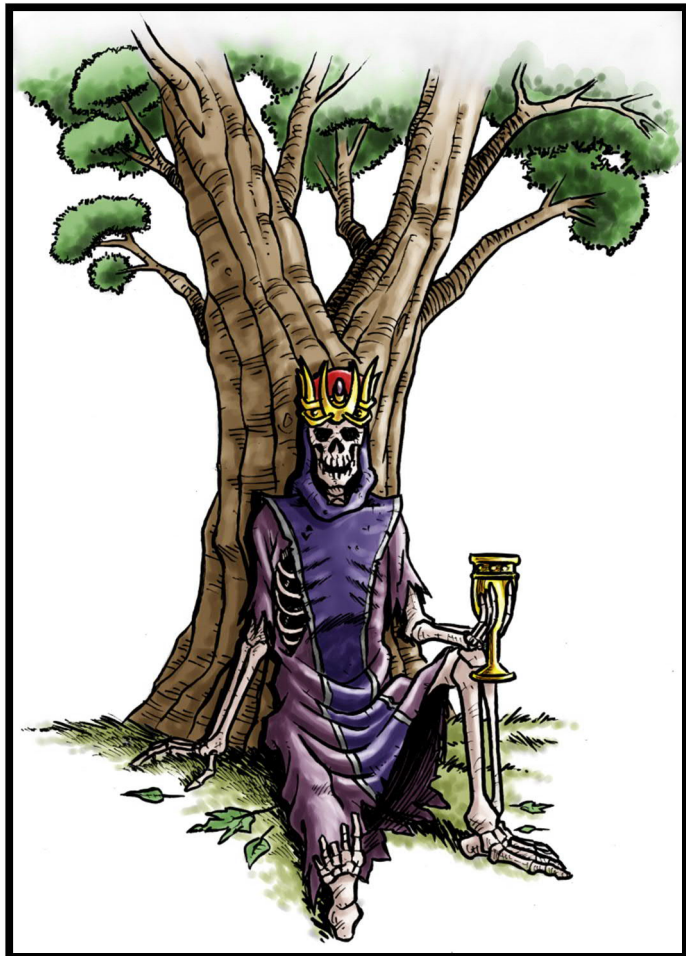
## ADVENTURE: The Copper Hall of Naren Kaz (cont.)

If **turned** by a cleric they will move to cover at the northern end of the hall.

**6. Pool room:** This small room contains a pool at its center. This pool is shallow, only about 3' deep at its deepest point. The pool is fed by a clear spring which flows from a roughly 4' hole in the north wall, and exits the room through a similar hole in the south wall.

A **grey ooze** (20hp) covers the entire western wall; it attacks any creature that comes within 5' of it.

**7. Garden:** This octagonal room has a domed ceiling which rises to a central height of nearly 60', and it is 20' high at the room's perimeter. This room contains a incongruously verdant forest scene: there are trees, a small pond with a stream running through it, nicely manicured grass, and a meandering path. There is a slight breeze blowing here, despite a lack of openings through which the wind could enter. If the party looks closely or pauses to take in the view, they will see squirrels, rabbits, and lizards scurrying around, and birds in



the trees and flying above. At the dome's peak there is a large copper disc which gives off a glow akin to sunlight at high noon. The room is bathed in this wonderful light and if the party lets themselves, they may forget they're underground. The walls of the room are painted with trees and other foliage, continuing the illusion of a forest setting.

The trees and shrubs are heavy with fruit of various sizes and colors. However, all of this fruit is poisonous. Any player who eats this fruit must make a *save vs. poison*, at a -2 penalty due to its highly toxic nature. Success indicates the player's system rejects the toxin, and more fruit can be consumed but the consumer will not feel sated. A failed save is dire, however, as the player will immediately begin losing 1hp/round. Once a poisoned player falls below half their hit points (from the total hit points at the time they consumed the poisonous fruit), the loss accelerates to 2hp/round, until they fall unconscious or the poison is cleansed. While poisoned a player suffers a -2 on "to hit" rolls, and -1 to damage rolls due to their weakened condition. If a player falls to -10hp they expire, at which point the magical nature of this poison takes effect, and the player is reincarnated into one of the creatures which inhabit this room. The GM should roll 1d4 and consult the chart below:

Roll (d4)	Creature
1	Bird
2	Lizard
3	Rabbit
4	Squirrel

This change is permanent unless reversed by some powerful magical means (e.g. a *limited wish* or *wish spell*). This magical poison is the means by which **Naren Kaz** filled his garden with animals; which should chill the players when they realize how many delvers have assaulted this lair before them and failed to vanquish the **demi-lich!**

Sitting under a tree (marked "x" on the map) is what appears to be a human male. Upon closer examination, however, the party will discern it is a semi-rotten corpse. The thing wears once lavish robes of black velvet, now tattered and stained. A copper crown is partly fused to its grizzled skull, and it holds a copper chalice in its claw-like right hand. The crown and chalice look to be a matched set, as if made by the same craftsman.

If the party gets within 15' of this figure, it becomes animated and rises within one round, its empty eye

## ADVENTURE: The Copper Hall of Naren Kaz (cont.)

sockets glowing a putrid green color. This decrepit creature is the mortal remains of the **demi-lich Naren Kaz** (48hp), who created the **Copper Hall** as his final resting place.

**GM's note:** **Naren Kaz's** stats are those of a standard **lich** (e.g. as found in the OSRIC manual or the GM's reference manual of choice), with the following exceptions:

- This creature is AC 4 and 6 HD.
- He has the power of *cold touch* (D 2d6), but his attack lacks the paralyzing effect of his greater brethren.
- All those of 4th level or 4 HD and below who behold the **demi-lich**, either directly or through a reflection, must *save vs. magic* or flee from the area, never to return.
- The **demi-lich** may be turned as a Type 9 undead (**spectre**).
- He may cast mage spells at the 6th level of ability, as follows:

Level	Spell
1	<i>magic missile, shield, burning hands, charm person</i>
2	<i>web, stinking cloud, invisibility</i>
3	<i>hold person, lightning bolt</i>

The **demi-lich** also wields a *dancing longsword*. Once he has used the weapon for four rounds he releases it to "dance" while he focuses on spellcasting.

**Naren Kaz** has a leather pouch on his belt that contains a few minor trinkets and a copper key (The GM should roll for three Miscellaneous

Magic items). The key functions to open the box at Area 13.

If **Naren Kaz** is reduced below half his hit points in battle, he will retreat through Area 8 and open the door to Area 9, releasing his **zombie** hoard on the party. The **zombies** will not enter Area 7 and will mill about Area 8 if released. **Naren Kaz** will either remain among them in Area 8 or, at the GMs discretion, he may retreat to areas 10, 11, or 12.

**8. Inner hall:** This hallway is dark and empty, unless **Naren Kaz** and/or the **zombies** from Area 9 are here (See Area 7).

**9. Altar room:** This is an altar room where **Naren Kaz** makes offerings to the evil god with whom he struck his immortal bargain. An unholy shrine is located on the south wall. Four tall black candles, carved with demonic visages, sit atop the black, blood encrusted altar. A group of five **zombies** (15hp) mills mindlessly about the room (unless already released by **Naren Kaz**, see Area 7).

As the party enters the room, the black candles magically light themselves, filling the room with a thick musky odor and dim light, casting long shadows. The **zombies** (if present) will throw off their somnambulance in one round and then move to attack the intruders. They will then attack on the next round. Each **zombie** wields a rusty battleaxe (D 1d8).

**GM's note:** This **zombie** horde is under the control of **Naren Kaz**, and as long as his phylactery is still intact (see Area 11), they cannot be turned and will fight until they are destroyed.

**10. Burial chamber:** This room is the original resting place of **Naren Kaz** and his sarcophagus sits in the center of the room. The sarcophagus' thick stone lid is very heavy, requiring a combined STR of 25 or more to move it. It contains a few funerary offerings (GM should insert 4 items of jewellery and 1d6 x 100gp and 1d4 x 100pp) scattered atop a funerary portrait of **Naren Kaz** in the bottom of the sarcophagus.



© 2012

## ADVENTURE: The Copper Hall of Naren Kaz (cont.)

The three small chambers which branch off this room are jail cells, each one containing piles of bones from the **demi-lich's** past victims. The cell doors can be bent via standard STR checks.

The south and east cells are empty, but the north cell contains two human men, wearing nothing but tattered clothing. The men have been driven mad by their imprisonment and torture, and attempts to communicate with them fail as they only speak gibberish. The men will be reluctant to leave, rambling on about "the master". If the party attempts to carry them out they will struggle. Nobody on the surface is looking for them, as they were considered lost and presumed dead long ago by any family or associates.

If the party finds a way to cleanse the mens' madness, they will agree to aid the party if provided with gear. They are both thieves, level 4 (22hp). They are treasure hunters who sought to plunder this ruin after learning about **Naren Kaz** from an ancient scroll. Unfortunately for them, **Naren Kaz** needs sentient beings to sacrifice to his evil deity, so he welcomes tomb raiders and grave robbers, which is why he allows easy access to his lair via the stream at Area 1A. These men were the next in line for sacrifice, the rest of their company having already met that cruel fate.

**11. Throne room:** A 4' high dais sits at the end of this room, with a shabby, gilded chair. **Naren Kaz** sometimes sits here, presiding over his wretched domain. Tall candelabras sit on either side of his throne, and a large censor on a stand sits before it.

The censor is presently smoking; it fills the room with an intoxicating and poisonous smoke in two rounds. Each player in the room must *save vs. poison*, at a +1 to their roll, or become light-headed and dizzy, resulting in a -4 on "to-hit rolls" while the player is affected. The effect lasts for six turns (one hour) after players leave the room.

**12. Laboratory:** This room is where the **demi-lich** practices his magical and alchemical arts. The shelves lining the room's walls are crammed with a myriad of strange items and books (none of which are worth much, unless the GM wishes it).

Inexplicably, there is a pile of dead rats in the southeast corner; perhaps a snack for the **demi-lich** or a failed experiment.

A large table sits atop a *trap door* in the northeast corner. The table is covered with old, decomposed body parts. The *trap door* is well concealed, but once found it is easily opened. Within this small alcove beneath the floor **Naren Kaz** has hidden a *bag of holding* containing his worldly treasures: a *rod of resurrection* and whatever other level appropriate treasure the GM wishes to place here.

**13. Secret room:** The *secret door* leading into this area, from the hall at Area 8, is well concealed. Elves and half elves have only a 1 in 10 chance to detect it when passing by and 2 in 10 chance if actively searching.

This area consists of a worked stone passage leading to a natural cavern. The cavern's southern and eastern sections have partially worked stone walls. A pool, part of the same stream

that runs throughout the complex, takes up the western portion of the chamber.

The water enters the room via a 6' diameter hole in the northeast corner and exits via a 4' diameter hole in the southern wall. The hole, only a foot of which is above water, is covered with a sturdy steel grate.

The pool is roughly 15 feet deep. It is home to a **giant crayfish** (30hp), which the **demi-lich** keeps here as a guardian, feeding the beast leftover scraps of sacrificial victims. It will rise and attack if the water's surface is disturbed, and it will fight to the death.

If the party searches the pool, they will find a small, locked, stone box at the lightless bottom of the pool. The box may only be opened with the key, which is held by **Naren Kaz** (see Area 7), or with a *knock*, *limited wish* or *wish* spell. The box contains the phylactery which holds **Naren Kaz's** eternal soul. If this item is broken or destroyed, such as by a heavy blow, he will immediately perish, permanently.

**Editor's note:** If you enjoyed this adventure, be sure to check out the "The Trial of the Shootist" module in "The Harquebusier" supplement which Greg and I collaborated on, as well as Greg's website **Unseen Servant Press**, at the following locations:

- <http://starryknightpress.com/harquebusier.html>
- <http://press.unseenservant.us/>





# Dread Bestiary: The Demi-Lich

## DEMI-LICH

(turned as type 9)

Frequency:	Very rare
No. encountered:	1
Size:	Medium
Move:	60 ft
Armour class:	4
Hit dice:	6
Attacks:	1
Damage:	2d6
Special Attacks:	Spell use (as Magic-User at 6 <sup>th</sup> level ability, see below); <i>fear</i> effect (see below)
Special Defenses:	+1 or better weapon to hit; immune to cold, electrical, poison, paralysation, polymorph, death magic, <i>sleep</i> , <i>charm</i> , <i>hold</i> and mental attacks; spells that drain attributes or stats have no effect
Magic Resistance:	Standard
Lair probability:	95%
Intelligence:	Genius or higher
Alignment:	Chaotic evil
Level/XP:	7/3,000 + 10/hp

When powerful wizards seek to cheat death and achieve immortality by the use of extremely puissant arcane magic, they may attempt to transform themselves into undead beings known as **liches**. However, only the most learned and potent practitioners of magic have the skill to attempt the transformation to **lichdom**; and a lesser form of unlife, the **demi-lich**, is the result when wizards of insufficient skill attempt the transformation. **Demi-liches** and true **liches** are created in the same manner and generally have the same powers, albeit at a slightly lower level for the **demi-lich**.

Wizards who take on this form seek to transform themselves into greater undead, and to thereby live on far beyond their normal life expectancy, usually in the mad pursuit of greater and greater arcane power. Evil unholy magic and their slaving devotion to the pursuit of power are the main forces binding these horrible beings to the prime material plane. They are cruel, remorseless and savage creatures whose souls have been traded to dark powers (be they deity, demons or devil) for their unlife. However, a tiny spark of their former humanity, their essence remains on this plane, encased in a phylactery or talisman of sorts. This object is intricately involved in the creation of their

unlife, and each and every **demi-lich** and **lich** has such a talisman, although even the most learned scholars are unclear on how they are created.

A **demi-lich statistics** are the same as true **liches**, with the following exceptions:

- Their bodies are weaker (AC 4 and 6 HD);
- Their *cold touch* (D 2d6) physical attack lacks the paralysing effect of their greater brethren;
- They may occasionally wield magical weapons in battle (if one is indicated in their treasure, it may be used by them);
- Their *fear* effect causes all those or 4th level or 4 HD and below who behold them, either directly or through a reflection, to *save vs. magic* or flee from the area, never to return;
- They may be turned as a Type 9 undead (**spectre**).
- They may cast Magic-User spells (at 6th level) as follows:

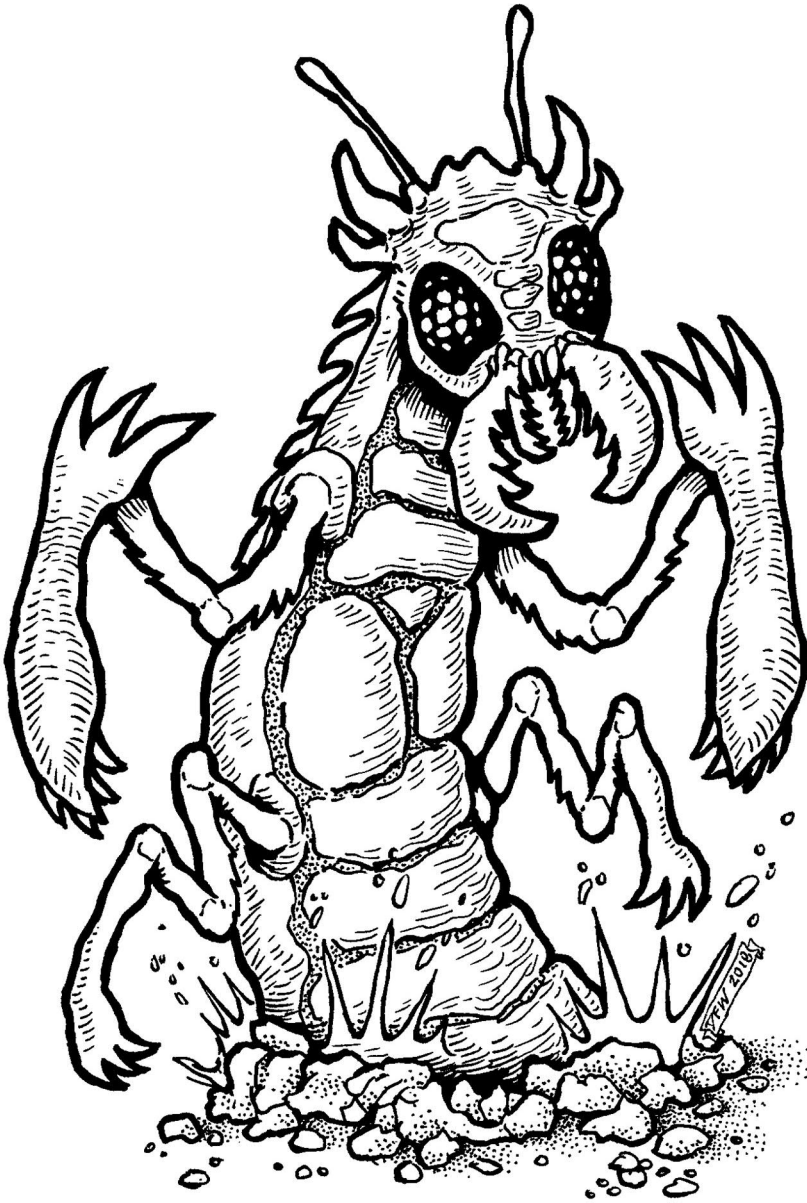
Level	Spell
1	<i>magic missile, shield, burning hands, charm person</i>
2	<i>web, stinking cloud, invisibility</i>
3	<i>hold person, lightning bolt</i>

These fiends normally make their lair in underground labyrinths or a seemingly abandoned tower in darkened and blighted woods. When confronted, they are horrific to behold, and take the form of skeletal beings with rotted and shriveled flesh hanging from their bones, their grinning skulls staring intensely with empty sockets. They wear once lavish wizard's robes of the finest materials, which have become tattered and stained in their unlife. All forms of **liches** are believed to feast on Soul Worms as sustenance, along with, it is believed, the souls of their victims.

**Treasure:** 1d3x1,000cp (40%); 1d4x1,000sp (40%); 1d6x1,000ep (30%); 1d6x1,000gp (25%); 1d3x1,000pp (15%); 4d4 gems (45%); 2d4 jewellery (40%); 3 magic items (40%).



# Is the newest edition missing the mark for you?



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

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

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

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

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

We also expand those universes by including new monsters, classes, races and magical gear to continue your adventures! Another plus is

that our games are appropriate for gamers of all ages and types: from harried adults who love to play but don't have time to write their own adventures to folks who want a detailed framework upon which to expand to busy families who still want to make time for family game night!

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

## Starry Knight Press

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