



CAVALIER ATTITUDE

An Old School Roleplaying Zine

Volume III, Issue 3

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

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WELCOME!

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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 third issue in our third year of publishing this zine, an auspicious number! We also recently released a "**Best of Cavalier Attitude**" which chronicled our first two years.

In this ninth issue of **Cavalier Attitude**, I will be discussing the always challenging problem of character death in the article "**Ashes to Ashes**".

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 conclusion of the story "**The Trouble Twins**", the origin tale of a brother and sister adventuring pair.

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

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

Louis "sirlou" Kahn
Editor

CURRENT TOPICS: Ashes to Ashes

Ashes to Ashes: Dealing with Player Character Death

Adventuring is a dangerous life and few delvers live to a ripe old age. As the saying goes, death comes for all of us. We are (mostly) not sure of the hour of our death or how it will occur. The adventuring trade offers numerous and varied ways to meet one's end. The stab or crushing blow of a foe's mortal strike. Or it could be the acid trap the rogue failed to detect. Perhaps it is the deadly poison of an assassin's blade. Or maybe it comes from drowning in a watery trap, crushed by the weight of your amour. Also never forget a simple fall from a height is still a fairly common way to meet one's end while delving the deep and dark places of the realms. All these deaths and more besides await those who set out on the adventurer's path!

So how do we deal with player death? Much has been written over the years about player character deaths. There are scores of resources on how to deal with the emotional impact of a character's death, both on the other characters and on the players in the real world. Those discussions tend to focus on the issues of making the death meaningful or perhaps dealing with the "bleed" of those emotions into the real world.

That area is well covered in the literature and I have little more to offer except to say that player death is always a big deal and it should be treated as such by the GM, so the players learn it is possible (in fact, highly probable), so the game has some impact on them and they learn their actions have both consequences and perhaps more importantly meaning.

This article, however, is going to deal with a much more practical and straight forward topic: how to handle the character's in-game death in terms of their remains, their possessions and their holdings or titles, if any. We are going to talk about inheritance, and how your players can insure their character's legacy.

In short, we are going to talk about **last wills and testaments** in RPGs.

Back in the day, when my friends and I began playing D&D™ in the late 1970's, the game was so deadly we often played several characters.

Your players generally (at least in my campaign) manage to accumulate a lot of possessions: money, object d'art, mounts, gear, magical items, and the like – the acquisition of which was the reason many of them went adventuring in the first place. When they pass on, it is logical that, as in the real world, they would want to have some say in how their remains are dealt with and their possessions are distributed. Thus, they are going to need a last will and testament to ensure their wishes are taken into account after their passing; and making sure they are not ignored!

Back in the day, when my friends and I began playing D&D™ in the late 1970's, the game was so deadly we often played several characters. We might make them siblings or a parent and child or cousins, or gave them silly Hobbit inspired rhyming names like Slugo, Dougo, Lugo and Mugo. We always made sure to have a will so that when poor Slugo met his end on the wrong side of a kobold's

spear, that Dougo would be able to get his gear and treasure, and carry on in his name ("I shall avenge thee, Slugo!"). This was the standard operating procedure for us and most kids we played with, and at some point a brief last will section was even added to the official **TSR** character sheets, on the very bottom of the very last page. It was an acknowledgement that you wanted your legacy, well the legacy of your player character, to live on!

Flash forward a few decades and this idea of having a **last will** for your character seems to have gone out of vogue. A will section is not included in the current **Wizards of the Coast** character sheets for the Fifth Edition, and I see no mention of it in the Fifth Edition Player's Handbook™ or Dungeon Master's Guide™. Perhaps this is because death is not as common in the modern game, with its short and long rests to regain healing spells and its "death saves", but it's still a downright common occurrence at Old School Gaming tables.

For that reason I want to reintroduce (or just *introduce* for those new to the **OSR** movement who were not around to play in the old days) the concept of drafting a character's **last will**. On the next page I have created a **template** for a character's **last will**: it should be filled out when the character is created, it is recommended the GM be the witness to the will (or the GM in their capacity as a powerful or significant NPC in their campaign world). The player should list what they want done with their body, name an executor, make individual bequests (conditional, if they wish) and then a final catch all bequest. Copies of the document should then be kept by both the player and the GM. Finis!

CURRENT TOPICS: Ashes to Ashes (cont.)

Knowing Not the Hour of My Death, but wishing to provide for and maintain my legacy, I, _____, a humble, _____, from the town of _____, being of sound mind and memory, do hereby make and set forth my testament concerning my material possessions, in the following manner.

To _____, I leave the following: _____.

To _____, I leave the following: _____.

To _____, I leave the following: _____.

To _____, I leave the following: _____.

To _____, I leave the following: _____.

To _____, I leave the following: _____.

on conditions that _____.

To _____, I leave the following: _____.

on conditions that _____.

As to the remainder of my estate, including all my material goods and chattels whatsoever, including all of my holdings, titles, and any rights and privileges appurtenant thereto, after my debts have been paid and my testament fulfilled, I leave to _____.

As for my mortal remains, I wish to be _____ and the expenses for said disposition to be paid from my estate.

I hereby name as the executor of my testament _____.

By my signature hereupon, and that of the witnesses thereto, it is affirmed this is my last will and testament, drawn up on the day and year indicated below.

PLAYER'S SIGNATURE

DATE

WITNESS' SIGNATURE

DATE

BARD'S CORNER: The Trouble Twins

The Trouble Twins (Part II)

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 picks up where we left off, with a storyteller sharing the tale of Glamrenthal clan. The tale had progressed to the point where Lothel Glamrenthal, spent from battle, prepared for her death.

* * *

"Given this was the moment of *Lothel's* death, and because of her profound gratitude and joy at not failing her clan, she shared a *soul gaze* with the human warrior, baring herself and letting him see deep into her otherworldly soul. He looked into the heart of the *fae*, never shared with mortals. What he saw stunned him; it was so powerful he could never explain it to anyone, not even his offspring in days to come, except to say he saw in her more beauty of spirit than he had ever imagined existed. In that moment, he fell madly and deeply in love with her.

"Engol Moor threw himself from his mount. He knew then and there, as the fates had always cursed him, he had been robbed most cruelly. He had lost his heart to this amazing creature in the moment of her death! He ran over and, driving his sword into the shaman's head for good measure, grabbed up the elf woman and sprinted back to his steed. He barked orders to his Second over his shoulder: instructing him to mop up the stragglers, burn the Orc corpses,

and give the Elves a proper burial. He then rode off to the nearby human keep, to see if there might be a way to save the brave woman.

"As Engol approached the gates of the keep the guards saw the bleeding elf corpse he carried and threw open the gates to admit them. They were rushed into the keep, through the inner bailey, and ushered right into the Royal chambers, where the Lord and his most puissant advisers had assembled. *Lothel* was laid, bloody and torn, on a cold stone table and deathly silence fell.

"Realizing the diplomatic trouble he was in, and concerned over the very real threat of elven retribution for the loss of their folk on his lands, the Lord of the keep instructed his seneschal to open his vault and bring forth the most powerful magics his family had.

"As the assembled nobles pored over the arcane items, looking for a way to heal *Lothel*, Engol wept salty tears for this magnificent elf maiden. Sensing she had expired, he nonetheless took a cloth and bathed her numerous wounds and tried, as best he could, to close her mortal chest wound.

"After deliberation, Lord Guether and the seneschal brought forth a very old, crumbling scroll. Being a woman of the gods, the seneschal pulled a holy symbol from beneath her robes of office and, unrolling the scroll before her, she began to chant as she read from the parchment. As she did this a bright light began to steadily grow in the room, seemingly coming from within the elf maiden.

"Meanwhile, the Lord took Engol aside and despite not knowing the man, confided in him in a low and mournful tone, "Yon scroll has been a prized possession of my family for years and I hoped to never need to use it, but have kept it safe in case of dire circumstances, which these surely are. It contains a spell to revive the dead. I pray it works on an eternal elf; I know not if it will. If it does not I fear this kingdom I have wrested from the wilderness may be swept from this world by the wrath of the Elves or the Orcs...or both."

"As they spoke, the chanting continued behind them for several minutes. The light growing within the maiden grew brighter and brighter. Wherever the light touched, her wounds were healed. Engol watched in amazement as sinew, muscle, bones and skin knitted back together!

"The praying stopped and the seneschal nearly fell over from exhaustion, propping herself up on the stone table.

"As those assembled stood numbly in shock and stared at *Lothel's* body, her chest quivered, she arched her body back against the hard stone table and a very thin cry escaped her lips, something in the elvish tongue none of them understood, and then she fell back down to lie flat, her chest slowly rising and sinking as she began to breathe again. The colour returned to her skin and she seemed to be in a deep, natural slumber. Engol tore off his cloak and draped it over her sleeping form to preserve her modesty. It had been a truly miraculous cure indeed!

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

"At this point, servants were called for and the seneschal was led off to her chambers, to rest after her great undertaking. The assembled nobles also left the chamber, to allow the maids to clean and redress the elf maiden. Once that was completed, they carefully and gently lifted her, to move her sleeping form to nearby guest chambers to recuperate.

"The nobles returned just as the elf maiden was being carried out. As Engol Moor passed her, she suddenly opened her eyes and grabbed his arm, piercing him again with her penetrating gaze. He clumsily attempted to pat her hand to comfort her. Tears ran down her cheeks as she held him in her gaze. The look lasted for but a moment, but it seemed like an entire lifetime to Engol. Then *Lothel* inclined her head ever so slightly, one edge of her mouth quivering in a brief, wan smile at him. His heart ached as if it was going to explode and he knew he was well and truly fated to love this woman.

"Love is lost and love is found. As *Lothel* healed in mind and body, she came to know the man that had given her death meaning and then saved her from it. In the weeks and months that followed, as she was still too weak from being *resurrected* to travel, she mourned her husband and the friends she lost. Engol refused to leave her side and often simply sat in silence with her, through day and night, providing comfort by his presence.

"The Lord had a monument erected at the site of the battle and an ornate crypt erected for the fallen elves. Artisans from the elvish community came to work on

the crypt, and it was an elegant masterpiece. The Lord renamed the area *Glamrenthel Glen*: in honour of the brave and proud elf maiden that had fought there and in remembrance of her slain kin.

"Once *Lothel's* health improved, she and Engol were often seen walking the keep's grounds together, sometimes in companionable silence sometimes in animated discussion. They were rarely separated during this time.

"When *Lothel* was once again able to return home to *Brethil Bar*, or **Caisleán Sí** as the humans knew it, she did so under the protection of an honour guard of one hundred of Lord Guether's mightiest warriors, led by the Lord himself. They were accompanied by an equal contingent of elven warriors of *Maethon's* clan, led by their son *Arrador* (who had gratefully visited her several times during her convalescence). Engol Moor insisted that he and his Company should ride alongside *Lothel* as her personal bodyguards, and none could dissuade him.

"Upon their safe arrival in elven lands, Lord Guether bade his farewell to the elves. The Lord told Engol he wished to employ his Company to bolster his forces at the keep as an elite guard, at quite a princely sum, if he was so inclined. Engol thanked the Lord for his generous offer but declined.

"Sensing some of Engol's desires, and wishing to keep such puissant warriors in his employ, Lord Guether made him another offer that would keep him near to his heart's desire, which he believed the love struck fool would ne'er refuse.

So after some further discussion it was agreed Engol's Company would establish a human garrison near the elvish lands, to provide support and assistance to both elf and human forces alike, under the Lord's banner and with the elves' grudging acceptance.

"Given his proximity and duties, Engol was able to call upon *Lothel* whenever he visited elven lands, and despite some indecorous comments and amused glances from brittle traditionalists among the elven community, his presence was for the most part accepted.

"Over time, as *Lothel's* heart healed, their connection grew and their own bond strengthened. One day, as it does, love blossomed from their deep friendship, and after a short courtship (considered madly brief by elven standards) the pair wed, with members of the noble houses of both races in attendance at the celebration of their momentous union.

"The following spring, a daughter was born to the couple; named *Hülwen* by the elves and "Lorelei" by her father, after his own mother. The child was trained in the art of being a minstrel of house *Glamrenthel*, for which she showed great propensity and also displayed prodigious natural gifts.

"Around this time *Arrador*, grappling with the nature of mortality due to this father's death at an early age (unlike most elves that live for eons) became convinced he must follow his own heart's desires: and so he began studying magic alongside his martial training. His desire to learn magic soon became insatiable.

"*Arrador*, perhaps due to the mortal influence of his step-father and half-sister, strove to learn magic faster, to gain more power over arcane forces than his staid elven tutor's thought was good for him. Being from a long lived race, the tutors expected him to slowly absorb and study magical theory and history for years before actually practicing the craft.

"*Arrador* was having none of that and he began practicing magic on his own, and began using his rudimentary mage-craft alongside his martial skills while on patrol with his step-father's company, protecting the region's frontier.

"As an elf among humans and a mage among warriors, *Arrador* invariably felt like an outsider, distant from most folk except for his little sister, who he adored, and who shared the same feelings as he.

"For her own part, *Hülwen* never felt completely accepted in elven society as a result of her mixed race. Perhaps it wasn't acceptance she lacked, but it was just that she never felt understood. The half-elf had grown up always feeling apart from her elvish peers, as she matured much more rapidly than them. All except for her big brother, in whom she had found a kindred spirit.

"Thus, as time went on *Hülwen* had taken to practicing her bardic craft by entertaining at the nearby human community at the keep, with her brother *Arrador* always at her side, providing protection as they traveled together. There was a deep and abiding love born of mutual admiration and a deeper understanding of their being "different".

"Because of the trouble and heroics they sometimes became involved in, the siblings had become known by the elves as *Prestannen Gwanûn*, or "The Trouble Twins" as the humans called them; and they couldn't be happier about it.

"Recently it seems the pair have met up with some like-minded folk and they are setting off on some adventure. In fact, if the rumours are true they are meeting them in this very tavern tonight. Look there...", the story teller paused to point at the *Glamrenthals* again. A pair of humans, a halfling and a *dwarf*, of all things, could be seen greeting and glad-handing with the two at the bar. The crowd's eyes all followed the storytellers, and an audible gasp went through them as they realized the story was going on right before their very eyes! A trill of giggles and polite applause followed, and the storyteller inclined her head in a slight bow, accepting the praise and also indicating her tale was complete.

Quite a few of the assembled elves came and paid tribute to the storyteller as they filed out of the alcove they'd been seated in. As the last of the fair folk left, the elf lord sidled up to his wife, lifting her long silken hair to gently kiss her long pale neck, and whispered in her ear, "Lovely story, my dear." The wife laughed and swatted him playfully as they collapsed on the divan, staring up at the stars wheeling above, telling their own never-ending tale.

**If you missed Part 1 of
"The Trouble Twins"
it is available in
SCA III.2 Cavalier Attitude
(Published June 2019)**

If you enjoy
CAVALIER ATTITUDE
stay tuned!
The next issue
(Volume III, Issue 4) will
be published in
December 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



Artist credits: Jacob Blackmon: p. vi (Blackmon werewolf 02); Luigi Castellani (demi-lich); Rick Hershey (clericiconic, forest 1, mace7, rogueiconic, skullgem, warrioriconic, wizardiconic) (Publisher's Choice Quality Stock Art, ©Rick Hershey/Fat Goblin Games); Fil Kearney (handgonne crossbow, arquebus battle axe); Jeshields (sand elemental); Joyce Maureira (cgracelineup); Daniel Walthall (dagger, medusa, portcullis, treasure, sword, werejackal); Louis "sirlou" Kahn (brigandine armour; Cavalier Attitude & Starry Knight Press logos; character sheet; "Endless Lair II" image; "Fantasy Characters" image; "Last Will" image; rapier; "SCA III.2", "SPC1", "SSolo2" and "SO14" covers); **Cartography:** Tower Inverso map (p. 12) created by Louis "sirlou" Kahn with *Dungeonographer™* by Inkwell Ideas.

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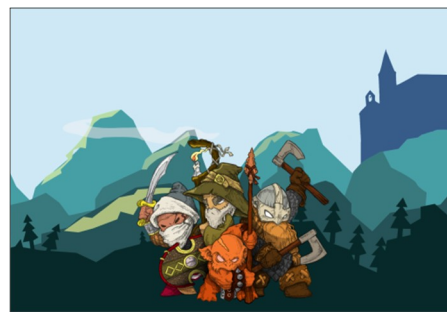
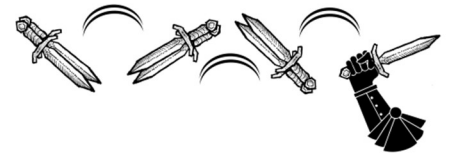
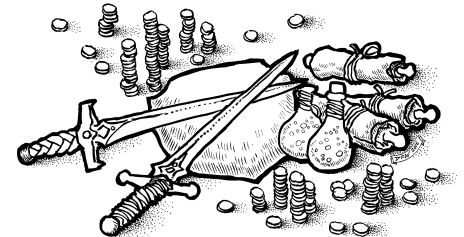
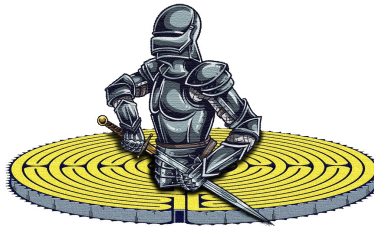
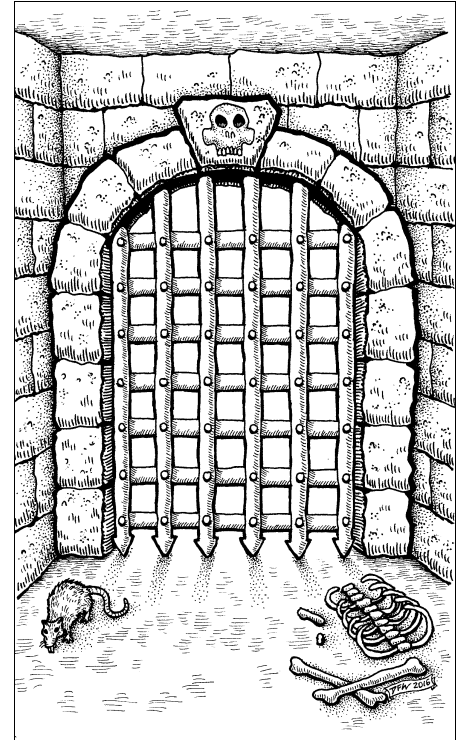
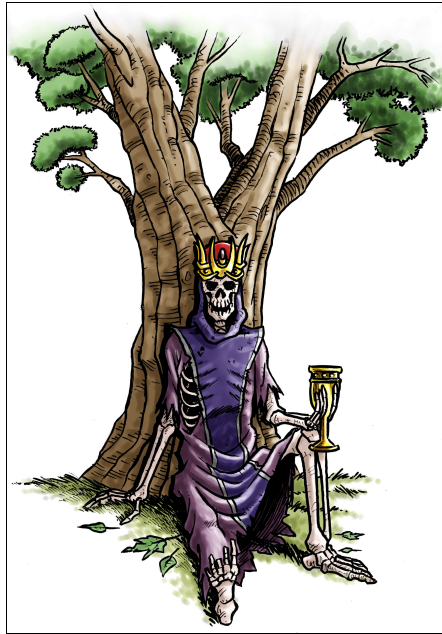
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OLD SCHOOL ART

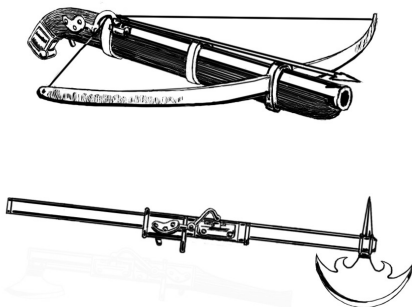
Showcasing Old School Art From My Recent Products

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*



LEK 2019





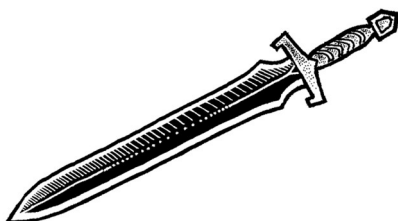
Magickal Menagerie

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

Black Ice Longsword: This magical blade is composed entirely of one piece of dark, black ice. It is extremely cold to the touch, requiring thick leather gloves to wield safely, and anyone who grips it with their bare hands takes 1d4 damage.

It bestows a +2 to hit and damage, and +4 against fire using or dwelling creatures. It also grants the wielder the effects of a *ring of fire resistance*. Lastly, it may (33% chance) extinguish all fires in a 10 ft. radius. It sheds a pale blue light when temperatures drop below freezing.

The longsword remains cold, no matter the outside conditions, due to its magical nature. However, extended exposure to extreme heat (38°C) may damage or destroy it. For every 24 hours the sword is exposed to such conditions, it must save (as a liquid) vs. normal fire, or lose one of its "pluses": once they are all gone the sword simply turns to vapor and floats away. If removed from the heat before this and placed in freezing temperatures, it regenerates.



Brigandine Armour: This is a simple type of armour based on a protective vest of cloth or leather, with metal plates attached. It was commonly composed of small metal platelets which were riveted or sewn to a layer of stout leather or cloth, and sometimes sandwiched between two such layers. It is similar in appearance to a standard medieval doublet, and in expensive brigandine jackets the outer layer was often of rich velvet.

Unlike armours made from large plates, brigandine was fairly light and flexible, due to the movement between the overlapping platelets. The rivets which attached the platelets to the leather or fabric were frequently decorated or in decorative patterns. It provides decent protection to the wearer, while allowing a good range of movement and fleetness of foot.

Armour	AC	Weight	Mv	Cost
Brigandine	6	35	9"	60gp

This armour may be ensorcelled to provide bonuses from +1 to +5 to AC protection, as well as other magical properties.

Rod of Fright: This rod is about 3 feet long and 1.5" wide, and looks to be made from the long bone of some creature, with blackened steel bands long its length. It functions as a +2 weapon, doing 1d6+3 damage. In addition to its martial aspect, the wielder may expend one charge to cause a take on a frightening aura, with the victim seeing whatever they fear the most. This aura has the effect of a *fear* spell, and all foes within 30' who view the wielder must *save vs. spells* or suffer the effects of the spell. Even those who save must make a morale check to continue fighting, at -1 to their die roll (included in all subsequent morale checks). Each time the rod is used there is a 10% chance the wielder sees their own nightmare and must make the same *fear* spell saving throw as their foes.

Wondrous Candles: These magical candles look like any other candle, although they are notable for their color, a deep purple-black, and also for their extremely oily texture. These candles are highly sought after by adventurers, especially by magic users. Once lit, these magical candles will stay lit, no matter what, until they are extinguished via a command word incised into the bottom of the candle. They will even stay lit underwater or in environments where there is no oxygen. Each candle will burn for a total of 8 hours before being consumed.

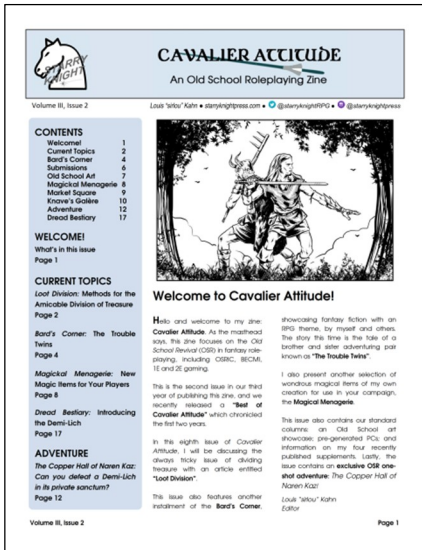


MARKET SQUARE

Synopses and Covers from My Recently Published Books

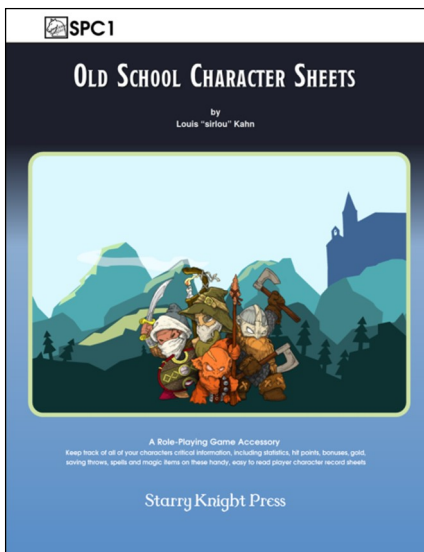
Below are the books I have published since my last issue in June 2019, encompassing four products!

SCAIII.2 Cavalier Attitude



Synopsis: The 9th issue of our OSR zine (June 2019) featured A new short story (**THE TROUBLE TWINS**); and a mid-level adventure, **THE COPPER HALL OF NAREN KAZ**, with our regular features.

SPC1 Old School Character Sheets



Synopsis: A set of printable and form fillable PDF character sheets for OSRIC and OSR games.

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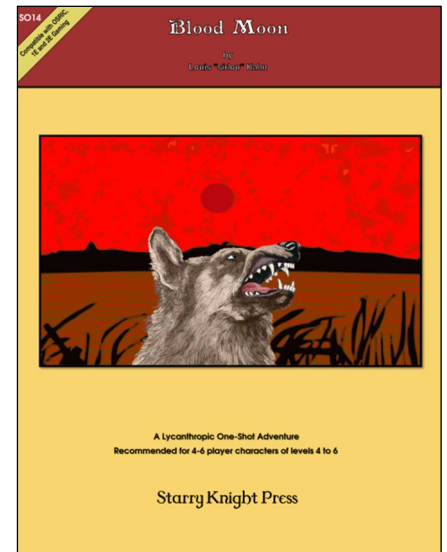
SSOLO2 The Endless Lair II



Synopsis: A sequel to our first solo adventure, **The Endless Lair II** is intended for one player of levels 3-6. In this module, you will take on the role of a worthy adventurer who has chosen to reenter a world renowned stygian depth, face its renewed challenges. Will you survive and return to boast of your exploits? Or will you fail, 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!



SO14 Blood Moon



Synopsis: Our fourteenth one-shot adventure is intended for a group of 4-6 players of levels 4 to 6. In this lycanthropic-themed adventure, your players will be tasked to investigate the strange occurrences at a local farm, the owners of which have not been seen for some time. Called into service by local official, the Spymaster and High Clerk of Baile Atha Quinith, your players are sent to discover what transpired at the Hambill farm on the recent blood moon, and to take care of any trouble they may find there.



KNAVE'S GALÈRE (cont.)

Gnome, thief, level 7, Age: 27 AI: NG

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

hp
44

ac
2

Armour: *studded leather*+2
Move: 9"
Weapon: *short sword*+1, *sling* +1
Base number to hit AC 0: 19
Equipment: *standard pack***,
ring of invisibility, 24 bullets +1

Class & Race Abilities:

backstab*, +4 save vs. magic & poison, infravision 60', +1 to hit kobolds/goblins, -4 to be hit by giants*, stone sense*, thieves' cant

Thief skills:

CW 76/FT 54/HN 33/HS 55/
 MQ 55/OL 74/PP 59/RL 230

Languages:

Common, NG, dwarf, gnome, goblin, halfling, kobold

Bullets +1:

Human, paladin, level 6, Age: 26 AI: LG

17	STR	Saving Throws	
15	DEX	11	Wand
15	CON	11	Breath
10	INT	9	Death
13	WIS	10	Paralysis
17	CHA	12	Spells

hp
61

ac
-1

Armour: *plate* +1, *shield* +1
Move: 9"
Weapon: *morning star* +2, *light crossbow* +1
Base number to hit AC 0: 15
Equipment: *standard pack***,
potion of heroism, 24 arrows +2

Class & Race Abilities:

turn undead, paladin's warhorse*, detect evil, 60' radius, protection from evil, 10' radius, cure disease*, lay on hands, 10hp/day

Languages:

Common, LG

Arrows +2:

Half-elf, ranger, level 5, Age: 27 AI: CG

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

hp
49

ac
0

Armour: *chain mail* +2
Move: 12"
Weapons: *longsword* +2, *longbow*,
hand axe +1
Base number to hit AC 0: 16
Equipment: *standard pack***,
boots and cloak of elvenkind,
 24 arrows +1

Class & Race Abilities:

30% resistant to sleep/charm, infravision 60', detect secret doors*, alert vs surprise*, +5 to hit (melee) vs. evil humanoids and giants*, tracking*

Languages:

Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc

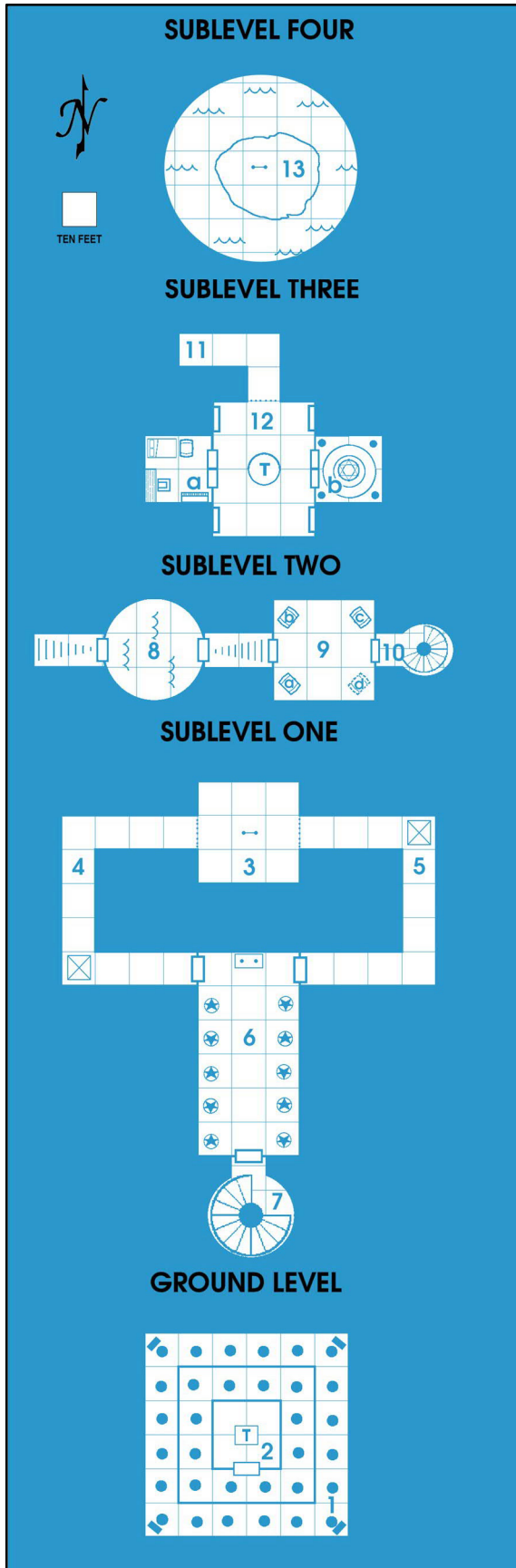
Arrows +1:

*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.)

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ADVENTURE: Tower Inverso



Tower Inverso: Death awaits in this topsy-turvy dungeon!

This adventure takes place in a labyrinthine tower buried underground. While players normally delve down into dungeons, in this adventure we have turned that concept on its head, and your players will be trapped underground and traversing this maze upwards to the surface and freedom. It is intended for 4-6 player characters of 5th to 7th level.

Adventure Hook: Your players are sent into this inverted tower by arcane means left to the discretion of the GM. They must now fight their way upward.

13. Underground Lake: The party finds themselves teleported to this cavernous 60' round room, with a 50' high ceiling. They have 1d4 rounds before the dragon, flying above in the dark, notices them and attacks. A ladder up is the sole exit.

Encounter: **Very Young Black Dragon** (48hp). **Treasure:** 13,000sp; 10,000gp; 24 gems (8x 10gp, 4x 50gp, 8x 100gp, 3x 500gp, 1,000gp); *potion of extra healing*; scroll (3x cure serious wounds); *shield* +2, *girdle of many pouches*; *scimitar* +2; *warhammer* +2.

12. Portal Room: The ladder from below ends in the center of this 30'x40' room,

with a 10' ceiling. A closed **portcullis** lies across the north exit (Major STR check or find hidden lever, 1 on a d6).

Encounter: **4 false doors** (flaming spears fire at the party, 1 per player, as a 5 HD foe, D 1d6 +1d4).

12a. Summoner's Study: This room was used by a long-dead summon. The chest on the south wall contains her treasure, lying below a layer of sand.

Encounter: Demi-Elemental, Sand (38hp)(See **Dread Bestiary**). **Treasure:** Spell Book (MU 10, Spells: 10/10/8/6/4); 5 gems (2x 500gp gems, 3x 100gp); *dagger* +2; *rod of fright* (See **Magickal Menagerie**).

12b. Summoning circle: There is **demon** trapped within the circle on the floor, once the door is opened, a fuse is lit in SE corner (WIS check to notice), which burns through the summoning circle holding the demon in 60 seconds, releasing the demon.

Encounter: **Ektiv (fly) demon** (44HP). **Treasure:** 4 gold candle sticks (200gp total), each holding a *wondrous candle* (See **Magickal Menagerie**).

11. Hallway: This 40' long hall ends in an open archway leading to stairs up. **Effect:** An *anti-magic shell* is cast on a random PC; all magic ceases to function around them (5' radius) for 2 hours, no save.

10. Stairway 1: A spiral stair winds upward in a 30' wide stone shaft 100' high. A **peryton** nest (15' deep into the wall) lies 60' up the shaft)

Encounter: 7 **Perytons** (25hp) will dive down from their nest to attack the PCs as they climb. If struck, a PC must make a DEX check or fall 20' (D 2d6).

ADVENTURE: Tower Inverso (cont.)

Treasure: 750gp necklace; *brigandine armour* +2 (See **Magickal Menagerie**).

9. Chest Room: This 30' square room contains 4 chests (a through d), one in each corner.

(a) Encounter: **Mimic** (HD 7, 42hp).

(b) Effect: The inside of the chest is completely black. A *disintegration* field lies inside (per the mage spell).

(c) Effect: Touching the chest releases an *electrical shock* to all within 10' radius, 1d8+10, no save.

(d) Effect: The chest is *invisible*. *Treasure:* 4,000cp; 2,500sp; *potions of youth, vitality, and ætherealness; ring of warmth*.

8. Water Sphere: A steep set of stairs lead 20' up, to this 30' circular chamber. Half of the circle is above water, half below. There is an *invisible* crystal bridge, very susceptible to damage, which crosses the room. An **aboleth** floats in suspended animation within the water, and will animate once the door to the room is opened. It will attempt to knock PCs off the bridge and into the water (DEX check -2 to retain footing).

Encounter: **Aboleth** (48hp). *Treasure:* In a small niche near the door on the north wall is a pouch with a 5,000gp gem; *potions of water breathing and extra healing*; and a wand of enemy detection.

The door on the west wall opens into a steep set of stairs which lead 20' up, to another door. This is a good place for the party to rest, and if they spike, or otherwise secure the doors on both sides they may rest in safety here.

Treasure: Lying on the landing in front of the door at the top of the stairs are two corpses, the bodies of prior adventurers attacked by the **aboleth**, who dragged themselves here to die. The corpses have the following *treasure:* *chain +1; bronze breastplate +2* (AC 3); *cloak of the bat; boots of the north; scroll (stone to flesh x2)*.

7. Stairway 2: This 30' wide spiral stairway, identical to one in Area 10, winds 100' upward in its stone shaft, to end at door to Area 6.

Effect: **Darkness** (per the mage spell) within the stairway, which cannot be dispelled. To climb the stairs PCs must make a successful DEX check, or fall down (D 2d6).

6. Statue Room: The spiral stair leads to this 30' x 60' chamber. The floor is made of yellow and white stone tiles in a checkerboard pattern. There are very realistic statue running along the east and west walls, former victims of the basilisk which resides here (PCs who make a successful WIS check realize this).

Encounter: **Lesser Basilisk** (37hp). *Treasure:* A candelabra (500gp) with black tapers sits on an altar.

5. East Hallway: This 110' long hall wraps around to end at a half-open portcullis to Area 3. There is a **trap** at the 80' mark.

Trap: Stepping on this floor section unleashes a *fireball* (20' radius) for 5d6 damage, save for ½.

4. West Hallway: This 110' long hall wraps around to end at a half-open portcullis to Area 3. There is a **trap** at the 40' mark.

Trap: Stepping on this floor section unleashes an *ice storm* (40' radius) for 3d10 damage, no save.

3. Portcullis Room: This 30' square room has portcullises at the east and west entrances, which are halfway down when the players arrive at this room. There is a ladder in the center of the room, which ascends 50' to the surface. A lever in the northeast corner controls the portcullises (or open via major STR check). The players will see a crying 4' tall human adolescent in the center of the room. This is a ruse; the creature is an ogre mage and its mate, an ogre is invisible and preparing to close the portcullises once the players enter the room, trapping them.

Encounter: **Ogre Mage** (33hp) and an **Ogre** (26hp). *Treasure:* 50gp, 2,000gp, sun blade; 5 potions (ESP, healing, heroism, longevity, polymorph self)

2. Cella / Exit Room: The ladder from below ends in this 20' square room. The room is surrounded by two rows of columns, resting on two stepped platforms, 6" high by 10' wide.

Encounter: A **Hill Giant** (46hp) wanders among the columns, guarding the entrance. *Treasure:* In a cave nearby the **giant** has 2,000gp; *studded leather +3*, a *ring of fire resistance*; and *potions of speed and vampire control*.

1. Bronze Plaques: At each corner a plaque stands, which reads, "*Et redde transgressoribus ultimum pretium!*" (In common, "Those who trespass here will pay the ultimate price!").

Effect: Anyone who steps within the colonnade of pillars is affected by a *curse* spell (per the cleric spell) for a period of 1 hour.

Dread Bestiary: Demi-Elemental, Sand

DEMI-ELEMENTAL, SAND

Frequency:	Very Rare
No. Appearing:	1d2
Size:	L (8'-16' tall)
Movement:	9"
Intelligence:	Low to Average
Lair probability	50%
Armour Class:	2
Hit Dice:	6, 8, 12, or 16
Attacks:	2
Damage:	6HD: 2d8 8, 12, 16 HD: 3d8 or by weapon
Special Attacks:	Smother, see below
Special Defenses:	See below
Magic Resistance:	Nil
Alignment:	Neutral evil
Level/XP:	6HD: 5,000 8 HD: 7,000 12 HD: 11,000 16 HD: 15,000



The **sand demi-elemental** is a fearsome and very rare creature which is not often encountered on the prime material plane, and generally only appears there when summoned. Even then, the creatures will only be found in the hottest and driest of climates. They hail from a scorching, deathly hot place known as the demi-elemental plane of sand.

Such demi-elemental planes border on the primary elemental planes. So in addition to the four elemental planes of air, earth, fire, and water, there exists demi-planes that lie between them and which have properties which are combinations of the primary elements. Thus, while the elemental planes spawn true elementals, the demi-elemental planes spawn lesser elementals, whose powers are based on the nature of these demi-planes.

These demi-elementals tend to be a bit less potent than their "true elemental" cousins, and they are also generally less refined, more raw and savage, and are not highly intelligent. Those demi-elementals who are of average intelligence, however, are able to communicate, but only in a language of their own which is not easily understood by others. The **sand demi-elemental's** native tongue, for example, is unintelligible to mortal ears, who hear it as the whirring and whistling sound of a sandstorm.

The **demi-elemental plane of sand**, from whence **sand demi-elemental** hail, is one of intense, burning heat. As such, these creatures are dangerously hot themselves, with massive bodies made of churning sand, deep empty black maws filled with grinding sand like sandpaper, and deep set eyes that glow yellow like a burning sun. Their bodies are loosely column shaped piles of sand, which ripple in waves as dunes run along their surface, with no legs but two arms formed of sandy protrusions which end in powerful pummeling hands.

In combat they may wield a prior victim's cast off weapon. However, their primary attack is a bludgeoning assault with their powerful fists, causing serious damage. (2d8 or 3d8 points) to their foes. In addition, they may *smother* foes by crashing over them in a wave of sand in a 12 sq. ft. area, reducing movement to 1", with a 10% chance to fall and suffocate to death in 2d4 rounds. In addition they take ½ damage from flame and heat attacks, are immune to weapons of less than +2 bonus, and when slain they explode in a deadly spray of super-heated sand and rock, causing 2d6 heat + 2d6 bludgeoning damage to all in a 20' radius who fail a DEX check (8HD+: 3d6 heat + 3d6 bludgeoning).

Treasure: Incidental, per the GM's discretion.

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