

HIGH-ADVENTURE FROM MIDDLE-SCHOOL

If you were anything like me, when you first became involved as a DM in the world of roleplaying D&D, the notion of an intelligently written module was kind of an alien concept. I mean, isn't the idea of just kicking the stuffing out of your players the main thing anyway? Who wants to get involved in complex story lines, plot development, logical progression of events, and level-appropriate NPC's? Am I right, or am I right?

The series of "High-Adventure from Middle-School" adventure modules seeks to faithfully reproduce those gems of module concepts directly from the mind of the 13-year old DM that still exists somewhere deep inside all of us Old-School gamers. Unedited, and generally simply scanned from our existing hand-written manuscripts when possible, these modules may seem unintelligible at times, and patently ludicrous at others.

In retrospect, it's hard to believe we were able to actually play these games at times. But we did. And those of us who kept at it, (hopefully) got much better at it.

So, raise your soda cans high, and give thanks for the large pepperoni (extra cheese), and let's recall those by-gone days sitting 'round the gaming table, and pay homage to High-Adventure from Middle-School.

Good Gaming!

KRAMER

Kramer
Usherwood DM

Columbus Jr.-High School
Canoga Park, CA
1976 through 1979

James D. Kramer

into the HALLS of MYSTERY

Sample file

**"Designed" for First Edition and OSRIC™
fantasy-based roleplaying game systems.**

Created and Designed by James D. Kramer

Layout and map design; James D. Kramer



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Notes from the 13-Year Old DM

There was a AN entire outdoor section to this particular module, that alas, I cannot locate. The premise of it was that the module that follows was encased within a citadel made of solid gold...yes my friends, solid gold... And you — the GM — were supposed to convince the players that it would be a more lucrative prospect to go inside to face unknown enemies that wanted to kill you in order to retrieve unknown wealth, than to just hack off a chunk or two of the castle and make good their escape. But, whatever...

And, oh yeah, the entrance into the dungeon was a 200 foot long, 5 foot wide bridge that spanned a moat of lava. And the bridge was guarded by...I don't know... something like 6 or 7 pterodactyls.

If you dare to play this module, AND your party manages to grunt through it, drop me a line, and let me know how it went.

Good Gaming!

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① AFTER PASSING 1ST OF SECRET DOORS, 2 SKELETON WARRIORS (FOUR H.P. 69) APPEAR FROM BEHIND & 3 MORE FROM FRONT. THEY HAVE LONG SWORDS BUT WILL NOT ATTACK UNLESS SERIOUSLY THREATENED. INSTEAD THEY WILL ATTEMPT TO GRAPPLE CHARACTERS. THAT IS GRAB THEM AROUND THROAT, SUCCESSFUL HIT MEANS CHAR. IS GRAPPED. ONLY A CHAR. OF 16 OR GREATER STRENGTH WITH A ROL 19+ TO HIT CAN BREAK. IF HELD BY 2 SKELETONS, THERE IS NO CHANCE. ONCE PARTY IS SUBDUED, SKELETONS WILL TAKE THEM TO AREA (B)

(B) LARGE STATUE OF VERMINAARD, THE RED DRAGON, MADE OUT OF A SINGLE RUBY STONE. IT STANDS 20' HIGH AT THE HEAD (CEILING IS ROUGHLY 40' HIGH), WARRIORS FORCE PARTY TO THEIR KNEES WHERE A MAGIC WILL HOLD THEM THERE WITHOUT CHANCE OF RELEASE. STATUE WILL ANIMATE, LOWERING ITS HEAD TO FACE PARTY. STATUE IS "SCANNING" FOR MAGIC ITEMS. IF THEIR ARE ANY, ORDERS WILL BE GIVEN TO SEPARATE CHAR. FROM MAGIC & TAKE ALL ITEMS TO #43. WARRIORS HAVE RETREATED TO (A). HEADS RAISES BACK TO FULL HEIGHT, CHAR. ARE FREE

② SMALL (HUMAN SIZE) OBSIDIAN STATUE OF AN AVRAK. IT IS WEARING A GOLD HEAD BAND WITH A RUBY IN CENTER. THIS IS SKEL. WARR. CIRCLET, NOT REMOVABLE. 4 SKELETON GAURDS (H.P. 8) LONG SWORD

③ FLOOR IS DAMP & SLIPPERY. THOSE WITH LESS THAN 16 DEX. MUST SAVE VS. DEX. OR SUP & FALL FOR 1-2 hp DAMAGE.

④ SAME AS (3). SMALL "MOUSE HOLES" APPEAR EVERY 5' ALONG EACH WALL AT THE FLOOR. DOOR IS IRON (VERY RUSTY) WITH A SLIDING BAR LATCH, BAR IS RUSTED SHUT. CHAR. MUST ROL VS. BEND BARS TO OPEN, IF PARTY IS IN ROOM MORE THAN 1 TURN

ROOM WILL BEGIN TO FILL WITH WATER. WILL BE COMPLETELY FLOW IN 5 TURNS. WILL DRAIN AWAY IN 1 HR. OR WHEN DOOR IS OPENED

⑤ SAME AS (2)

⑥ TAVERN. PRESENTLY THERE ARE 4 BERSERKERS W/LONG SWORD PLAYING POKER AT CORNER TABLE, 2 BERSERKER AT BAR, VERY DRUNK, LONG SWORD -4 TO HIT & THE BARTENDER (NO WEAPON). IF ATTACK BEGINS THOSE AT (7) & (13) WILL BE ALERTED.

⑦ TRAFFICING STATION. 4 BRSRK'S LONG SWORD KEEPING RECORD OF COMINGS & GOINGS.

⑧ LARGE OAK DOOR IRON BANDED LOCKED. TELEPORT ROOM USED BY SIVAKS & AURAKS TO TRAVEL QUICKLY FROM ONE PART OF DUNGEON TO ANOTHER. IF NO SPECIFIC LOCATION IS KNOWN CHAR. HAS 1 IN 4 CHANCE OF LANDING IN ONE OTHER ROOM

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SAME AS ABOVE

⑬ WOODEN BALCONY W/ SPIRAL STAIR CASE. IN CENTER OF ROOM IS A CASKET OF SILVER WITH INTRICATE GOLD TRIMMINGS. AROUND CASKET ARE 6 BERSERKERS (3/LONG SWORD, 3/COMP BOW) & 1 SIVAK (H.P. 24) HUMA'S SPIRIT WILL SEEK OUT THE STRONGEST FIGHTER IN PARTY & WILL ATTEMPT TO POSSESS HIS BODY. CHAR. MUST SAVE VS. (-2) DEATH MAGIC OR POSSESSION IS SUCCESSFUL. IF SUCCESSFUL, CHAR. WILL BECOME HUMA. HE WILL SEEK GAIN OF:

- a) SHIELD OF HUMA
- b) WYRMSLAYER
- c) FOOTMAN'S & MOUNTED DRAGON LANCE
- d) THE SILVER DRAGON

DOUBLE DOORS ARE MADE OF SOLID RUBY GEM STONES WITH A HIGH RELIEF CARVING OF VERMINARD DOOR IS LOCKED WITH A FLAME TONGUE TRAP. IF NOT

REMOVED, A FLAME CONE WILL STRIKE OUT 20' FROM DOOR 20' WIDE.

(14) GELATINOUS CUBE (H.P. 13) 19 C.P. 13 S.P. 6 E.P.
2 P.P. 3 G.P. 1 GEM

(A) STEEL DOOR W/RUSTY IRON HINGES. DOOR IS WARM TO THE TOUCH & LOCKED

(15) ABISHAI GAURD ROOM, 4 ABISHAI (H.P. 18) PERCHED ON 10' PLATFORMS (SHADED AREAS). ROOM IS RUNNING TEMPERATURES BETWEEN 100° & 150°. CHAR. WILL LOSE 1 pt. @ OF STRENGTH & CONSTITUTION. FOR EACH TURN IN ROOM, IT WILL REQUIRE A LIKE PERIOD OF TIME TO REGAIN LOST POINTS, ABISHAI WILL PERSUE UNTIL KILLED.

OPPOSITE IS SIMILAR TO THAT DESCRIBED ABOVE.

(16) ROOM IS DIMLY LITE BY BRASIER'S IN WALL. GAURDS 6 SKELETONS (H.P. 5) LONG SWORD, AGAINST WALL (AS INDICATED) ARE 2 PEDASTALS, ON ONE IS A THICK RED VELVET PILLOW. ON THE PILLOW IS A GOLDEN RING, ON THE OTHER IS A 3' DIA. CRYSTAL BALL CONTAINING A PSEUDO-DRAGON. IF CHAR, PUTS RING ON, THE BALL WILL SHATTER, EXPLODING OUT-WARD CAUSING AW WITHIN 5' OF BALL TO TAKE 2-5 H.P. DAM. DRAGON IS NOW UNDER CONTROL OF RING BEARER UNTIL DEATH OR RING IS REMOVED.

(17) IN CENTER OF ROOM IS A GITHYANKI SUPREME LEADER. IN A STATE OF SUSPENDED ANIMATION. STATS AS FOLLOWS:

MDNICK 10 LVL FIGHTER / 8 LVL MAGIC USE
A.C.: 0 (+4 SPLINT MAIL)
H.P.: 34
SILVER SWORD (+5 VORPAL)
SPELLS

1ST - COMPREHEND LANGUAGES, DETECT MAGIC, LIGHT, WRITE,
2ND - LEONMUND'S TRAP, KNOCK, AUDIBLE GLAMMER,
3RD - INVISIBILITY 10' RADIUS, CLAIRVOYANCE, CLAIRAUDIENCE
4TH - FEAR, CONFUSION,