

"Designed" for
1st ed. & OSRIC™

A stand-alone Usherwood Adventure
for very good reason



Keith Sloan



FORAY INTO THE WILDRENESS

HIGH-ADVENTURE
from
MIDDLE-SCHOOL.

For 4 to 7 characters of mixed experience levels
...or maybe more? ...or fewer? ...what the hell ever levels!

PUBLISHER'S NOTE

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 modules seeks to faithfully reproduce those gems of adventure 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 when possible, scanned directly from the original hand-written notes, these adventures may seem unintelligible at times, and patently ludicrous at others.

In retrospect, it seems impossible that we actually played 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 sittin' 'round the gaming table, and pay homage to HIGH-ADVENTURES from MIDDLE SCHOOL!

Good Gaming!

KRAMER

Usherwood DM

Columbus Junior High School

Canoga Park, CA

1976 - 1979

A stand-alone Usherwood Adventure
"Design" for 1st Edition & OSRIC™



FORAY INTO THE WILDERNESS

by KEITH SLOAN

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<http://www.usherwoodadventures.com>

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NOTES FROM THE 13-YEAR OLD DM

When I started playing D&D in 1980, there weren't nearly enough modules to keep my burgeoning group occupied — it probably didn't help that, being in Seventh Grade, my finances were not as forgiving as they are now. Anyway, I saw the need for new modules* — lots of them! Thus was born a series of short, often addled, attempts at making my own. Of course, each had to have a designation, because that was what TSR® did.

At the time, my first wilderness module, W1, seemed like a great innovation to me — a whole module set in the outdoors! Sure, some of the few I did own had outdoor bits, but a whole module? It was revolutionary! Sadly, I never cashed in on the concept. I eventually even dropped the idea of giving them alphanumeric designators. Too bad, since I don't think I ever got past "#1" in any of the series that I started.

I hope you enjoy this gem from my dimmest past. If you're like me, I kind of feel sorry for the Orcs that went to find allies, but got attacked instead.

One other note. All of my modules always listed gems and jewels without any sort of value. In fact, for a long time I sort of thought of them as just like gold pieces, only worth more — how much never really came up.

*Note: They were always "modules," never "adventures." That still holds true today.

Keith Sloan
Hesperia Junior High School
Hesperia, California
1981-1984



FORAY INTO THE WILDERNESS

Position: North of the dim Forest and Bissel, South of the Barrier Peaks, and east of the Real Stream.

1. Is a peaceful village of about 400 Dwarves. They are armed as follows; 60 with long sword and light crossbow 40 with broadsword and polearm 80 with long swords and 3 spears, 40 with axe and heavy crossbow, 100 with axe and hammer, 40 with axe and pick, and 40 with hammer and pick. To see the leaders see the monster manual. (DX14 AC4 HD1 HP6 #AT1 DAM see above)
2. Is a troll village. The number of trolls in the area is 25 (DX12 AC4 HD6+6 HP45 #AT3 DAM 5-8/5-8/2-12). If attacked they will each use a longbow and arrows on the intruders. If badly losing they will continue to attack. If still losing they will retreat. After that there will be the survivors +10 more trolls. They will track the party and attack by surprise. They are friends with the black dragon. The treasure in here is 10,000 silver pieces 15,000 gold 1,000 platinum 15 gems 4 jewels and 2 magic items.
3. Is a Black Dragon (DX12 AC3 HDB HP64 #AT3 DAM 1-4/1-4/3-18). He can shoot acid in a beam which cause 64 hit points of damage, 32 if save. This dragon can use magic. His spells are detect magic, dancing lights, friends, sleepx2, ventril., magic missilex4, and read magic. Since he is not sleeping he will use his detect magic and ventriloquism spells to throw off the intruders so he can surprise them and attack at +3. His treasure is in a small alcove where he lays. It is 33,000 copper 60,000 silver 80,000 electrum 80,000 gold 40 gems a potion of extra healing, platemail +5, a sword +1, and a dagger +2. He cannot be subdued and if very badly losing he will call for 20 trolls like those above.

4. Is a bandit raiding party. There is 50 bandits here. (DX15 AC6 HD1 HP6 #AT1 DAM 1-8) 30 of them are armed with longbows and arrows. The leader (DX14 AC2 HD6 HP4B #AT1 DAM 2-11). He carries a two handed sword +1 and 2 potions of extra healing. They will attack all travellers who come to the fork in the road. Each man carries 10 gold pieces and the leader carries 100 gp. There is a clear path that leads to an encampment. The treasure is 4,000 silver 3,000 gold 12 gems 4 jewels and 1 other magic item which is a wand of wonder.
5. Is a barge. To get to the town of Norn the barge must be ridden. It costs 10 gold pieces. 30 if wagon.
6. Is the orcs territory. Soon after the pass is entered the intruders will be attacked by 40 orcs (DX12 AC6 HD1 HP6 #AT1 DAM 1-8) and 5 more leaders (DX14 AC5 HD2 HP12 #AT1 DAM 2-9). 100 of the orcs are armed with shortbows and 8 arrows each. Each normal orc carries 10 gold pieces and each leader carries 100 gold pieces.
7. Is an expedition from the orcs country. There is 18 orcs left, they were attacked, (DX12 AC7 HD1 HP6 #AT1 DAM 1-8) and one leader (DX14 AC5 HD2 HP12 #AT1 DAM 2-9). They had been sent to find allies to bring back with them, but they didn't find any. The total treasure is 2,500 gold pieces and 12 gems.

Foray into the Wilderness
3 in. = 10 mi

↑ Barrier Peaks
Bissel ↓



NOTES

Module Title

Comments

Mission Objective(s)

Mission Achievement(s)

Mission Notes

Summary Matrix

[illegible]

Weapons Matrix

	Str Mods	Dex Mods	Race/Class Mods	Weapon Mods	Damage
ID	"To Hit"	Dam.	Attack A.C.	"To Hit"	Dam S-M L
01					
02					
03					
04					
05					
06					
07					
08					
09					

Combat Matrix

[illegible]

Summary Matrix (contd)

"To Hit" A.C.

ID	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	Player
01																						
02																						
03																						
04																						
05																						
06																						
07																						
08																						
09																						

Weapons Matrix (contd)

ID	Weapon Mods			Damage			Weapon Mods			Damage		
	Secondary Weapon	"To Hit"	Dam	S-M	L		Missile Weapon	"To Hit"	Dam	S-M	L	
01												
02												
03												
04												
05												
06												
07												
08												
09												

Spells Inventory

Saving Throw Matrix

	Aimed Magic	Breath Weapon	Death, Paralysis, Poison	Petrification, Polymorph	Spells
01					
02					
03					
04					
05					
06					
07					
08					
09					

Turn Undead Matrix

	Type 1 (e.g. skeleton)	Type 2 (e.g. zombie)	Type 3 (e.g. ghoul)	Type 4 (e.g. shadow)	Type 5 (e.g. wight)	Type 6 (e.g. ghost)	Type 7 (e.g. wraith)	Type 8 (e.g. mummy)	Type 9 (e.g. spectre)	Type 10 (e.g. vampire)	Type 11 (e.g. ghost)	Type 12 (e.g. lich)	Type 1 (e.g. fiend)

Thieving Matrix

	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages

Notes

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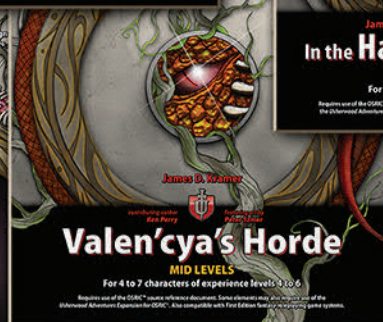
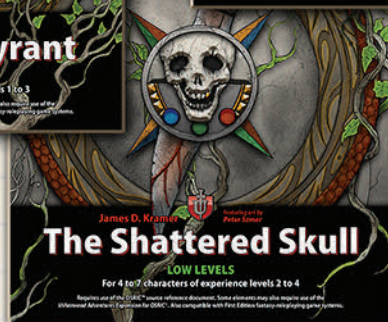
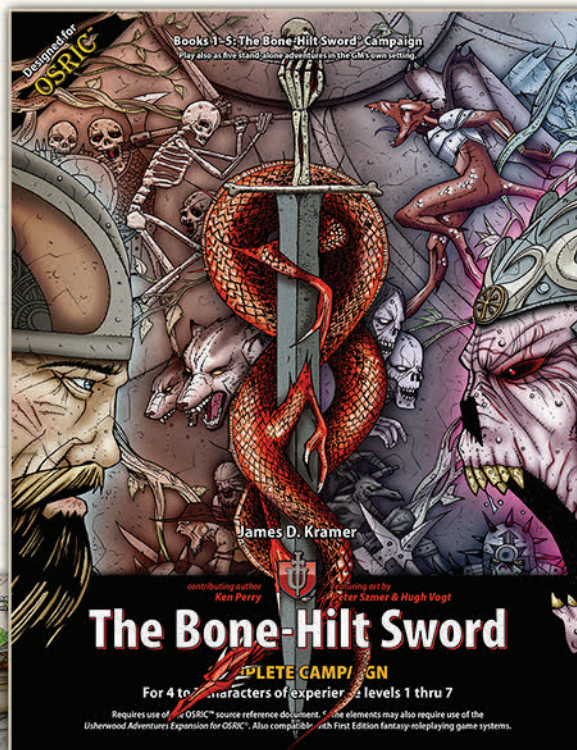
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