

HIGH-ADVENTURE

UAC1



FROM MIDDLE-SCHOOL

AN Usherwood Adventure®  
for 4-7 characters, of *what the hell ever* levels  
...what the hell ever

# THE GEMS OF FIRE!

A stand-alone adventure  
for very good reason

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

Includes UP Game Master's Adventure Log (GaMALog)

# 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

# THE GENK OF FIRE!

James D. Kramer

**"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



<http://www.usherwoodadventures.com>

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## Notes from the 13-Year Old DM

The only thing I can think, is that I was pressed for time to get this particular module completed, because of the fact I interspersed my own narratives with clippings from some commercially purchased module. I have no idea what module these were taken from. If you can identify it, let me know. It would be nice to give that author credit at some point.

Also, I must have just purchased the AD&D Fiend Folio at the time of this writing, since several of the monsters included herein are from that volume, and I didn't use the Fiend Folio very frequently.

I cannot recall what the namesakes of the module title ('The Gems of Fire') were supposed to be, and the module doesn't appear to address them specifically. So, feel free to determine this point for yourself.

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!

**KRAMER**

James D. Kramer  
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GEMS  
OF  
FIRE

## Wandering Monsters 1d10

- 1) BOBEBOSHOU WITH 4 GIANT LYNX H.P. 13 ONLY 20% LIKELY
- 2) UHONOU WITH 5 WINTER WOLVES H.P. 32 ONLY 15% LIKELY
- 3) BARD ALWAYS FROM BEHIND THE PARTY
- 4) SURCHUR H.P. 24 H.D. 5
- 5) 8 ORCS H.P. ? LONG SWORD + SHORT BOW WORKING FOR UHONOU.
- 6) 3 GRAY OOZE H.P. 21 1 on Ceiling 1 on Roof 1 on Floor
- 7) PARTY FOUNDED IN Room #45
- 8) TWO OF THE ABOVE

**1** THE MIND OF BALANCE: This room is draped in gray velvet. A 6" diameter, scintillating, glowing, rainbow colored gem floats 4' off the ground in the center of the room, rotating slowly. A fanfarish music can be heard, and the air is slightly antiseptic smelling. The gem is The Mind of Balance (see Artifacts). If a character touches the gem he or she, and any who don't make a saving throw vs. magic, will see a beautiful redhead in chain armor appear and seem to kiss the toucher on the forehead. She will then jump back and scream triumphantly; "DEATH TO LAW! DEATH TO CHAOS! LET THE BALANCE BE SUPREME!" At this point she will disappear, along with the scent in the air and the music. The curtains will crumble to dust and the toucher will then be under the influence of the gem. Those making their saving throw will see the gem shrink to  $\frac{1}{2}$ " diameter and fly up to embed itself in the forehead of the toucher.

**2.** SLITHERING TRACKER H.P. 18

**3.** 2 CARRION CRAWLERS H.P. 14 + 7 1/2 EATEN BOTTLES

**4.** WOODEN LOCKED CHEST. INSIDE IS A GHOST H.A. 30

**5.** THIS ROOM IS ODAINED IN RED TILE WITH A BLACK PENTAGRAM ON EACH. ~~THIS IS ALL~~ BONE SCREW CASE WITH MAP

**6.** PORTAL Room. PORTALS OPENED BY GEMS IN ROOM

**5.**

**7.** 4' DEEP FLOWING RIVER.

**8.** MAN-O'-MIST: The floor is covered by 2' of mist. There is a 60% chance that the mist will form into a man shape that will gesture towards room 9, then walk into that chamber, point at the lizards nest and finally walk through the nest and seemingly disappear into the wall. A melee round later, the mist will come pouring out of the nest and flow back into chamber 8. This of course will irritate the lizards and allow for no surprise against them.

**9** LAIR OF TWO GIANT LIZARDS: AC:5, HD: 3+1, HP: 23, 17. ~~The nest hides a low entrance to a sloping passage down to the 2nd level.~~ The nest is made up of human and rat bones, fur, and rags. Also a silver dagger, rotted but rich-looking shield, rusty scale armor and a pitted sword. 10 eggs are in the nest. In 1 - 2 days they will hatch. One will hatch a basilisk. Young basilisk: HD: 1+1, damage: 1 - 3, stoning gaze, HP: 4, AC: 4.

10 WATER TRAP. A TRICKLE OF WATER CAN BE SEEN COMING FROM CRACKS IN BOTH DOORS, IF EITHER OF THE DOORS ARE OPENED WATER WILL COMING POURING OUT. ALL WITHIN 40' WILL TAKE DAMAGE. 10' 4-24 H.P. - 20' 4-16 H.P. 30' 4-12 40' 1-10. ANYONE BROUGHT TO 0 H.P. IS KNOCKED UNCONSCIOUS.

11

MISLEADING MEDUSA: Chained so she has her face to the wall is what appears to be a comely, naked female human with long blond hair. She is guarded by an animated, extremely realistic stone statue of a man who appears to be wearing robes. Statue is AC: 3, HD: 8, HP: 30, damage: 2 - 16 every 2 rounds. If the woman is turned around, it will become immediately and horribly obvious that the hair was an illusion and that the woman is a medusa; AC: 5, HD: 6, HP: 24. The chains will then fall away. In a pouch on the statue's belt is a scroll with stone to flesh spells.

12 1 MELEE AFTER THIS HALL IS ENTERED ALL THE DOORS TO THE ROOMS WILL OPEN AND AN OGRE WILL COME OUT OF EACH H.P. 20

13 3 GAS SPORE

14 7 FIRE ~~WRAITHS~~ H.P. ~~50~~ <sup>16</sup> TWO-HANDED ~~GANT~~ SWORDS INVADING PARTY FROM CAVERNS OF FIRE.

15 BBERING CHAMBER: This is an empty room that contains only few moldering corpses and rotting all hangings. After a few seconds in this room, characters will hear insane, quiet gibbering that alternates with sobbing and quiet broken sorrowful laughter. Out of the corner of their eyes they will think that they see a short shambling dark shape, but they will never be able to look directly at it.

9 AM 4 NO WHEN A CHARACTER ENTERS THIS ROOM HE WILL SEEM TO DISAPPEAR TO THE REST. HOWEVER HE OR SHE WILL THINK THEY ARE IN THE ROOM BUT WHEN AN ATTEMPT IS MADE TO ~~THE~~ EXIT, THEY MUST MAKE A SAVE VS MAGIC OR FOREVER BE TRAPPED INSIDE.

12 THE LAIR OF ~~XOR THE EVIL ONE~~ a 12th level fighter, align: LE, plate mail and shield, +3 dexterity bonus, AC: -1, weapons: *magic longsword*, +1, +3 vs. regenerating creatures, lawful good, +1 *w/ hammer*, *ring of telekinesis*, HP: 106, S: 17, I: 15, W: 14, D: 17, C: 17, CH: 14. Along with Xor is his henchman and sometimes servant Cronok the Fox, a 5th level fighter, align: N, platemail and +2 *sh*, +1 dexterity bonus, AC: -1, weapons: *broadsword*, *light crossbow*, *oil*, *torches*, HP: 44, S: 17, I: 10, W: 11, D: 15, C: 16, CH: 16.

Cronok will not enter a fight unless he has a pretty good idea that Xor will win. Up until now that has been the case. If it begins to look bad for Xor, Cronok will join in. However, if badly wounded he will surrender, usually trusting the "good guys" not to kill him.

In a chest at the end of Xor's cot is the following: 9000 SP and 800 GP. Xor also keeps an extra chest of undetectably (at least by taste) poisoned food that is so potent that its effects are felt in 6 melee rounds and it does 6d8 of damage over a space of 2 melee rounds and also paralyzes the victim for 6 - 36 turns. He likes to invite visitors to sup with him. In the treasure chest is an antidote which Xor will have already imbibed. The antidote will stop the effects of the poison, remove the paralysis and restore 1d6 damage to the victim. There are 3 doses of the antidote left.

Xor is not a dungeon resident. He has stealthfully gained entrance to the dungeon and seeks to procure funds for a war he has brewing on the sly back home. Cronok is a hireling who is beginning to tire of his master's various atrocities.

If an adventuring group is in here more than 1 turn, Grimstone (room 3-4) will enter and blindly attack Xor.

If properly rewarded Xor may join a party, but it will be to further his own purposes and should be played as such.

18 AT THE END OF THIS HALL IS A FIGHTER (LVL 9 H.P. 30 A.C.O)

ST: 17 INT: 17 WIS: 16 - DEX: 18 - CON: 18 - CHA: 18 PLATE +3 BATTLE AXE)

~~AND~~ HE WILL REQUEST A DUEL WITH ANY FIGHTER, ALL FIGHTERS  
MUST SAVE VS. MAGIC OR WILLINGLY ACCEPT.

BOBESHON

19 GRIMSTONE: 5th level elven fighter, Ring mail and shield, AC: 6, align: N, HP: 48, S: 15, I: 15, W: 10, D: 16, C: 15, CH: 18, weapon: +3 sword. Grimstone is the last of a charmed group of adventurers sent to kill Xor The Evil One, because he would not league forces with ~~Haffnung Helleyes~~. The rest of his comrades were slain by ghouls in room 5 of this level. However, being an elf and possessing the sword of Kroan saved him. The same signet is on the sword as is on the ring on the corpse in room 6 of level 1. Sword of Kroan: +3, I: 9, Ego: 1, align: N, Powers: empathy, detect traps, locate secret doors, detect evil and good.

20 2 SON OF KYUSS (H.P. 18)  
5 MINTAUREN H.P. 37 EACH HAS A +1 BATTLE AXE

21 ROOM OF CARRION: This room's floor is covered with human skeletons and rotting human corpses. The smell will gag those not making a saving throw against nausea (roll less than constitution -3 on a d20). Failure indicates loss of stomach contents and weakness equal to 50% normal strength for 2 - 4 turns. Scurrying about the debris are two carrion crawlers, AC: 3/7 (head/body), HD: 3+1, HP: 10, 17. They are attempting to feed while avoiding the advances of a small black pudding, AC: 6, HD: 10, HP: 14. Scattered about the floor are 1600 CP. The passage to room 39 has a permanent illusion over it to look like the rest of the wall. However, it has actually been boarded up, although the lower edges of the boarding have been eaten away a bit by the pudding. The drapes have also been pudding damaged.

22 UNLESS FOUND PREVIOUSLY AS WANDERING MONSTER,  
BARD WILL BE IN HERE CHOPPING OFF THE HEAD OF  
A MIND PLAYER. OTHERWISE A LIVE MIND PLAYER H.P. 52  
~~TREASURE~~: ALSO IN THE ROOM IS A LARGE IRON CHEST. TRAPPED.  
TRAP: WHEN CHEST IS OPENED IF TWO METAL CLAWS WILL  
REACH OUT AND GRAB THE OPENER. A THIEF PICKING LOOKS  
CAN REMOVE THEM. CONTENTS 6,000 C.P. 6,000 S.P. 18 +1 ARROWS  
5 POTIONS, SUPERHEROISM, FLYING, TREASURE FINDING,

POLYMORPH SELF, STORM GIANT STRENGTH.

23 THIS IS THE BEDROOM OF BOBBESHOW. IT IS 40% LIKELY HE WILL BE HERE WITH HIS LYNX'. IN THE ROOM ARE A BED, CHEST OF DRAWERS WITH MIRROR, PERSONAL APPETS, GROOMING MATERIALS WORTH 500 G.P., CHEST CONTAINED 650 G.P.

24 ON BOTH ENDS OF THIS HALL ARE 2 GOLD ORNATE THRONS. IF A MAGIC USER IS WITH THE PARTY ANOTHER M.U. (LVL 10 H.P. 45 A.C. 4 STRAIGHT 18<sup>1/2</sup> HUMAN +2 RING OF PROTECTION/ SPELLS = MAGIC MISSLE x4 + INVISIBILITY, RAY OF ENFEBLEMENT, LEVITATE, SCARE/BLINK, FIREBALL, FLY/ICE STORM, WALL OF FIRE/ CLOUD KILL, TELEPORT) WILL APPEAR IN CHAIR AND DEMAND A DUEL. IF THE PARTY REFUSES HE WILL LEAVE AND ENCOUNTER THE PARTY ELSEWHERE.

25 THE CIRCLES AT EACH END REPRESENT STATUES OF HUMAN FIGHTERS. WHEN THE PARTY IS IN THE CENTERS OF THE ROOM THEY COME TO LIFE AND BLOCK THE ENTRANCES AND CLOSE IN ON THE PARTY. B<sup>1</sup>LVL FIGHTERS AC 2 H.P. 20<sup>1/2</sup> BATTLE AXES.

26 AN ILLUSION OF A DOOR IS AT THE END OF THE HALLWAY.

27 HOLY HALL OF CLAIRAUDIENCE AND CLAIRVOYANCE: The room is dark. Floating in the center of it, approximately 3' off the floor, is a 5' diameter sphere of mist. It is a clairaudience and clairvoyance spell sphere. It will work 1 - 4 times before recharging. The sphere will allow the viewers to see into 1 - 4 rooms in the dungeon or White Tower (but not in the Tower of Set) or follow 1 living creature for 3 turns. There is a 30% chance that the sphere will show a past occurance in any room or of any creature requested. It currently is blank and featureless. A light spell cast upon it or the light of a light spell falling upon it will activate the sphere.

28 IN THE CENTER OF THE ROOM IS A STATE OF AN ELF WITH HIS HAND PAINTING OUTWARD TOWARD THE WALL. ONCE EVERY MELE IT TURNS  $1/4$  TURN. THIS DOES ABSOLUTELY NOTHING.

29 COVERING THE FLOOR IS ONE FOOT MIST. THE AREAS MARKED OUT ARE WALKWAYS. SOME DOLL'S CAN BE

involved on a magic map to our destination. We have to be helped to find the map.

Vashala: Female 3rd level cleric of Ishtar, AC: 10, align: LG, HP: 19, S: 12, I: 9, W: 12, D: 9, C: 13, spells: detect magic, protection from evil, resist fire.

Empty

Moran: Infidel Bane: Dervish level 6 Paladin, align LG, padded armor, AC: 8, HP: 45, S: 13, I: 10, W: 10, D: 10, C: 11, CH: 18. Moran will not speak with non-dervishes, feeling that it would be "uncle."

seen coming up thru the mist from the room below.

30. 3 ROPERS H.P. 48 H.D. 12

17 PLATINUM BECLES 15 GEMS IN EACH

31. WHEN THIS SMALL ROOM IS ENTERED, THE OPENING WILL CLOSE AND THE WALLS WILL BEGIN ~~to~~ CONVERGE.

~~in~~ IN 10 MELC ROUNDS THE WALLS WILL BE COMPLETELY CLOSED. ANY MAGICALLY ENDOUED ITEM WILL STOP THE WALLS AND OPEN THE PORTAL

32. THE OVAL IS A SOLID GOLD STATUE OF A LARGE MUSCLE HUMAN MALE WITH THE AMULET OF MITRA AROUND ITS NECK, ONLY A L.G. CHARACTER CAN REMOVE IT. WHEN IT IS REMOVED A WALL WILL SEPARATE THE ROOM (DOTTED LINE) THOSE ON THE INSIDE WILL FIND THEMSELVES FACE TO FACE WITH AN EXACT REPLICATE OF EACH OTHER. THEY MUST SAY THE IMITATION TO OPEN WALL

33. 5 TROLLS EATING HUMAN CORPSES H.P. 18

34. IN THE CENTER IN A LARGE PILE OF DUNG WITH 20 POT GRUB,

35. THE STEPS GO DOWN TO 5' OF WATER. IN THE WATER IS A WATER NAOMI H.P. 64 H.D. 8 TREASURE: 1000 G.P.

36. ON AN IRON RING OPPOSITE THE DOOR IS THE BELL OF MITRA. ANY ATTEMPT TO PULL THE BELL OFF WILL DESTROY IT. MUST BE MAGICALLY REMOVED OR THE RING BROKEN.

37.

**HOME OF THE HEART OF LAW:** This is the location of the heart of law (see Artifacts). The room is draped in white velvet. A clear, colorless gem, approximately 6 inches in diameter floats 4' off the ground, rotating slowly. Quiet, gentle music can be heard and the air has a healthy, outdoorsy scent. Touching the gem will cause things to happen as per the page on artifacts. It will appear to those not making a saving throw against magic and definitely to the toucher, that a gorgeous, blonde woman, richly dressed in white has come up and kissed the toucher on the forehead and then faded from view. What has actually happened is that the gem has shrunk to a half inch in diameter and embedded itself in the toucher's forehead. The gembearer will now feel compelled to kill any evil ones in the room (saving throw vs. magic applicable). He is under the power of the soul gem and will seek to directly destroy sources of evil.

Page 7

**38 SOUL OF CHAOS:** This is the location of the Soul of Chaos, soul gem (see Artifacts). The room is draped with a black velvet curtain. The 6" diameter black gem floats about 4' off the ground, glowing and rotating slowly. Beautiful, but changing music can be heard in the background. The air is perfume, but a little thick. If a character touches the gem, those not making a saving throw against magic and the toucher in any case will see a beautiful, dark haired, nude woman kiss the toucher on the forehead. Her face will then seem to shift into various forms of monsters, humans and even members of the adventuring party, as she smiles evilly and laughs sardonically, all the while fading from view. Those making their saving throw will see the gem shrink to 1/2" diameter and embed itself in the toucher's forehead. For the effects thereafter, see "The Soul of Chaos" under Artifacts.

**39** Locked in a cage in this room's center is a small, cute puppy dog (AC: 9, HD: 1/2, HP: 2). The cage hangs from the ceiling, about 10' off the floor. Emanating from the cage is a permanent silence 15' radius spell. Two fighters stand guard at each cardinal compass point around the cage. Fighting men: level 4 fighters, scale mail and shield, AC: 5, HP: 8 (x 30), align: LE, weapons: morningstars, daggers, and oil.

The puppy dog is in reality the shapechanged form of Murkaganth (Murkey), an adult bronze dragon, AC: 0, align: LG, HD: 9, HP: 45, spells: reduce (reverse of enlarge), reduce, invisibility, web, fireball.

Murkey was captured soon after the takeover of the village. Haffrung Helleyes recognized that one of the clerics' pets was the dragon in dog form. The dog form was susceptible to sleep-spelling and has been kept so ever since (300 years). During that time, he did not age because a temporal stasis had been placed on the cage as if cast by an 18th level wizard. The spell must be removed before the dragon can awaken.

Murkey speaks bronze dragon, lammasu, ki'rín, common, lawful-good, and any animal form that he may be in. Murkey will immediately decide to attack the forces of evil and begin a war. It is most probable that he will immediately seek out the gate to Set's tower and seek to destroy as much as he can in it.

In the north east

**40** An illusionary wall makes this room appear to be just a corridor that bends west. The corridor seems to be strewn with steel wire. (Roll each round less than dexterity -3 on a d20 to keep from tripping per round.) The room is the lair of a huge, web-building metallic spider. A creature of apparently living steel, its web fills the room and touching it will cause entrapment. (Roll less than strength -5 on a d20 to break free.) For every two failures, subtract an additional one strength point because of further entanglement. Huge Metallic Spider, AC: 2, HD: 2+2, HP: 15, Poison: paralytic.

A humanoid figure struggles in the web. If Rufo is not with the party, it will be him. Otherwise, it is a member of the caravan that disappeared the night before:

**VASTAVAAR SPEARTONGUE:** level 2 fighter, align: N, HP: 14, no armor, +3 dexterity bonus, AC: 7, S: 12, I: 13, W: 11, D: 17, C: 16, CH: 13. Weapon: scimitar when armed. A good fighter, but a braggart Dervish mercenary. He can set up a crossbow trap in one turn that will go off on a d6 roll of 1 - 3. He is currently nude.

20

Scattered among the withered web bundles on the floor are a 10 GP agate, a 100 GP spinel, a 50 GP citrine, 12 CP, and 4 PP. It will take two full turns to cut away enough web to search and 5 turns minus one turn for every 2 searchers to find all the treasure.

A-2 WRATHES H.P. 28  
SKELETONS  
8-10 WIGHTS H.P. 20-8

**41** THIS IS THE BEDROOM OF UHONOU. IT IS 45% LIKELY HE WILL BE IN HERE WITH HIS WOLVES. THERE IS A BED, CRUDE DESK OF DRAWERS, STRAW ON FLOOR, AND COLLECTION OF HUMAN HEADS HANGING FROM CEILING. ON WALL IS THAT OF CHARACTER IF ONE HAS DIED.

**42** IRON GOLEM. WILL ALSO PERSUE CHARACTERS IF OTHER SECRET DOOR IS OPENED

**43** ANCIENT HUDGE BLUE DRAGON H.D. 12 H.P. 300  
OLD LARGE

8

54

NON SPEAKING - MAGIC USING / SPELLS - ENLARGE, DETECT MAGIC, MAGIC MISSLE / INVISABILITY, LEVITATE STINKING CLOUD / GUST-O-WIND, BLOW  
TREASURE - 60,000 C.P. 200,000 S.P. 80,000 E.P.  
120,000 G.P. 10,000 L.P.

POTION OF HAMMER CONTROL, POTION OF GNOME CONTROL,  
SWEET WATER / SHIELD +1 / RING OF TELEKINESIS /  
CLOAK OF ELVEN KIND / SCARAB OF ENRAGING ENEMIES  
LONG SWORD +4 DEFENDER  
LONG SWORD +3 FROST BRAND; +6 VS FIRE/USING / SWELLING  
17 INT 20 EGO 9.4

SPEECH - COMMON TELEPATHY, READ LANGUAGES  
ALIGNMENT - CHAOTIC NEUTRAL READ MAGIC WRITINGS

DETECT GEMS, KIND, NUMBER 10' RADIUS  
DETECT EVIL / 6000 10' RADIUS  
ESP, 30' RANGE 3 TIMES / DAY A IRON DOME PER USE

LONG SWORD +2 INT 14 EGO 9.0

SPEECH - COMMON, NEUTRAL / 10' RADIUS  
ALIGNMENT - NEUTRAL

LOCATE OBJECT 10' RADIUS  
DETECT "ELEVATOR"/SHIFTING ROOM/WALLS 10' RADIUS

44

**THE ROOM OF HEALING:** This room was provided as a rest station back in the early days of the battle between the White and Dark Towers. Much of its original contents have been used up by generations of fruitless combat. However, it still contains the following: 2 potions of *healing*, one with 3 doses and one with 2 doses. 1 potion of *extra healing*, a box of clerical spell scrolls: 2 cure light wounds, remove fear, slow poison, 2 cure disease, exorcise, 2 neutralize poison.

The doorway has a wall of force that will protect it from the dragon, but permits humanoids to pass through. 2 glyphs of warding, paralyzation are set into the door frame.

Guarding this room are 3 lammasu. Orestes, AC: 6, HD: 7+7, HP: 37, spells: command (x 3), remove fear (reverse), hold person (x 3), cure disease, cause blindness, tongues (reverse).

Langdon, AC: 6, HD: 7+7, HP: 46, spells: create water, remove fear (reverse) (x 3), hold person (x 3), remove curse (reverse), remove curse, sticks to snakes.

Orphredd, AC: 6, HD: 7+7, HP: 53, spells: detect evil, detect magic, light, purify food and drink, hold person, know alignment, silence 15' radius, dispel magic, locate object, divination.

There is a protection from evil 10' radius on the box containing the potions and scrolls. The lammasu will reveal the location of a rod of resurrection if it is necessary (the rod may never leave the room. If it does it will explode for 6d8 of damage). The rod has 5 charges. Only 2 potions and 2 scrolls may leave the room.

#in 5

45 ANOTHER PARTY EXAMINES Room, USE PERCIVAL, EIGEN, SALAMAR, BONDUCE, AND PARION AS CHARACTERS

46 GAURO Room to CELL BLOCK (6 ORCS H.P. 8)  
LONG SWORDS, IF THE PARTY LOOKS OVER POWERING  
1 ORC WILL PULL A WOODEN LEVER WHICH RELEASES  
BURNING OIL INTO CELLS KILLING ALL.

A- BARD - ONLY 15% LIKELY

B- BONDUCE IF PARTY HAS NOT BEEN FOUND

C- ELF, STRIPEO 1 H.P. - KNOWS HOW TO GET TO  
CAVERNS OF FIRE

D- FIRE GIANT H.P. 24 CAPTURED FROM Party in  
ROOM # 14

E- DEAD ORC

47 TORTURE CHAMBER

48 SAME AS ROOM #31

49 AN ILLUSION OF A LICH WILL APPEAR IN FRONT OF  
THE DOOR TO ROOM #51 AND COMMAND THE PARTY TO  
LEAVE. ONLY A DISPEL MAGIC WILL REMOVE IT.

50 THIS ROOM HAS AN ANTI GRAVITY SPELL CAST ON  
IT

51 THIS SLIDING DOOR CAN ONLY BE OPENED BY THINKING  
IT OPEN IN ANY NORMAL WAY. WHEN THE DOOR IS  
OPENED, IT WILL BE EVIDENT THAT THE ROOM HAS  
A CONTINUAL DARKNESS ON IT AS NO LIGHT CAN  
ILLUMINATE IT. WHEN A CHARACTER HAS REACHED THE  
CENTER OF THE ROOM, 5 SPOT LIGHTS WILL APPEAR, ONE  
ON THE CHARACTER AND THE OTHER 4 IN THE CORNERS  
OF THE ROOM. UNDER THOSE FOUR ARE 4 BARBARIAN  
TYPE MEN (7' HIGH, VERY BUFF) TREAT AS SPECTRE HP.18  
THE ARE USE BROAD SWORDS, THEY WILL ADVANCE  
TOWARD THAT CHARACTER IGNORING ALL OTHERS.  
AND ATTACK CHARACTERS NOT UNDER LIGHT ATTACK

THE MEN AT AC-5. WHEN SPOT LIGHT PLAYER IS DEAD OR DISENGAGES FROM COMBAT, THEY WILL DOUBLE IN PRESENT NUMBER AND GO BESEKK DOING 3d12 DAMAGE.

WHEN ALL ARE DEAD THE ENTIRE ROOM WILL LIGHT UP REVEALING 9 SPHERES OF EVER CHANGING COLORS.

LETTERED SPHERES CORRESPONDED TO THOSE IN ROOM #6

52 WHEN THE <sup>DOOR</sup> IS OPENED TO THIS ROOM A GUST OF WIND WILL EXTINGUISH ANY LIGHT, INCLUDING MAGICAL LIGHTS.

CREATURES CAN, BE SEEN BUT NOT IDENTIFIED, SCURRYING INTO THE DARKNESS. INTO CENTER OF THE ROOM CAN BE FOUND

A 4' HIGH 1" ROUND LEAD PIPE. THE SCENT OF KEROSINE CAN BE SMELLED IN THE PIPE. IF LIT, AS PER TORCH,

THE ROOM LIGHT UP AS BRIGHT AS DAY LIGHT. THE CREATURES  
WERE 3 GIANT SCORPIONS (H.P. 45, 50, 45). THE JAGGED

WALL SECTION IS A CRUMPLED BUILT SECTION OF WALL WITH  
HALLS OF FIRE  
RUNES ETCHED ON IT. IT ALSO USES  
HALLS OF FIRE.

TO BREAK DOWN WALL TREAT AS A.C. - 2 H.P. 50

53 THIS ROOM IS LIT BY TORCHES ON EACH WALL IN A BRAZIER. THE HALL LEADING OUT OF THE ROOM IS COVERED WITH COBWEBS, IN THE CENTER OF THE ROOM IS 3' ROUND PENTAGRAM.

IF A CHARACTER STANDS IN THE CENTER OF THE ~~ROCK~~ PETRAGRAM,  
5 FIGURES WILL BEGIN TO SLOWLY MATERIALIZE AROUND HIM.  
3 ROUNDS LATER THEY WILL BECOME DEFINITE AND PHYSICAL  
FORMS, THEY WILL BE 12' TALL MUMMIES (MUMMIFIED FIRE  
GIANTS) TREAT AS REGULAR MUMMIES WITH IMPERVIOUS TO FIRE  
HHR (48).

WHEN THE FIVE ARE DESTROYED, THE PENTAGRAM WILL SHRINK TO THE RING OF MITRA. \*NOTE: ANY CHARACTER(S) IN THE CIRCLE AT THE TIME WILL SHRINK ALL TO  $\frac{1}{4}$  THEIR NATURAL SIZE. AN ENLARGE, OR REMOVE CURSE SPELL WILL RESTORE THEM TO THEIR NATURAL SIZE.

54 THE ROOM AT PRESENT HAS NO DOORS, NOT EVEN THE ONE FROM WHICH THEY COME IN, OPPOSITE WHERE THEY ENTERED IS AN ELF (H.P. 58) HE WILL APPEAR AS FRIENDLY EVEN OFFERING TO GRANT A WISH, IF THE PARTY ACCEPTS, HE ATTACK THEM CALLING THEM GREEDY HUMANS, IF THEY DECLINE HE WILL ATTACK THEM AS UNGRATEFUL HUMANS, HE WILL FIGHT TO THE DEATH.  
THE DOORS CAN BE FOUND BY "PURE" ELVES, FIND PORTAL, OR DETECT MOVING SLIDING DOORS.

55 4 FIRE GIANTS (H.P. 90) 6 BOULDERS, 1 GIANT FROM #56 WILL RUN INSIDE DOORS.

A. CONSTRICTOR SNAKE (H.P. 28)  
3 FIRE GIANTS (H.P. 86), DOORS ARE 20' HIGH SOLID BRASS.

57 IN THE REAR CHAMBER IS A CHIMERA (H.P. 72)  
TREASURE 1,000 G.P.

58 THIS ROOM IS A PINKISH GREY STONE COLOR, 1 MELEE AFTER ANY LIVING THING ENTERS, THE WALLS, ROOF, AND FLOOR WILL BEGIN TO Ooze A CLEAR SLIME. IN 1 ROUND THE LIQUID WILL MAKE THE FLOOR SLIPPERY PROHIBITING ANY MOVEMENT. THE ROOM IS A STOMACH AND SLIME IS ACID. IN 5 ROUNDS IT WILL EAT THROUGH METAL, 3 ROUNDS LEATHER, 2 ROUNDS CLOTHING. THEY WILL HAVE TO TAKE 3-12 H.P. DAMAGE FOR MELEE EXPOSED.

59 BONES, HALF-EATEN ARMOR EXCETERIA FROM ROOM #58

60 —

61 THE CAVERNS SURROUNDING THIS ROOM ARE 30 GIANT RATS (H.P. 8)

IN THE CENTER OF THE ROOM IS ~~MITRA~~ TIED TO A STAKE.  
NAKED H.P. 1

62 IN THE CENTER OF THE ROOM IS SMALL WORY STATUE OF ORCUS SURROUNDED BY A PENTAGRAM. IT IS PROTECTED BY A FLAMSTRIKE SPRAY CAST BY A GEM FROM THE CELESTIAL STATUE 400 G.P. GEM 300 G.P.

63 ANCIENT HUDGE RED DRAGON H.D. 11 H.P. 88

SPEAKING - NO MAGIC

TREASURE - Room # A - 6000 C.P. 80,000 E.P.  
 120,000 G.P. 10,000 P.P. +2 JAVELIN, SCROLL OF  
 PROTECTION FROM DEVILS, SHORT SWORD -2 CURSED, +1  
 JAVELIN, DRACERS OF DEFENCE +5, LEVITATION POTION  
 64 GIANT ANT LAIR - 53 ANTS (H.P. 9)

TREASURE - NIL

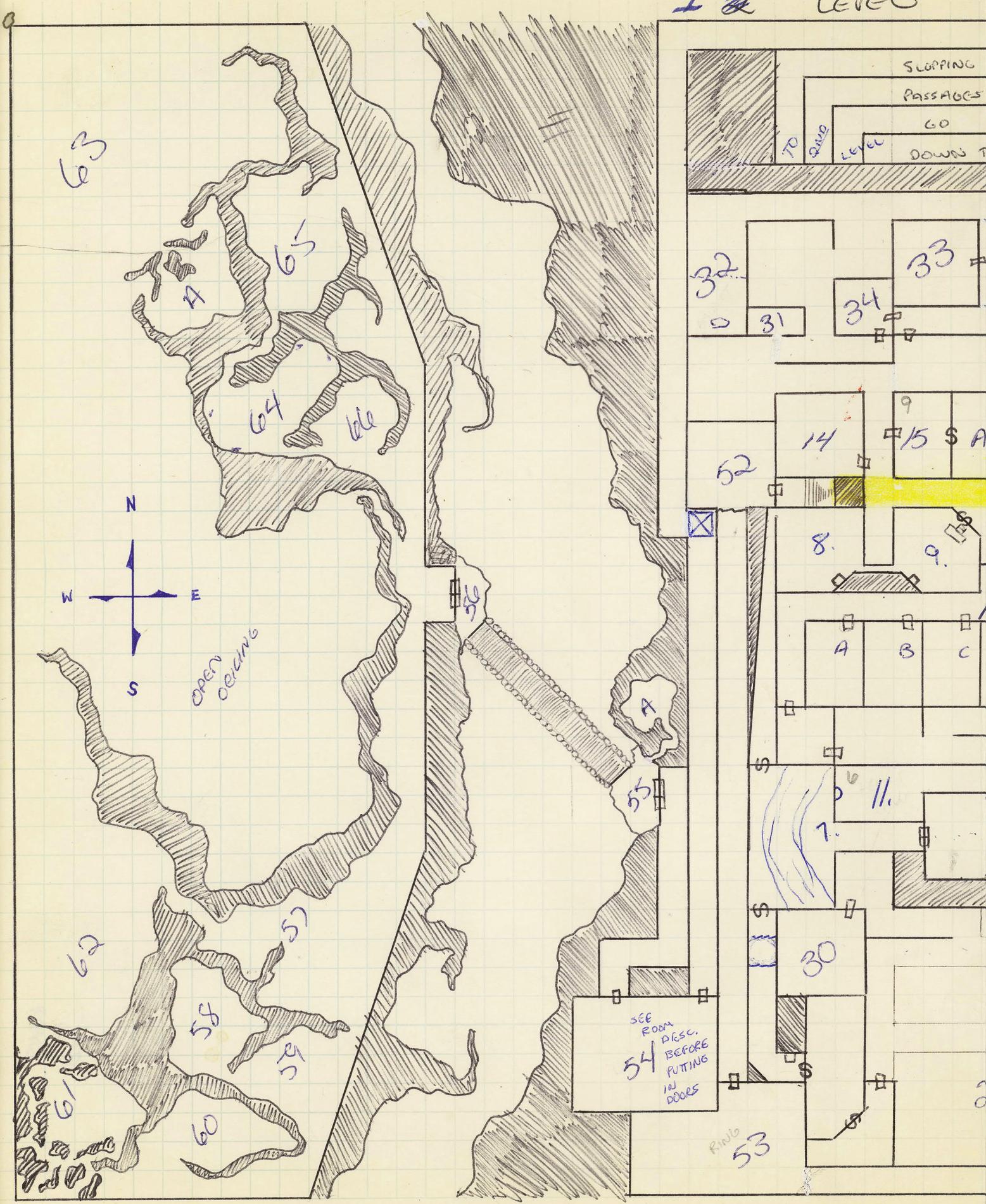
65 3 SHAMBLING MOUNDS (H.A 45 H.Q 9)  
 66 6 CARRION CRAWLERS (H.P. 18)

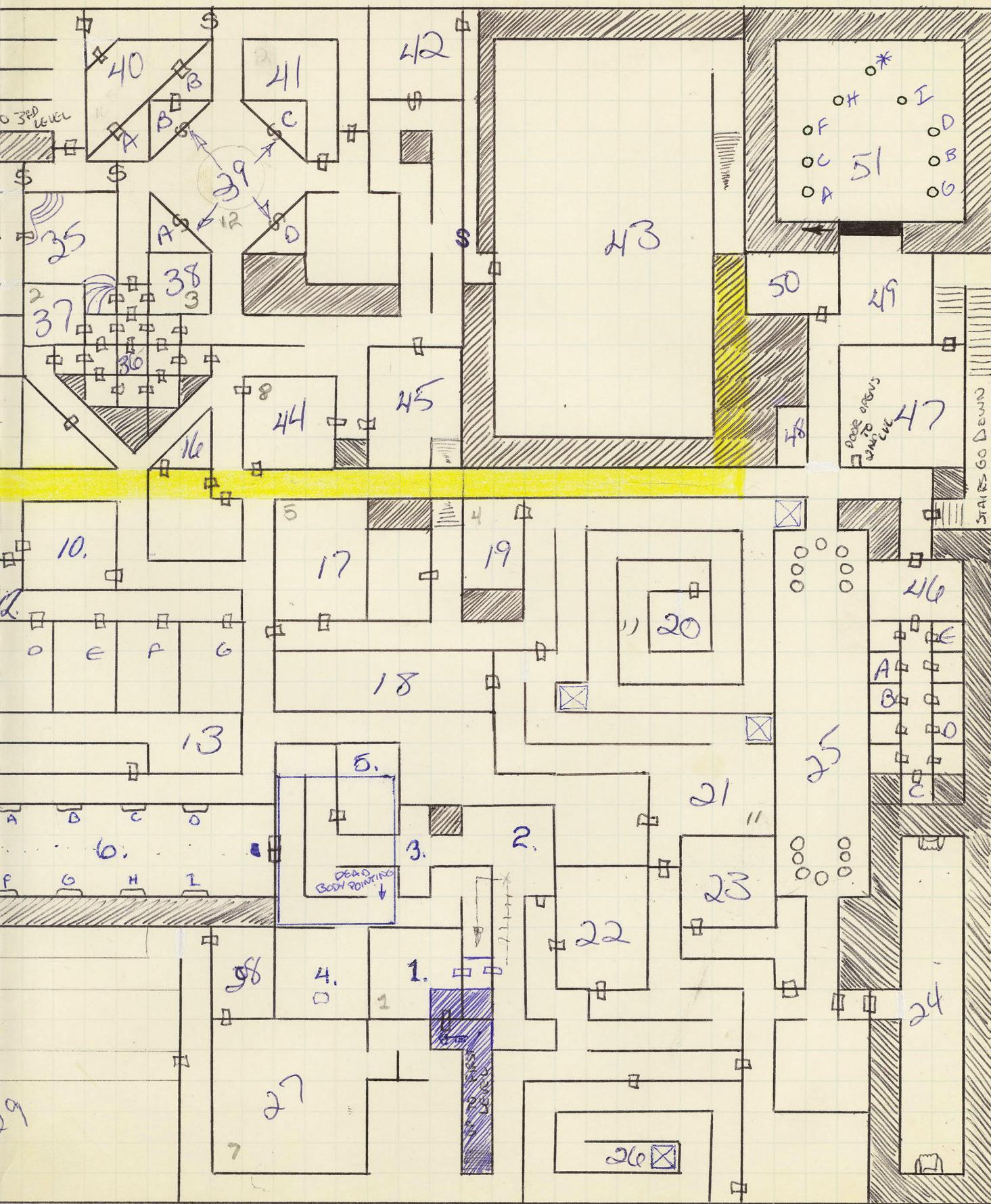
### LOWER LEVEL

- ① IN THE MIDDLE OF THE ROOM IS A CIRCLE OF 5 STATUES OF SURCHURS. 5 MELEES AFTER THE PARTY LEAVES THE ROOM, THEY WILL CATCH-UP AS REAL-LIFE MONSTERS (HP 42 H.Q 6)
- 2 GUARD ROOM FOR LOWER CELL BLOCK. STATIONED HERE ARE 10 HOBGOBLINS (H.P. 7) ARMED WITH 2-HANDED SWORDS. FURNITURE - DESKS, CHAIRS, BENCHES SHELVING, GAME TABLE. ON WALL ARE 5 PYRAMID SHAPED LIGHTS. WHEN SOMETHING FALLS INTO ONE OF THE ROOMS, THE APPROPRIATE LIGHT WILL FLASH.
- 3 4 WOOD ELVES (H.Q. 5) LONG SWORDS +1, ONE BY SECRET DOOR, ONE BY OPPOSITE DOOR, THE OTHERS AT TABLE. THEY ARE GUARDS TO MAKE SURE NOTHING ENTERS OR LEAVES THIS LEVEL. THEY WILL ATTACK ANY INTRUDER ON SIGHT. THEY CAN TELL COMPANY HOW TO RETURN TO ANCHOR.
- 4 180 DYLL (H.P. 2)
- 5 THIS AT ONE TIME WAS A BANQUET ROOM. ALL THAT REMAINS ARE OLD MOLDERING TAPESTRIES, A VERY LONG TABLE, CHAIRS AND SOME LONG DEAD COOKING PEOPLE. THEY ARE ACTUALLY ZOMBIES 20 (H.P. 7) WHO WILL SPRING TO "UFF" AT LEAST

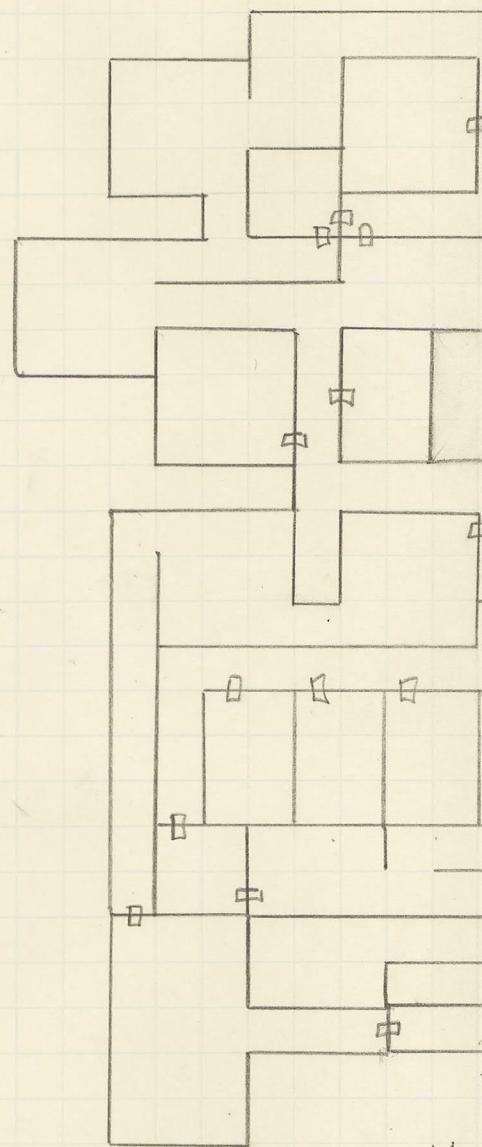




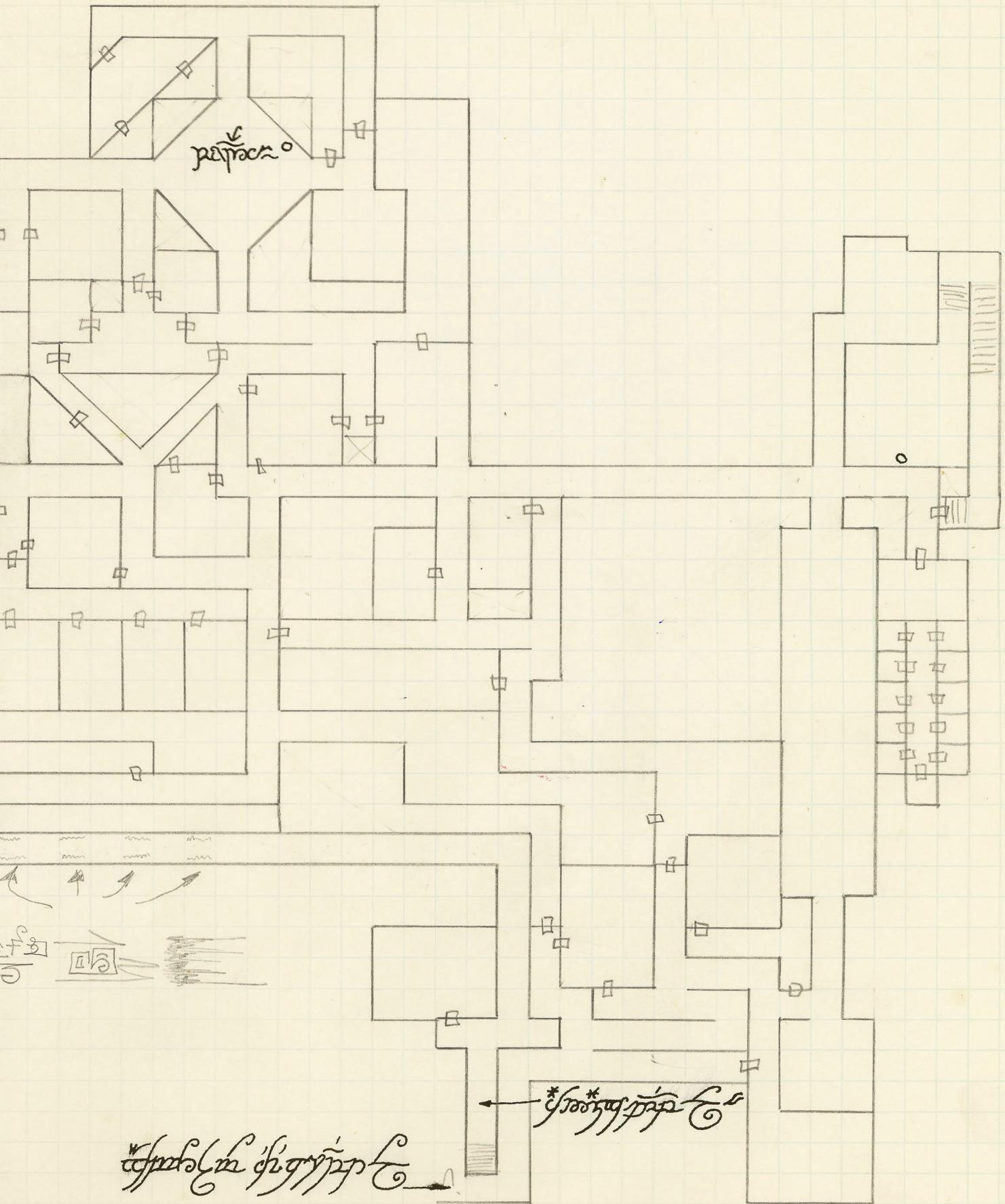


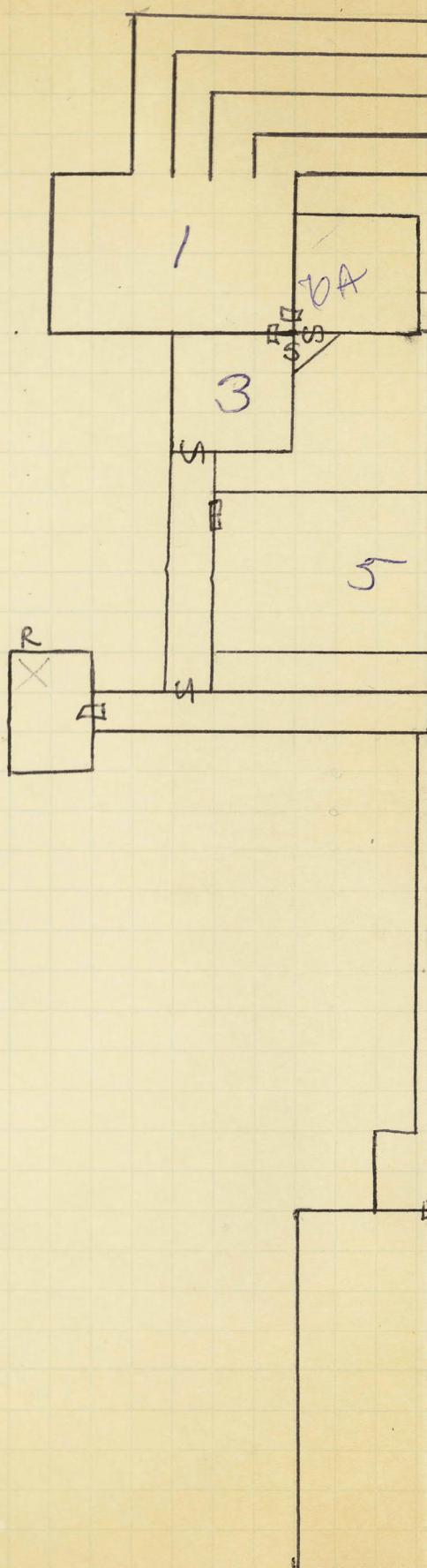


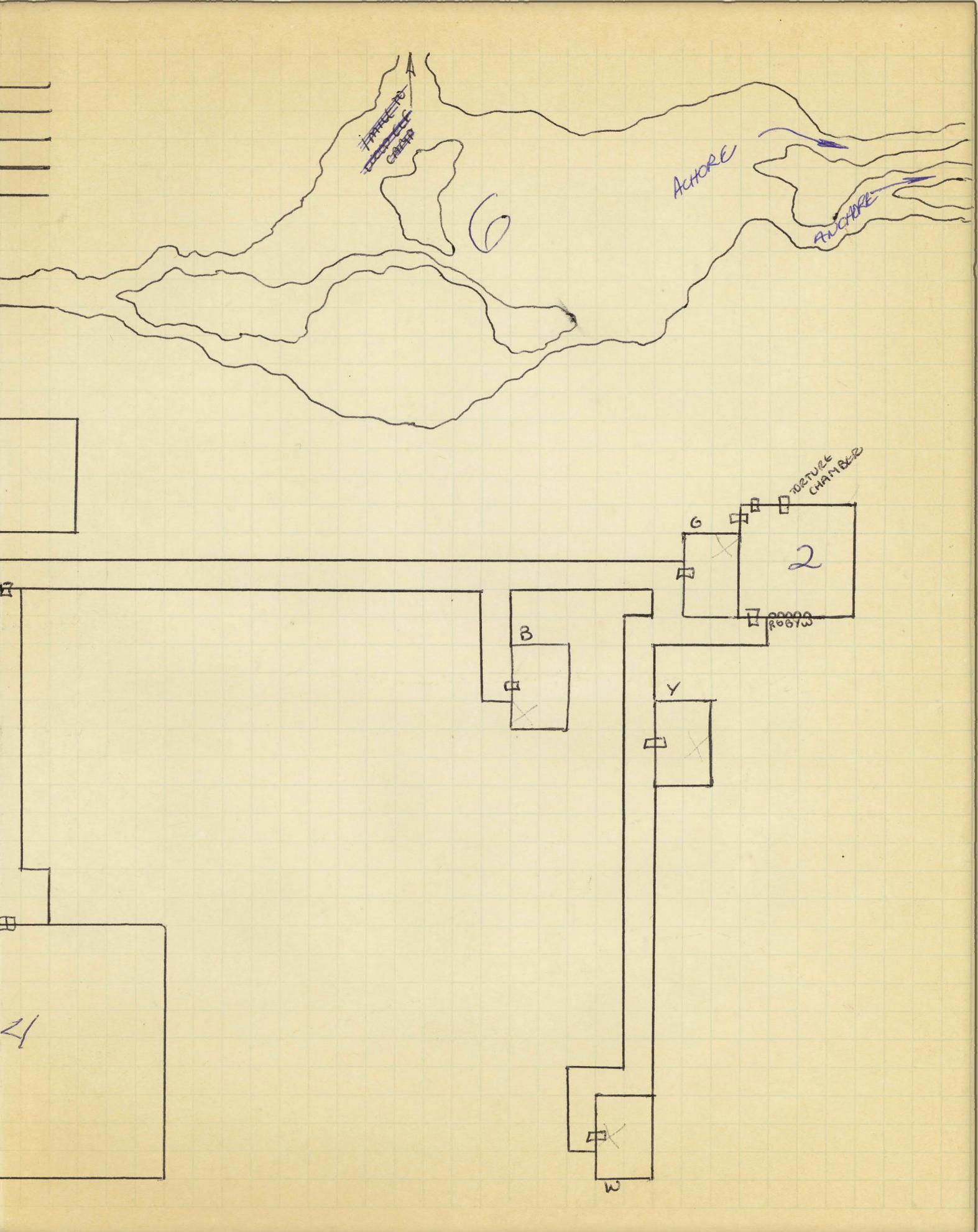
22\*



23







– Notes –



Summary Matrix

ID	Character	Class	Race/Sex	Lvl	EXP	Attributes		H.P.	A.C.
						S/I/W/D/Co/Ch			
01									
02									
03									
04									
05									
06									
07									
08									
09									
10									
11									
12									
13									
14									
15									

Weapons Matrix

ID	Str Mods.		Dex Mods.		Race/Class Mods.		Weapon in Hand	Weapon Mods.		Damage	
	"To Hit"	Dam.	Attack	A.C.	"To Hit"	Dam.		"to Hit"	Dam.	S-M	L
01											
02											
03											
04											
05											
06											
07											
08											
09											
10											
11											
12											
13											
14											
15											

Combat Matrix

ID	Enemy				ID	Enemy				ID	Enemy			
	Creature	A.C.	vs. A.C.	Dam.		Creature	A.C.	vs. A.C.	Dam.		Creature	A.C.	vs. A.C.	Dam.
01					04					07				
02					05					08				
03					06					09				

## Summary Matrix

## Weapons Matrix

## Combat Matrix

Combat Matrix										
ID	Enemy				ID	Enemy				Combat notes:
	Creature	A.C.	vs. A.C.	Dam.		Creature	A.C.	vs. A.C.	Dam.	
10					13					
11					14					
12					15					

## Saving Throw Matrix

ID	Paralyzation/ Poison	Polymorph/ Petritification	Rod/Staff/Wand	Death Magic	Breath Weapon	Spell	ID	Paralyzation/ Poison	Polymorph/ Petritification	Rod/Staff/Wand	Death Magic	Breath Weapon	Spell	ID	Paralyzation/ Poison	Polymorph/ Petritification	Rod/Staff/Wand	Death Magic	Breath Weapon	Spell		
01							06								11							
02							07								12							
03							08								13							
04							09								14							
05							10								15							

## Turn Undead Matrix

□	Skeleton
	Zombie
	Ghoul
	Shadow
	Wight
	Ghast
	Wrath
	Mummy
	Spectre
	Vampire
	Ghost
	Lich
	Spectre

## Thieving Matrix

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

### Spell Matrix (memorized)

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