

HIGH-ADVENTURE

UAC2



FROM MIDDLE-SCHOOL

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

James D. Kramer

# into the HALLS of MISERY

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),  
and new OGC creature.

# 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

**"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

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!

**KRAMER**

James D. Kramer  
Usherwood DM

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① AFTER PASSING 1<sup>st</sup> OF SECRET DOORS, 2 SKELETON WARRIORS (FOLIO 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 GRAPPLER CHARACTERS. THAT IS GRAB THEM AROUND THROAT. SUCCESSFUL HIT MEANS CHAR. IS GRAPPLER, ONLY A CHAR. OF 16 OR GREATER STRENGTH WITH A ROLE 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 AURAK. IT IS WEARING A GOLD HEAD BAND WITH A RUBY IN CENTER. THIS IS SKEL. WARR. CIRCLET. NOT REMOVABLE. 4 SKELETON GUARDS (H.P. 8) LONG SWORD

③ FLOOR IS DAMP & SLIPPERY. THOSE WITH LESS THAN 16 DEX. MUST SAVE VS. DEX. OR SLIP & 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 ROLE VS. BEND BARS TO OPEN. IF PARTY IS IN ROOM MORE THAN 1 TURN

ROOM WILL BEGIN TO FILL WITH WATER, WILL BE COMPLETELY FOU 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 BRSRKS 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

⑨

⑩

⑪

⑫

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/ COMB 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 VERMIN. AND DOOR IS LOCKED WITH A FLAME TONGUE TRAP. IF NOT

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

⑯ GELATINOUS CUBE (H.P. 13) 19 C.R. 13 S.P. (6 E.P., 2 P.P., 3 G.P., 1 GEM)

Ⓐ STEEL DOOR w/RUSTY IRON HINGES. DOOR IS WARM TO THE TOUCH & LOCKED

⑯ ABISHAI GUARD Room, H 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 lute by brasiers in wall. GUARDS 6 SKELETONS (H.P. 5) LONG SWORD, AGAINST WALL (AS INDICATED) ARE 2 PEDESTALS, 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 ALL 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.

⑯ IN CENTER OF ROOM IS A GITHYANKI SUPREME LEADER IN A STATE OF SUSPENDED ANIMATION. STATS AS FOLLOWS:

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

1<sup>st</sup> - COMPREHEND LANGUAGES, DETECT MAGIC, LIGHT, WRITE,  
2<sup>nd</sup> - LEOMUND'S TRAP, KNOCK, AUDIBLE GLAMMER,  
3<sup>rd</sup> - INVISIBILITY 10' RADIUS, CLAIRVOYANCE, CLAIRAUDIENCE  
4<sup>th</sup> - FEAR, CONFUSION,

HE IS HOLDING SWORD ACROSS HIS CHEST WITH ARMS CROSSED. HE WAS PLACED THIS WAY BY VERMINAARD WHEN HE HAD BETRAYED THE DRAGON IN AN ANCIENT "NO-AGGRESSION" PACT. WHEN DRAGON IS DESTROYED, THE SPELL WILL BE BROKEN & MUNICK WILL BE RELEASED, & WILL HEAD WITHOUT HESITATION TO AREA 41 TO REGAIN WHAT HE CONSIDERS "RIGHTFULLY" HIS, IF KILLED A GITHYAK WAR PARTY WILL BE LAUNCHED TO REGAIN HIS SWORD,

⑯ DOOR IS LOCKED & TRAPPED. IF TRAP IS SPRUNG, SHADDED AREA IN FRONT OF DOOR, SPIKES WILL SHOOT DOWN FROM CEILING. CHAR. WITHIN AREA MUST SAVE VS. DEXTERITY 4x OR BE IMPAIRED BY SPIKED FOR EACH FAILED TRY. EACH SPIKE CAUSES 3-12 h.p. dam.

Room is dark (normal). In center of room is a glowing two-handed sword imbedded in a square marble stone (Wyrmslayer). It will require a char. of 18 strength successfully lifting gates to pull from stone, huma will not need to make throw. If he is present only he will pull from stone.

When sword is freed, the fore-front of a red dragon will form from opposite wall in 5 turns. It can attack all within room with claw/claw/bite, breath weapon will engulf room & red shaded area.

⑰ DOOR LOCKED & TRAPPED AS ABOVE.

Room is dark as above. In center is a medium shield (shield of huma) encased in a green glowing sphere. If char. attempts to remove by any other means than use wyrmslayer to hook it through the straps, they will suffer 3-18 h.p. dam. Electrical. Huma, of course, takes no damage in any case.

⑲ AURAK BED CHAMBERS. SPARSE FURNISHINGS. STRAW BEDDINGS, 2 CHAIRS, 1 AURAK (H.P. 36) SLEEPING

HAS RING TO CONTROL BERSERKERS ON RIGHT HAND.  
IF DISTURBED HE WILL TRIGGER AN ALARM TO #37.  
AN AMBUSH WILL THEN BE SET UP IN #35

② BALTAR'S QUARTERS. UNLESS ALARM HAS BEEN  
TRIGGERED AT #20, HE CAN BE FOUND HERE. BEDROOM  
TYPICAL FURNISHINGS + 1 LARGE WOODEN CHEST (LOCKED).  
INSIDE CHEST: 700 C.P., 300 G.P., 6 GEMS,  
CHAIN MAIL +2, LONG SWORD +3,  
LIGHT CROSSBOW +3  
IN HE IS IN QUARTERS THERE WILL ALSO BE 3 BERSERKER  
BODYGUARDS.

③ 2 ABISHAI (H.P. 26). WILL ATTEMPT TO DISENGAGE  
COMBAT + RETREAT TO #23

④ ABISHAI "BED" CHAMBER. 6 ABISHAI (H.P. 16). FLOOR IS  
COVERED IN STRAW. ANY FIRE BASED ATTACKS WILL  
CAUSE STRAW TO IGNITE, ENVELOPING ALL. ANYONE MORE  
THAN 10' FROM HALL WILL BECOME LOST IN FLAMES  
CHAR. MUST ROLL A 30 OR LOWER TO FIND EXIT.  
2-5 h.p. dam / TURN IN FLAMES. DOOR IS IRON  
+ LOCKED.

⑤ THE SILVER DRAGON CHAMBER. 1 AURAK (H.P. 26) RING  
OF BERSERKER CONTROL, 2 SIVAKS (H.P. 32), 4 BERSERKER.  
IN CENTER OF ROOM IS A STATUE OF HUMAN FEMALE  
CARVED IN SILVER + ENCASED IN RUBY CAGE. ANY  
LAWFULLY GOOD CHARACTERS WILL RECEIVE A  
TELEPATHIC MESSAGE TO FREE THE STATUE. HUMA  
WILL RECOGNIZE STATUE IMMEDIATELY AS THE SILVER  
DRAGON. IF CHAR. RUSH, AURAK WILL ATTEMPT TO  
FLEE TO #11. SIVAKS WILL ESCAPE THROUGH  
SECRET DOOR IF BATTLE IS GOING AGAINST THEM.  
BERSERKERS WILL FIGHT TO THE DEATH.

CAGE RADIATES HEAT. NORM. WEAPONS MUST SAVE  
VS. DRAGON BREATH OR BE DESTROYED IF STRIKING  
CAGE. MAGIC WEAPONS WILL SUFFER NO DAMAGE.

ONCE FREED, IF HUMA IS NOT PRESENT, STATUE WILL  
ANIMATE + REVEAL HER TRUE IDENTITY + DEMAND

THAT HUMA BEFOUND & RESCUED BEFORE ANY OTHER PROGRESS IS MADE.

(25) BERSERKER TRAINING CENTER. WALLS & FLOORS ARE PADDLES. 10 BERSERKERS w/ BUNTED LONG SWORDS (2-5 dam, -3 to hit). PAIRED OFF IN GROUPS OF 2.

(26) BERSERKER TREASURE TROVE. 4 BERSERKER GUARDS WITH MORNING STAR. 2 LARGE WOODEN CHESTS.  
 #1 - 2,000 G.P. 2000 S.P. 1,000 G.P.  
 #2 - JAVEUN OF LIGHTENING, MANUAL OF GAINFUL EXERCISE, WAND OF ILLUSION (20 CHARGES)

(27) BEWYMONSTER (H.P. 34). THE RESULT OF A MAD EXPERIMENT BY THE AURAKS.

(28) AGAINST OPPOSITE WALL IS A RICH VELVET TAPESTRY DEPICTING A HUGE RED DRAGON COILED AROUND THE GLOBE WHICH IS GLOWING RED WITH INTERNAL FIRE. THE SHAPED AREA FRONT OF TAPESTRY IS 10' PIT WITH ILLUSIONS COVERING. 1-d6 dam. IF CHAR. FALLS. TAPESTRY VALUED AT 500 G.R. VALUE.

(29) 'DETENTION CHAMBER'. MANACLES (10 SETS) LINE WALLS. 4 BERSERKER PRISONERS (H.P. 17). 1 IS INSANE. IF FREED & GIVEN WEAPON HE WILL BERSERK, ATTACKING 3x/ROUND DEALING TRIPLE DAM., WILL ATTACK ANYTHING UNTIL SLANE. ALSO 1 SIVAK PRISONER (H.P. 40). NONE WILL ASSIST IF FREED

(30) GUARD ROOM. 1 AURAK (H.P. 40), 2 SIVAKS (H.P. 32). KEYS FOR MANACLES ARE HANGING ON WALL.

(31) SIVAK BEDCHAMBER. SPARSE FURNISHINGS. 2 SIVAKS (H.P. 24) 1 SLEEPING.

(32) VISITING GITHYANKI BEDCHAMBER. 2 ELEGANT BEDS MADE OF GOLD (FRAME), LARGE WOODEN CHEST, LARGE PAINTING DEPICTING A GITHYANKI WARRIOR ASTRIDE A RED DRAGON IMPAILED

A MIND FLAYER ON A LANCE. OTHER MIND FLAYER BODIES ARE STREWN ABOUT GROUND DEAD AND DISMEMBERED.

LARGE WOODEN CHEST IS LOCKED & TRAPPED WITH EXPLOSIVE LOCK. CHAR. OPENING LOCK WILL SUFFER 2d4 DAMAGE.

INSIDE: POTION OF HUMAN CONTROL/CHAIN MAIL +1  
12 ARROWS +1 WRAPPED IN BLACK CLOTH.

62) FROM BOTTOM OF STAIRS CHAR. CAN SEE ROOM IS AGLOW WITH A FIERY RED PULSATING LIGHT. ROOM IS COVERED IN BLACK ONYX TILING FROM FLOOR TO CEILING. STATUE AT FAR END IS OF A SMALL (20') RED DRAGON CARVED FROM RUBY. IT IS IMPAILED BY FOOTMAN'S DRAGON LANCE. LIGHT IS COMING FROM STATUE. ANY L.G. CHAR CAN REMOVE LANCE. BUT ONCE DONE, DRAGON WILL ANIMATE AND IMMEDIATELY ATTACK THAT CHAR. WITH INITIATIVE.

DRAGON:

A.C.: 0

H.D.: 6

H.P.: 28

ATTACKS: CLAW/CLAW / BITE

DAMAGE: 2-8 / 2-8 / 2-12

# ATTACK / ROUND: 2

WHEN H.P.=0, DRAGON WILL SHATTER. SHARDS ARE VALUED AS FOLLOWS: SMALL - 25 G.P., MEDIUM - 75 G.P., LARGE - 150 G.P., EXTRA LARGE - 500 G.P. 30% / 30% / 30% / 10% RESPECTIVELY. EXTRA LARGE INDICATES HEAD HAD REMAINED INTACT. NO MAGICAL VALUE.

63) ACCESS IS CONCEALED BY ILLUSIONARY WALL, 15% CHANCE / CHAR. TO NOTICE ILLUSION. INSIDE ARE 15 SKELETONS (H.P. 2) LONG SWORD. IF CHAR. PROCEED TOWARD #34 SKELETON WILL ATTACK FROM REAR.

64) 2 BERSERKERS (H.P. 14) 1 SIVAK (H.P. 22)

⑤ IF ALARM FROM #20 HAS BEEN TRIGGERED THERE WILL BE 1 SIVAK (H.P.25) & BERSERKERS (H.P. 22) LONG SWORD, OTHERWISE EMPTY.

⑥ IF ALARM AT #20 HAS BEEN TRIGGERED THIS AREA WILL BE EMPTY OTHER THE BERSERKERS WILL BE HERE.

⑦ IF ALARM AT #20 HAS BEEN TRIGGERED THIS AREA WILL BE EMPTY OTHERWISE SIVAK AT #35 WILL BE HERE, STATUE IS OF VERMINAARD REARING UP ON LEGS CARVING FROM RUBY STONE. NORMAL FLAME CONTINUALLY BURNING FROM MOUTH. DIAGONAL WALL IS ILLUSIONARY. CHAR. CAN HEAR VERY LOUD SNORING (VERMINAARD IS SLEEPING)

⑧ DOOR IS LOCKED & DOUBLE BOLTED. SPIKED AT BOTTOM & TOP. YELLOW MUSK CREEPER (H.P. 16) 7 FLOWERS, 3 BUDS. TREASURE: 600 C.P., 900 G.P., +2 JAVEUN, LONG BOW +1, WAND OF FROST, RING OF VAMPIRIC REGENERATION YELLOW MUSK ZOMBIE (H.P. 5) BATTLE AXE. CHAIN MAIL (A.C. 6)

⑨ RED LINE INDICATES PRESENCE 3 STUN JELLY (H.P. 21 @)

⑩ DOORS ARE IRON, BANDED IN BRASS. DOOR IS BOLTED BUT NOT LOCKED. CHAR. MUST ROLE TO OPEN DOORS, IF DOOR IS OPENED, SHADED AREA LEADING TO STAIRWELL WILL CLOSE, SEALING ANY RETREAT. CHAR. WILL NOTICE A SUCTION BUILDING TOWARD DOORWAY. UNLESS DOOR IS SHUT SUCTION WILL CONTINUE TO BUILD. EVENTUALLY, SUCTION WILL BE SO GREAT AS TO ATTEMPT TO PULL CHAR. THROUGH DOORWAY INTO THE VOID. ONCE FIRST VICTIM IS GONE DOORS WILL SLAM SHUT & STAIRWELL WILL RE-OPEN. TO DETERMINE WHO GOES FIRST ADD CHAR. ST & DEX. SCORES, THEN ROLE 3d6. IF ROLE = OR LESS THAN SCORE, CHAR. SAVED, ORDER IS DETERMINED BY COMBINED INT. & CHA.

SCORES, HIGHEST ROUND LAST. FIRST CHAR. TO  
MISS ROLE IS CUCKED. IF ALL SAVE, DOORS WILL  
CLOSE.

④ VERMINAARD'S TREASURE: 60,000 C.P.  
200,000 S.P. 80,000 E.P.  
120,000 G.P. 10,000 P.P.

SPADE OF COLOSSAL EXCAVATION  
CHAIN MAIL (ELF SIZE) +2  
MACE +2  
LIGHT CROSSBOX +2

SMALL CHEST:

200 GEMS, SCARAB OF PROTECTION,  
RING OF CONTRARINSS w/SHOCKING GRASP,  
3 POTIONS - CLAIRAUDIENCE, DELUSION,  
POISON

LARGE CHEST #1:

AMULET OF THE PLANES, DUST OF  
SNEEZING & CHOKING  
10 POTIONS - EXTRA HEALING, OIL OF  
ETHEREAUNESS, ESP, SPEED POISON,  
SUPER HEROISM, DIMINUTION,  
LEVITATION, SUPER HEROISM

4 SCROLLS - PROTECTION FROM ELEMENTALS,  
7 SPELLS M.U. 4<sup>th</sup> LVL,  
6 SPELLS M.U. 5<sup>th</sup> LVL  
PROTECTION FROM LYCANTHROPE

LARGE CHEST #2:

5 POTIONS: LONGEVITY, PLANT CONTROL,  
HEALING, WATER BREATHING, EXTRA  
HEALING

6 SCROLLS -  
4 SPELLS M.U. 3<sup>rd</sup> LVL  
PROTECTION FROM UNDEAD  
4 SPELLS M.U. 3<sup>rd</sup> LVL  
7 SPELLS CLERIC 7<sup>th</sup> LVL  
PROTECTION FROM ELEMENTALS  
PROTECTION FROM POSSESSION

THRONE OF OBVIOUS ELVEN MAKE.

④② NOTHING

④③ VERMINAARDS YOUNG, 3 SMALL, VERY YOUNG RED DRAGONS (H.P. 9)

④④ ENTRANCE TO LOWER DEPTHS. CONCEALED, 1-2d6 / CHAR. TO DETECT.

④④ VERMINAARD, SLEEPING. HUDEE, ANCIENT (H.P. 88)

BELLYMONSTER

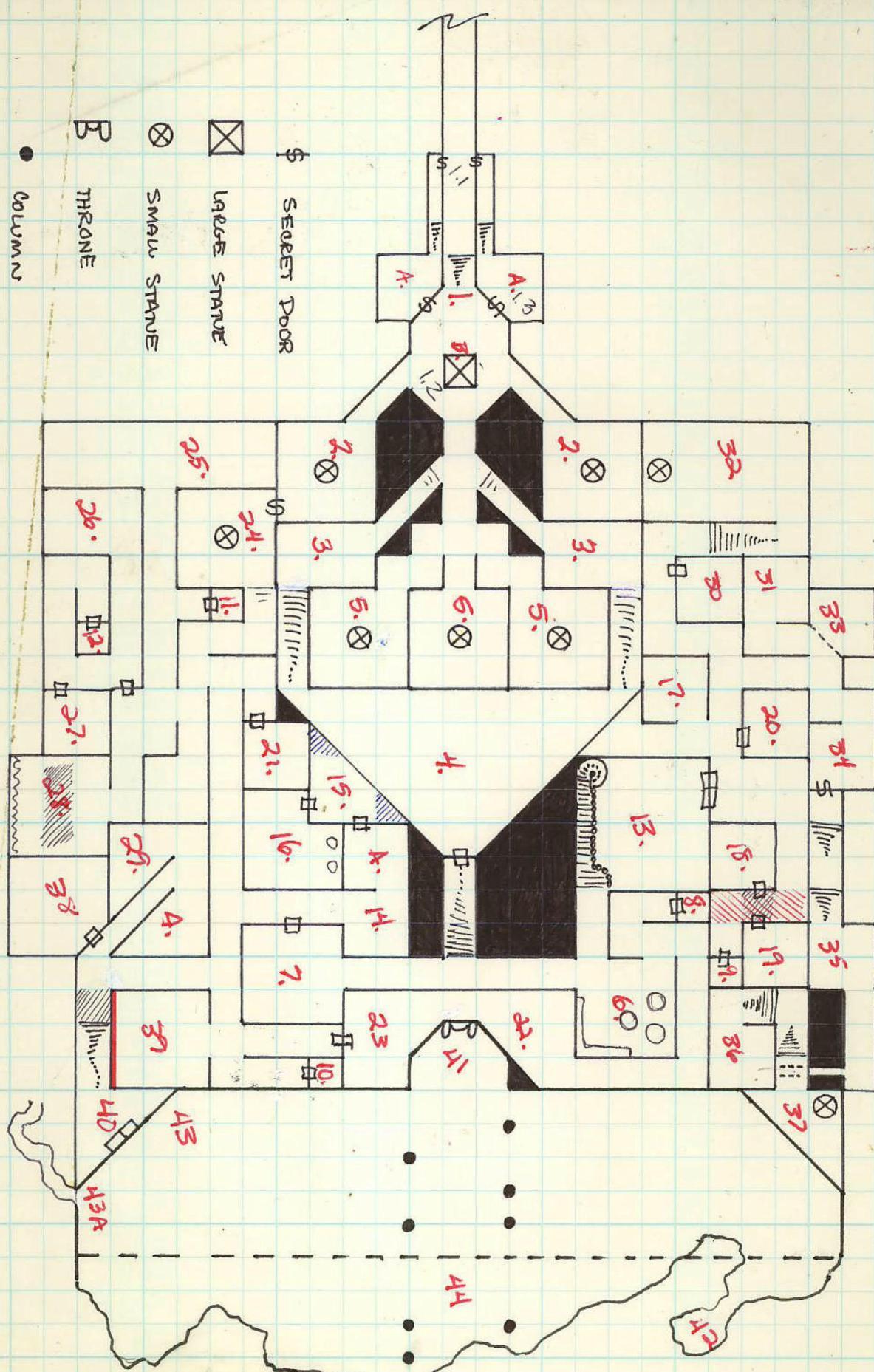
A.C.:	10
MOVE:	3"
HIT DICE:	6
TREASURE:	J,L,V
# OF ATTACKS:	2
DAMAGE/ATTACK:	SEE BELOW
SPECIAL ATTACK:	GAS/PRESSURE EXPULSION
SPECIAL DEFENCE:	NOT AFFECTED BY POISON OF ANY KIND
INTELLIGENCE:	LOW
ALIGNMENT:	NEUTRAL EVIL
SIZE:	L

ATTACKS: GAS EXPULSION

#1 - "BELCHING". MONSTER EMITS A BELCHING NOISE CAUSING A PRESSURE BUILD UP GIVING 1-4 hp dam. per CHAR. IN 10' RADIUS

#2 - "FARTING". MONSTER CAN FART 3 TIMES PER DAY EMITTING A GASEOUS CLOUD CAUSING CHAR. IN 20' RADIUS TO SAVE AT -3 VS. DEATH MAGIC OR COLLAPSE FOR 1-4 TURNS.

## - Notes -



– 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

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
	Special

## Thieving Matrix

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

### Spell Matrix (memorized)

Do you have a High Adventure from Middle-School you would like to share with the world? Send it to us, and we will almost certainly add it to our repertoire. The stranger, the more bizarre, the sillier and nonsensical it may be, the better. Send us email at [kramer@usherwoodadventures.com](mailto:kramer@usherwoodadventures.com) and get back with as soon as possible. We'll take care of the cover design and interior layout for you, and post the module to both the Usherwood Adventures website, as well as through our account at RPGNow.com, where fellow gamers can download your adventure for free.



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

James D. Kramer

# into the HALLS of MYSTERY

Usherwood Publishing has spared all expenses to present to you this line of 'classic' First Edition and OSRIC™ compatible fantasy-based roleplaying game adventure modules. We haven't even bothered to type-set the manuscript, because really, why bother?

These adventures may not be good for your matured sense of high-adventure, but they should be good for a *cheap* laugh or two.

'Into the Halls Mystery' places a band of intrepid adventurers upon the path to uncover a dragon's treasure hoard. On the way, the heroes will encounter a collection of adversaries from human, to the dragon-like race of Abishai, to a new, dangerously flatulent OGC creature; the dreaded 'bellymonster'.

Return with us to the good 'ol days when 'plot' was just a four-letter word that stood between you and the treasure.



This product uses original First Edition fantasy-based roleplaying materials. Portions of this content may require rules books originally published by TSR, Inc.

## OSRIC™

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC™ text is copyright of Stuart Marshall. "OSRIC™" and "Oldschool System Reference and Index Compilation™" are trademarks of Stuart Marshall and Matthew Finch and may be used only in accordance with the OSRIC™ license. This product is not affiliated with Wizards of the Coast, Inc.

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