

"Designed" for
1st ED. & OSRIC™

A stand-alone Usherwood Adventure
for very good reason

Keith Sloan



KEEP ON THE BORDERLANDS

THE EXPANSION

HIGH-ADVENTURE
from
MIDDLE-SCHOOL.

For 4 to 7 characters of mixed experience levels
more? more fewer? ...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
"Designed" for 1st Edition & OSRIC™



KEEP ON THE BORDERLANDS: THE EXPANSION

by KEITH SLOAN

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<http://www.usherwoodadventures.com>

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NOTES FROM THE 13-YEAR OLD DM

Writing an expansion to *Keep on the Borderlands* was hardly an original idea, but I was fascinated by the concept of "The Realm" and even made a stab at detailing it though, sadly, all that work is long since lost. This survivor, however, was the opening effort in that direction. I think the map shows some promise in the young DM of about 13-14 years old, and I stuck with that style until after I graduated from High School.

The Caves of Chaos were hardly very exciting, at least to older eyes.

Also, it's a real mystery whatever happened to

the Castellan's son -

kidnapped by bandit

lords, apparently, and the

reason for the party's visit to

these caves. However, there's nary a word on him

anywhere except the introduction. Oh well, bad luck for him and dad!



Keith Sloan

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Hesperia, California

1981-1984

KEEP ON THE BORDERLANDS: THE EXPANSION

1. **Bandit Raiders:** This bandit party has just recently moved into the Keep area. They are the main-body of the bandits in encounter area 3 (for outdoors) and have come to set up raiding operations against passing caravans. Also, they plan to try and steal some of the Keep's supplies to build a wooden palisade fort for a semi-permanent camp. The party consists of the following bandits;

50 soldiers;

- 30 swordsmen (DX11 AC6 HD1 HP5 #AT1 DAM 1-8)
- 15 Shortbowmen (DX13 AC7 HD1 HP4 #AT1 DAM 1-6/1-6)
- 5 Light Cavalry (DX13 AC4 HD1 HP5 #AT1 DAM 1-8)
- 5 Sergeants (DX13 AC4 Lv2 HP12 #AT1 DAM 1-8)
- 3 Lieutenants (DX14 AC4 Lv3 HP18 #AT1 DAM 1-8)
- 1 Commander (DX16 AC2 Lv5 HP35 #AT1 DAM 1-8)
- 1 Leader (DX17 AC2 Lv6 HP40 #AT1 DAM 2-9)*
- 1 Wizard (DX15 AC7 Lv6 HP18 #AT2 DAM 2-5/2-5)**

In addition, there are 8 prisoners and 10 slaves in the camp. The prisoners consist of 5 mercenaries, 2 merchants, and an elven scout for a long lost expedition for the Realm. The mercenaries will serve their rescuers for 1 month free if given weapons but thereafter must be payed. The merchants will each pay 250 g.p. to rescuers. The elf will offer to join the party as an NPC. He is a fighter/magic user of levels 2/2.

They have made their camp about 4 miles east of the Keep so as to be out of range of patrols. Each bandit has d6 gold pieces per level in 2 strongboxes located inside the leaders tent are 4,000 silver pieces, 2,000 gold pieces, and 14 pieces of jewelry.

* He has a longsword +1, Leather armor +2, and a potion of heroism.

** He has a dagger +1, a ring of spell turning, a ring of protection +2, and a wand of illusions (14). Spells; charm, sleep, shield, magic missile, invisibility, web, fireball, and fly.

CAVE OF THE UNKNOWN

Background

It is said in the Keep that an evil presence lurks within the strange North and East of the Keep. Many believe it to be haunted by the spirits of those who died in it at the hands of goblins from within. But most, like the young ones, believe the rumors to be myth and that the hoards of silver and jewels lie here for the taking. Indeed, several young boys lured by the thought of vast treasures have disappeared looking for fame and fortune. Recently, several whelps, among them Palthos son of the Castellan, disappeared near the caves. Terribly grieved, the Castellan has offered a 5,000 g.p. reward for the return of his son plus entrance to the inner bailey, and lifetime status in the guild. Tempted by the reward and by the Castellan's sacrifice, you decide to accept.

DM's Background

As it turns out, the cave is not haunted at all. It is the current base of 2 evil persons, Malthus the Grey wizard and his friend, Gwethlos the red cleric. These 2 ruthless leaders are the captains of a force of human bandits. They plan to use the force, along with one recruited from the Caves led by the high priest, to march upon the Keep. At this time, intense negotiations are underway trying to sway the goblins and hobgoblins to their side. It is very likely the attack will come soon...

Encounters (Outdoors)

Die	Result	Die	Result
1	Bandits 1-6	4	Goblins 1-8
2	Orcs 1-6	5-6	Other
3	Kobolds 1-6		

Shed

This shed is actually a storeroom for food. Guarding it are 4 bandits (DX13 ACS HD1 HP4 #AT1 DAM 1-8). They will attempt

to capture opponents but will flee to the tower if pressed. Inside are several crates of good foodstuffs and several casks of ale. Each gaurd carrys (d6) silver and a dagger.

T1. This is the base of the tower, though it is 2Si down. In it are 4 men (DX11 AC4 HP4 #AT1 DAM 1-8). These gaurds will, as most others, attempt to capture intruders. They will flee if necessary. This room has several boxes of foodstuffs.

T2. This portion of the tower is also subterranean. Inside are several large boxes of weapons and supplies. They include;

18 Longswords	300 Arrows
12 Short Swords	10 Crossbows (lt.)
25 Bows	120 Bolts (hvy)
40 Flasks of Oil	20 Daggers
20 Torches	20 Spears
25 Pikes	10 Axes

T3. This is the ground level of the tower. There are 8 gaurds (DX14 AC4 HD1 HP4 #AT1 DAM 1-8 + Longbows) here. They will also seek to capture any intruders. If they have warning, i.e. if the party came overland during the day, then the gaurds above them will be ready to send aid to these gaurds.

T4. There are 4 gaurds (DX13 AC7 HP4 #AT1 DAM 1-6 + Longbows), These gaurds will fire upon anyone trying to enter the tower or just snooping around. Each has 12 arrows plus there is a stack of 2 score standing near.

T5. This room is much like above.

T6. The gaurds in this room are on constant watch for intruders. The cleric believes the captured treasure-hunters are spys. The 4 gaurds (DX15 AC4 HP6 #AT1

DAM 1-8) will always attack to the death. They will never surrender.

1. This room is disguised to like a small lair. Inside are 8 gaurds (DX13 ACS HPS #AT1 DAM 1-8 + Longbows) and a corporal (DX14 AC2 HPI2 #AT1 DAM 1-8 + Longbow). They will send a gaurd out the southern door to alert the rest of the cave. The corporal carries a gold chain worth 250 gold.
 - c. Bound and gagged in the room are the 3 lost hunters and an elf. All are alright, except for the elf. The people from the keep know nothing, but the badly beaten elf knows something of great interest, the monsters are readying to march on the Keep, for what he fully knows, see the DM's Background. There is also a chest of 250 silver coins and 3 gems. The elf is described under Additional NPC's.
2. This room is disguised as a small storage room for the tower. Inside are several large crates of good foodstuffs and wine. There is nothing else in here.
3. This is a small gaurd room. In it are 8 gaurds (DX13 ACS HPS #AT1 DAM 1-8). They will always remain on duty but will, if forced, they will try to retreat to room 10. Each gaurd carries (d6) silver.
4. Same as above.
5. This room watches the cave to the Caverns of Chaos (RMS1). On duty here are 16 gaurds (DX14 ACS HP4 #AT1 DAM 1-8) and the Lieutenant (DX14 AC2 Lv3 HPI8 #AT1 DAM 3-10 sword +2). If pressed from the south, they will retreat to warn the cleric.

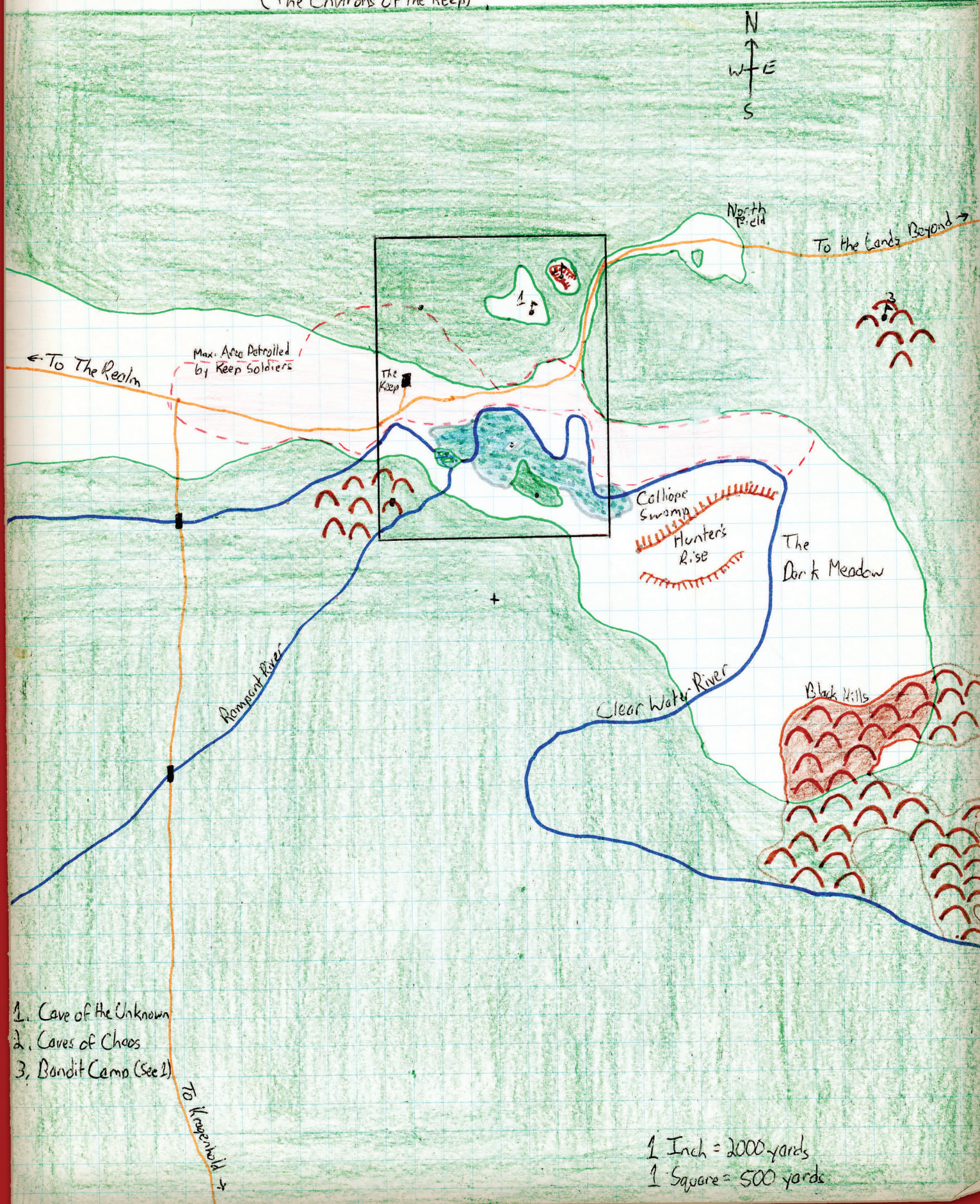
6. This is the enlisted barracks. Lounging around are 20 gaurds (DX14 AC4 HPS #ATI DAM 1-8). They will be ready 1 turn after alerted. They will then proceed to room 1 by the northern route and help reinforce the gaurd there. Each gaurd has d6 gold.
7. This is an officer/enlisted barracks. Inside are 4 men-at-arms (as above) and the following officers;
 - 4 Corporals (DX14 AC2 HP7 Lv1 #ATI DAM 1-10)
 - 2 Seargeants (DX15 AC1 HP12 Lv2 #ATI DAM 2-11)
 - 1 Captain (DX15 AC0 HP17 Lv4 #ATI DAM 4-11)

There are the following treasures: 1,000 silver, 3,000 gold, 3 gems, and a necklace worth 250 gold.
8. Same as room 3.
9. This room is a food storage room. Inside are many crates of foodstuffs; salted pork, grains, wine, etc. The quality is excellent. There is little else of value here.
10. This room is the audience chamber. The walls are lined with 10 skeletons (DX9 AC7 HD1-1 HP4 #ATI DAM 1-6) and 10 zombies (DX11 AC7 HD2 HP9 #ATI DAM 1-8). They will attack anyone except the Captain, Gwathlos, and Mathlus who touches the curtains or them. The curtains are only useful in that they serve as protection for the leaders. There is nothing of value in here.
11. This is the quarters of Gwathlos (DX16 AC-2 Lvs HP25 #ATI DAM 3-10). He carries a mace +2, a snake staff, platemail +2, and a potion of X-healing. His spells are curse, command, cause light wounds, chant, hold person, spiritual hammer, and animate dead. If attacked, he will attempt to flee anywhere he can. Inside are 4,000 silver, 4,000 gold,

and a ring of water walking. (He is brother to the High preist in the Caves of Chaos.)

12. These are Malthus quarter (DX16 AC4 Lvs HP15 #AT1 DAM 3-6). He carries a dagger +2, bracers AC4, a ring of fire resistance, and a wand of fire (15). His spells are; charm, magic missile, shield, sleep, web, darkness 15' radius, and protection from normal missiles. He will act as Gwathlos. Inside is 5,000 gold pieces and a well of many worlds.

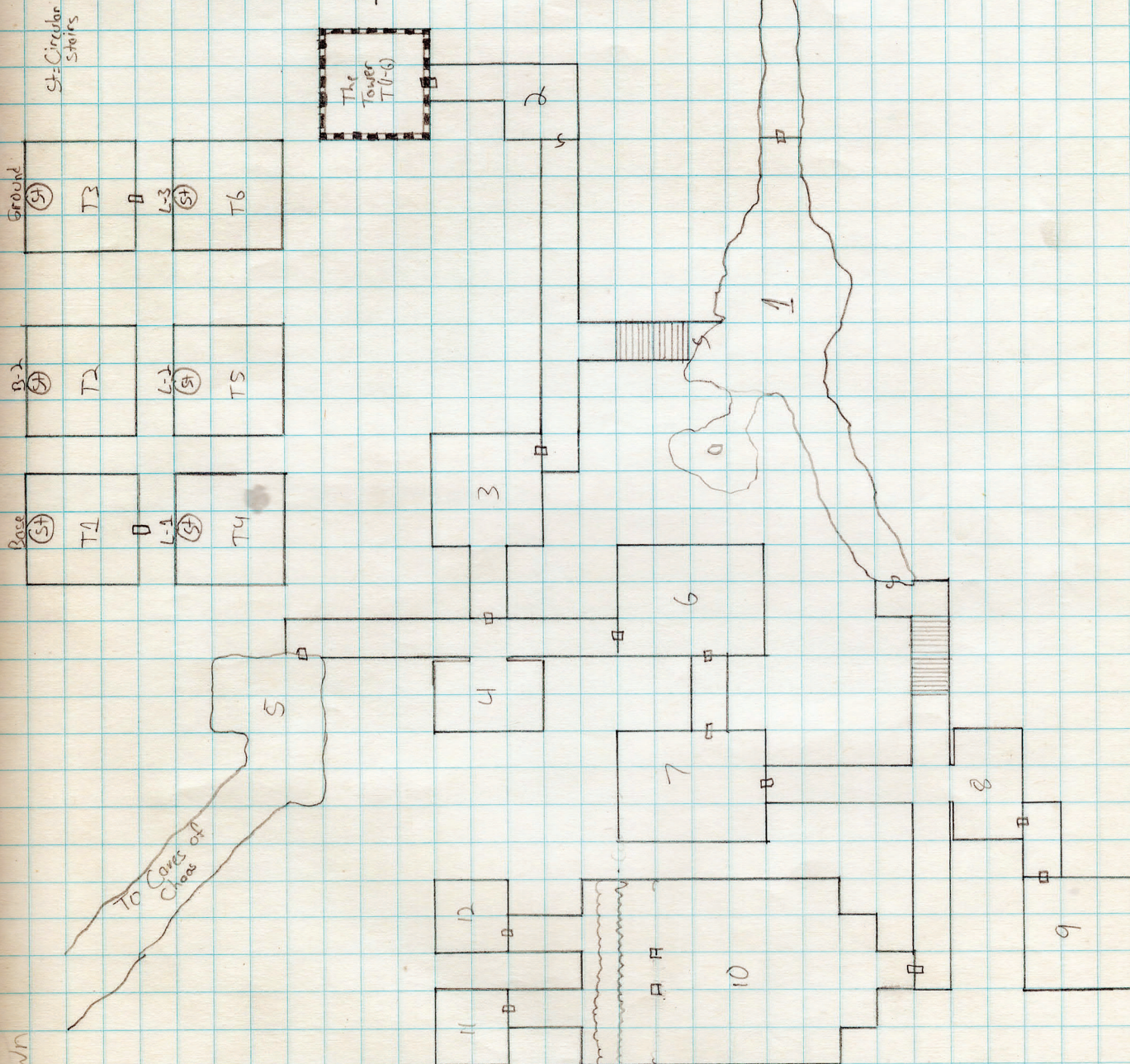
Supplemental map to: Keep on the Borderlands (The Environs of the Keep)



1. Cave of the Unknown
2. Caves of Chaos
3. Bandit Camp (See 1)

1 Inch = 2000 yards
1 Square = 500 yards

Cave of the Unknown



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	Weapon in Hand "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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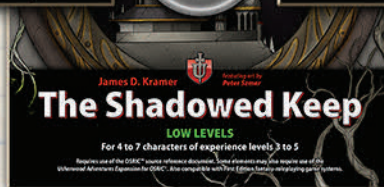
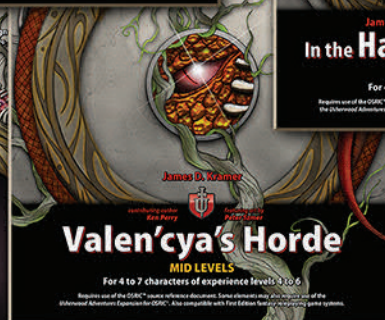
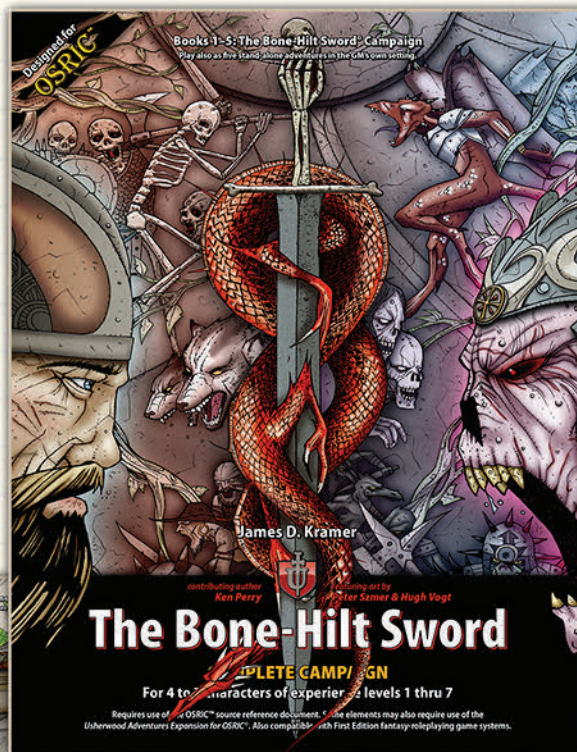
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