

"Designed" for
1st ED. & OSRIC™

A stand-alone Usherwood Adventure
for very good reason



Keith Sloan



THE PYRAMID OF GORSH

HIGH-ADVENTURE
from
MIDDLE-SCHOOL.

...or maybe
For 4 to 7 characters of mixed experience levels
...or fewer? ...or never 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

Got your own High-Adventure from Middle School? Want to submit it for so called 'publication'? Shoot me an email, and let's talk about it; kramer@usherwoodadventures.com.

HIGH-ADVENTURE from MIDDLE-SCHOOL

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

THE PYRAMID OF GORSH

by KEITH SLOAN

Cover art by Csaba Kémeri & James D. Kramer
Design & layout by James D. Kramer



<http://www.usherwoodadventures.com>

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NOTES FROM THE 13-YEAR OLD DM

"P1" was one of my earliest efforts. I was particularly proud of the fact that I came up with the idea to mix Aliens and D&D all on my own - again, not very original but it seemed so at the time. No doubt this one was primarily inspired by an episode of *In Search Of* that dealt with ancient astronauts.

Among the great mysteries of the Pyramid are the Rorians found on the first level. Who are they? What are they? To be honest, I have no idea! I think they are aliens stranded on whatever planet this was supposed to be. I have the vaguest recollection that they are bird-headed, but I may be confusing them with the bird monsters from the movie *At the Earth's Core*. I guess they are whatever you want them to be.

There are several other vague spots in this one, but these days I consider that an opportunity for some ad-libbing!



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

THE PYRAMID OF GORSH

Wandering Monsters: Happen 50% of the time. Check each 4 turns. 10 skeletons (DX9 AC8 HP4 DAM 1-6).

LEVEL 1

1. Is the guard room. When entered you are attacked by 12 Rorians (DX12 AC3 HDS+1 HP30 #AT3 DAM 1-6/1-6/1-8). They are immune to cold but saving throws for fire are at -1 and damage is +3. Their main attack is their ice beam. Each creature can breathe an ice beam which causes 2-12 hit points of damage, one-half if save. They have no treasure.
2. Is the room to keep the creatures in room 3 at bay. In the center, back of the room is where a permanenced prismatic sphere. If walked through all walking through take 70 h.p. of damage plus saves for death, petrification, insanity, or sent to another plane. A sphere of annihilation, a rod of cancellation, or a dispel magic. It is treated as if cast by 23 level magic user, will destroy it.
3. Is the servants tomb. This is where most of the servants were buried. Also in here is 8 ghouls (DX9 AC6 HDS HP30 #AT4 DAM 1-3/1-3/1-4/1-6). There are no fleshy bodies thanks to the ghouls who have long since eaten them. They paralyze all they touch except for elves who are immune. Littered among the bones and garbage is 3,000 silver pieces, 4,000 gold, 1,000 platinum, 8 gems worth 100 to 400 gold pieces each 1 jewel worth 500 to 1,000 gold pieces and a ring of wizardry.
4. Is the same above but the treasure is 2,000 silver, 2,000 gold pieces, 500 platinum pieces, 8 gems, 2 jewels, and another magic item. It is a set of 5 javelins of lightning.

LEVEL 2

1. Is the hall of terror. The graphics on the wall depict the days when Gorsh was ruler of the desert around the tomb. When the party reaches the place where the arrow is each person in the party will be hit by a magic missile that causes $2d8+2$ damage. There is no saving throw permitted. There is nothing of value here.

LEVEL 3

1. Is the royal gaurd room. There is 50 Zombies in here (DX8 AC6 HD2 HP6 #ATI DAM 1-8). They have been programmed to attack anyone who enters except for the wandering skeletons that patrol the place. If attacked 3 will leave to alert room 2 of the attacks. They will return 8 rounds or so with help. There is no treasure in here at all but on the floor is a potion of longevity.
2. Is the old armory. There are 10 ogre skeletons here (DX9 AC3 HD3+2 HP20 #ATI DAM 2-12). All edged weapons do $1/2$ damage if they hit but maces, pole arms, etc. do normal damage. If summoned they will all leave as quickly as possible. They wear platemail.
 - A. Is the armor area. There are piles of armor; plate, chain, splint, etc. Unfortunately most are badly rusted and dented. The things of value in here are 3 shields +1, platemail +2, and a shield +3.
 - B. Is the weapons area. There are large amounts of swords and maces along with many other weapons. As with area 'A' most are rusted and dented. The valuable things here are a +4 sword, a set of 3 daggers +2, and 2 swords +1.

LEVEL 4

1. Is the burial vault of Gorsh, King of the Desert by the Sea. If the sarcophagus is opened the body will animate and attack (DX always hits first HP100 AC-8 #AT1 DAM 3-18). This monster always hits first and always hits. It is immune to fire, cold, and lightning. It is immune to edged weapons. Its other abilities include; fireball (10d6), magic missile (x5), charm all, death, dimension door, sleep, and knock. If losing he will detonate the level doing 10 to 100 hit points. Note the 5th level will survive. The total value of the valuables is 85,000 gold peices, 4,000 platinum peices, 6 potions of healing, and 3 other magic items. There is no save for the blast.

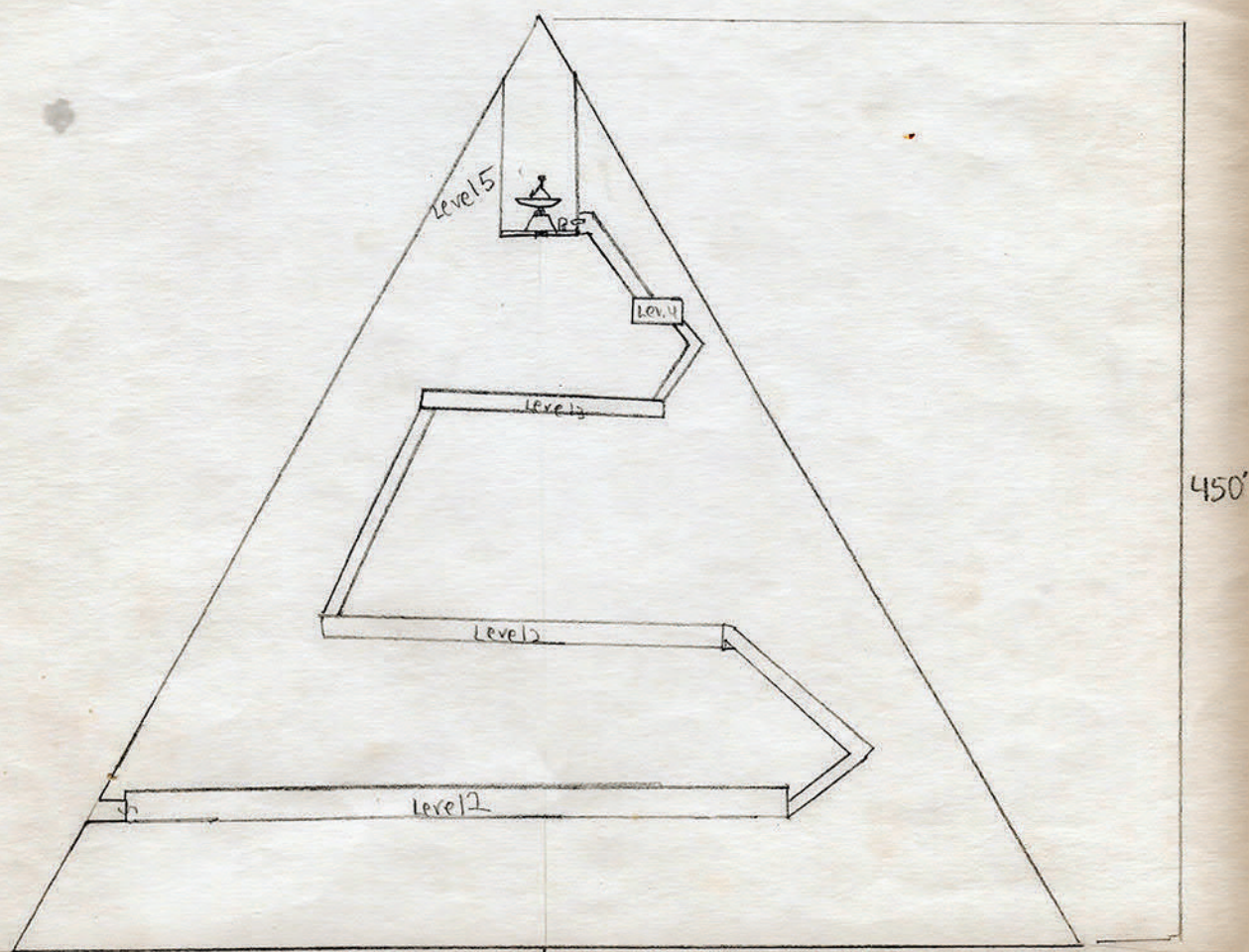
LEVEL 5

1. Is a huge talking machine. If worked just right it will set up a talking link with an Alein planet. If it set to talk the Aliens will have the following message;

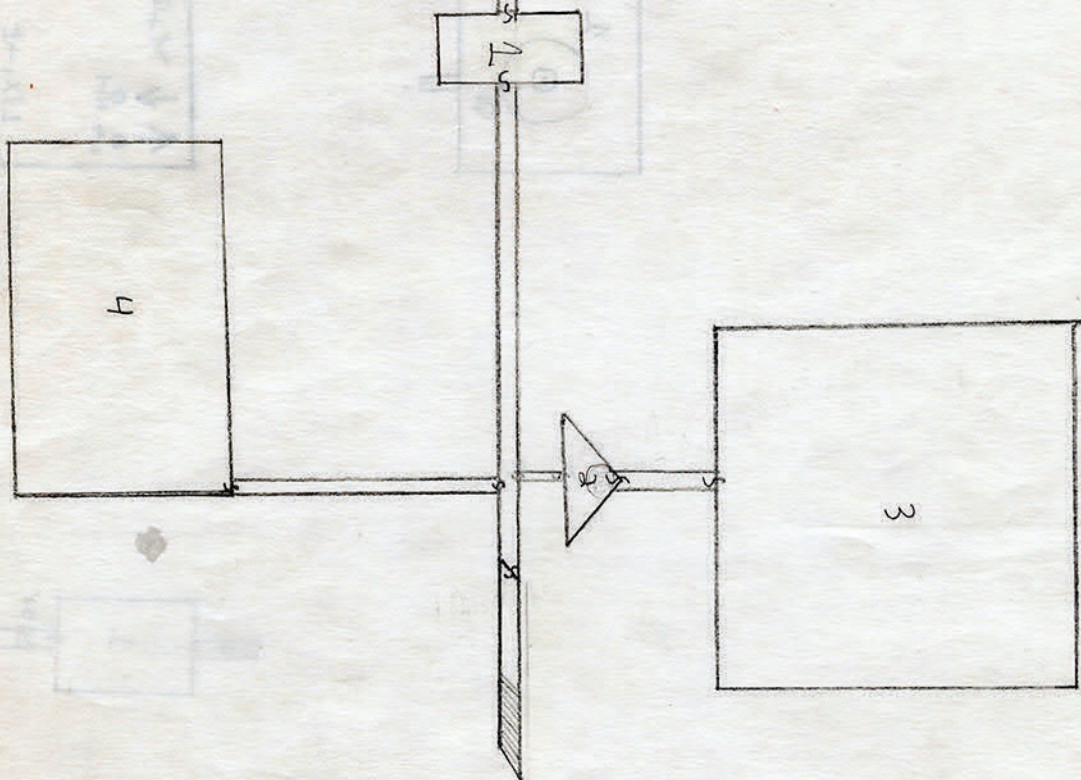
Attention SR87-Gorsh. Our ship has fallen under attack and we fear we will soon be destroyed by the RACIANS. So we have sent out this message in a jettison pod. We wish you luck.

There is nothing of value herein.

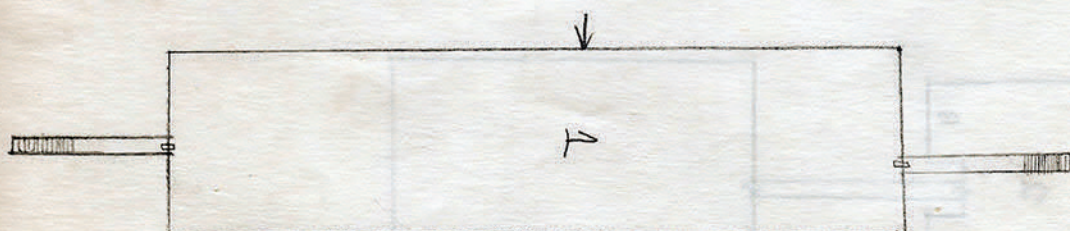
The Pyramid of Ghorsh
P1



Level 1

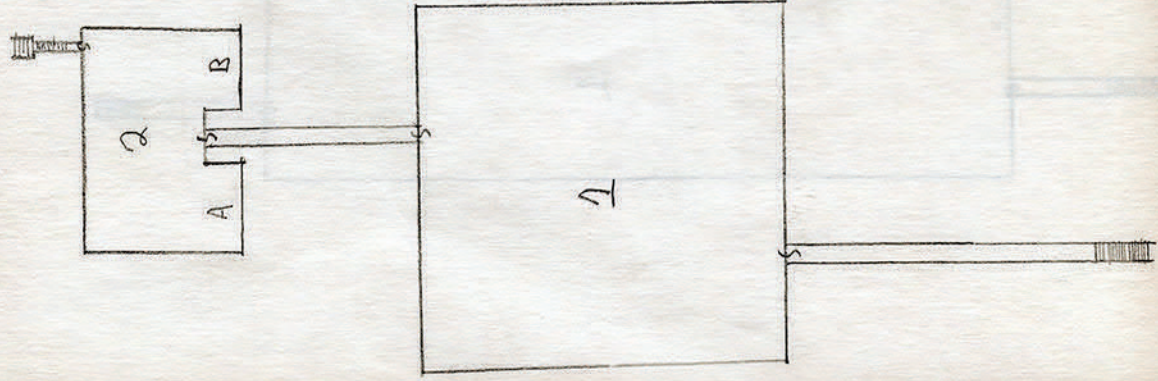


Level 2

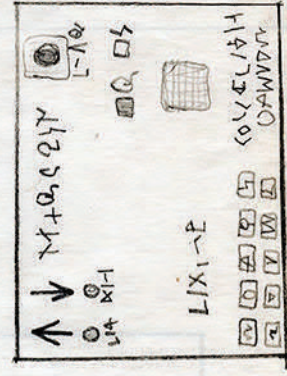
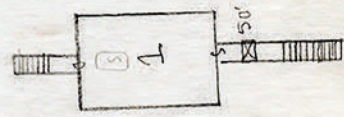
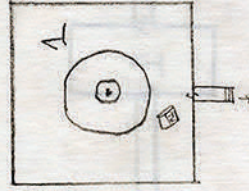


Level 3

Level 4



Level 5



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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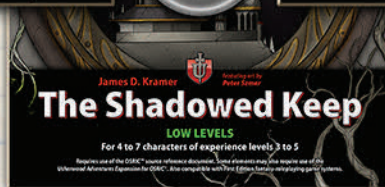
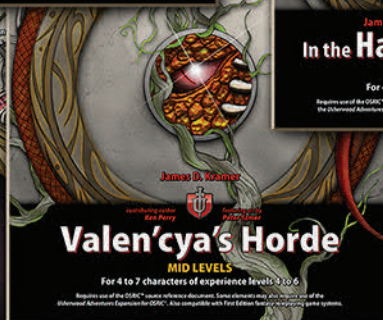
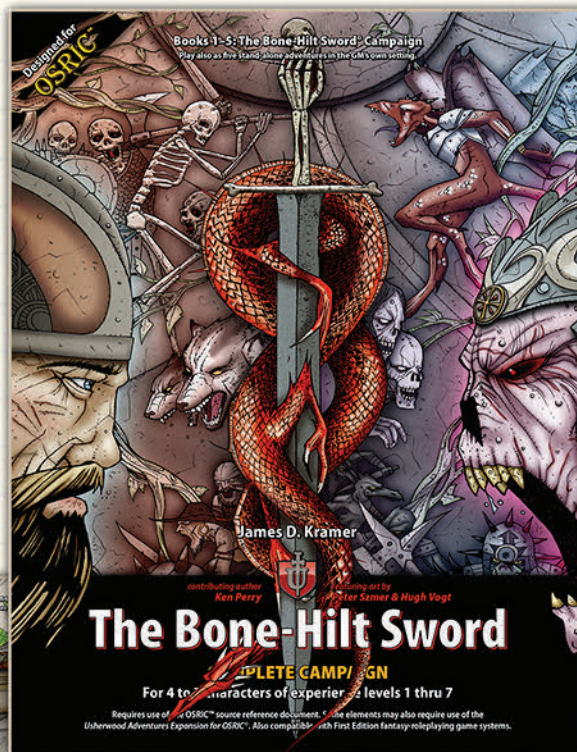
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