

HIGH-ADVENTURE

UAC3



FROM MIDDLE-SCHOOL

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

James D. Kramer

THE LOST ATOLL OF THE BLEUDRAGON

(Formerly, *Ghost Town*)

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

James D. Kramer

THE LOST ATOLL OF THE BLEU DRAGON (Formerly, *Ghost Town*)

**"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>

Copyright James D. Kramer design services. All rights reserved.

Notes from the 13-Year Old DM

I think the biggest unanswered question on this module is what the heck I had intended with the second map. It's completely unlabeled, with no descriptions. The only reason I know it goes with this module specifically, is because the shape of the Atoll is included within the main dungeon map itself. Honestly, I have no clue.

Also, this module ushered in a idea I was trying out, that worked quite well for me; and that is, gluing the grid paper onto a large piece of foamcore, and illustrating the map and key descriptions all on the one board. This prevented me from having to leaf through various maps and pages to describe the encounter. And, it worked pretty well...for me...at 13.

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

kramer@usherwoodadventures.com

GHOST TOWN

- 1 LAVA POOL - AS PARTY APPROACHES "BOATMAN" ON ORGATE WILL CROSS TO GREET PARTY. BLACK DESIANDIAN IS BOAT. "BOATMAN" = BOAT THING (H.P. 32). IT WILL TAKE PARTY ACROSS LAVA AS IN EXCHANGE FOR ANY ITEM(S) OVER 1 C.P. VALUE/HAIR.
- 2 BAGGIES CONTAIN TREASURES GIVEN TO CRYPT THING OVER THE TREASURES: 3,000 C.P., 1,000 E.P., 3,000 G.P., 200 P.P., 6 GEMS (4-10 G.P./1-100 G.P./1-1,000 G.P.) BATTLE AXE +1 SHIELD +1 CAPLET OF FLAME. IF ANY TREASURE IS DISTURBED, THING WILL ATTACK BY TELEF. PARTY TO #3. STATUE IS OF MIND FLAYER WHOSE TENTACLES FORM A CROSS-CRISSING WEB SPANNING ENTRANCE OF HALLWAYS.
- 3 AT FAR END IS A PHANTASMAL MARE OF A SHINING GOLDEN SWORD ON A PEDESTAL. SHADEN AREA IS COVERED (FLOOD) BY WHAT APPEAR TO BE BLACK WATER-SOAKED UNGLAZED TILES. WHEN CHAR. STEPS ON TILES, HE WILL BE ENVELOPED IN BLACK BALL. TO BREAK FREE 20 DP VS. A.C. SUFFOCATE IN 5 TURNS
- 4 POOL CHAMBERS.
- 5 LOOKS & DETECTS AS NORM. WATER. POOL OF THE LIGHTENING-BOLT - AT TOUCH CHAR. TAKES 110 P.P. ELEC. DAMAGE. BESTOWED WITH THE FOLLOWING POWERS:
- 1 SHOCKING GRASP 2x/day
 - 2 LIGHTENING BOLT 1x/day
 - 3 IMMUNE TO ELECTRICAL ATTACK

B) I HARGGIN (H.P. 15) WILL TRAVEL TO OTHER CHAMBERS BUT NOT BEYOND HALL. POOL - FLAMMING BRASHY LIQUID. IF ARROW, SWORD, ETC. ARE DIPPED INTO LIQUID, FOR 1 HIT IT WILL FLAME BE AT +2 HIT +1 DAM. & INJURY WILL BE PERMANENT.

1 XAREN (H.P. 28), POOL-TRANSMUTE TO STONE. CHARACTER BECOMES MAN OF

- STONE. IF WEAVING ARMOR, TAKES 10 H.P. DAM. 1/1 A.C. WILL BE COME SOUND IN 10 TURNS. MOVE IS 30", A.C. IS 1. CANNOT WEAR ARMOR. ALWAYS ATTACKS LAST, DEX IS 3, ABILITIES DEPEND ON DEX ARE LOST. CANNOT USE MISSILE WEAPONS. STRENGTH MIN. 13 IS, DEX. 13. EATING & MAGIC RESISTANCES = XAREN.
- 5 SKELETONS (H.P. 7) GAUDDING DOOR-LONG SWORDS. BANNED IRON DOOR
- 6 2 VOLT (H.P. 9) AMONG BARRELS ROTTEN FOOD & 50 ORDINARY POTS (H.P. 1). BETTING COB WEARS IS A CHEST LOCKED, TRAPPED WITH EXPLOSIVE. LOCK 14 DAM. INSIDE IS A 2" DIA. CHROME BALL. LEVITATES 4' ABOVE FLOOR. CAN BE CONTROLLED BY CHAR. OF 16+ INT. MOVE 16'. COMMAND TO ATTACK INDICATES IN BRAIN OF ARMOR 1/5 TURNS.
- 7 DECAYED REMAINS OF MEETING CHAMBER - OLD BODER. CHIMNEY 2 SKELETON WARRIORS (H.P. 45) 2-HANDED SWORDS. CHIMNEY - SHAFT IS CLOSED. IF OPEN A SICKING ACTION WILL BEGIN WITH INCREASING INTENSITY. WITHIN 4 TURNS CHAR. BEING SUCKED UP CHIMNEY.
- 8 DOORS BANNED IRON. AFTER ENTERING DOORS SLAM SHUT & LOCK. CEILING BEGINS VIBERING (ACTUALLY PHANTASMAL PRESSURE WITH AUDIBLE GUNNOISE) EXCEPT SHADED AREA
- 9 WHEN SHIMMERY IS ENTERED SHADED AREA FLOOR/BEILING BEGIN SHAKING TOGETHER. SECRET OPEN, MUMMIFIED BODY LEFT OUT STRETCHED TOGETHER. WRAPINGS ARE TURNED AWAY FROM BLADE. +2 LONG FUMER.
- 10 STATUE OF NUDE FEMALE AGAINST WALL OPPOSITE DOOR. GOLDEN & GLOWING ARMS HELD TO CEILING. BEARING A BOOMERANG. SUMMITAR. IN ARMS ARE 4 TANGLED MUMMIES (H.P. 18)

- 11 GELATINOUS COBE (H.P. 16) TREASURE: 7 G.P./8 S.P./7 E.P./7 G.P./3 R.P./DAGGER 1/2 SHORT SWORDS
- 12 YELLOW MUSK ZOMBIE (H.P. 3) A GA RANGER +1 LONG SWORDS +2 LEATHER A.C. 6
- 13 YELLOW MUSK CREEPER (H.P. 15) 11 FLOWERS HAS 5 ZOMBIES
- 14 DOOR WATER SOAKED CAR. TRICKLES GOING DOWN STEPS TOWARDS #16. IF DOOR IS OPEN WATER WILL GUSH OUT. ALL WITH 15" THICK 2-8 DAM ROOM WILL BE LEFT WITH 3' OF WATER.
- 15 WATER WEIRD (H.P. 9) TREASURE: NIL
- 16 AGAIN WATER SPILLS OUT OF DOOR NO DAMAGE BUT THOSE WITH RUTE ARMOR WILL DOWN UNLESS ASSISTED WATER ELEMENTAL (8 H.D. - H.P. 37) HELD PRISONER FOR ACTS AGAINST THE STATE. TREASURE: NIL
- 17 ARCHWAY FILLED WITH SWIRLING GREEN MIST ANY WALKING INTO IT WILL BE CAST OUT TO CRASH INTO WALL 212 DAM. AFTER FIRST, ARCHWAY DISAPPEARS. IT IS NOTICED THAT CHAR. HAS EMBROID-LIKE STONE IMBEDDED IN FORE-HEAD

- 18 VERY OLD AVERAGE: H.P. 63 TREASURE: 45,000 C.P./50,000 E.P./60,000 E.P./40,000 G.P./7,500 R.P./150 GEMS - 60 JEWELRY - NECKLARS OF SCAVED BEADS: 3 BROADSWORD, 14 LONG SWORD +1 SHIELD 30% IN AIR
- 19 KAPAKS (DLA) (H.P. 15) ANY COMMOTION FROM 1 OF THE 124 ROOMS WILL BRING CREATURES FROM RW #24
- 20 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 21 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 22 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 23 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 24 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 25 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 26 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 27 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 28 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 29 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 30 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 31 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 32 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 33 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 34 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 35 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 36 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 37 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 38 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 39 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 40 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 41 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 42 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 43 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 44 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 45 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 46 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 47 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

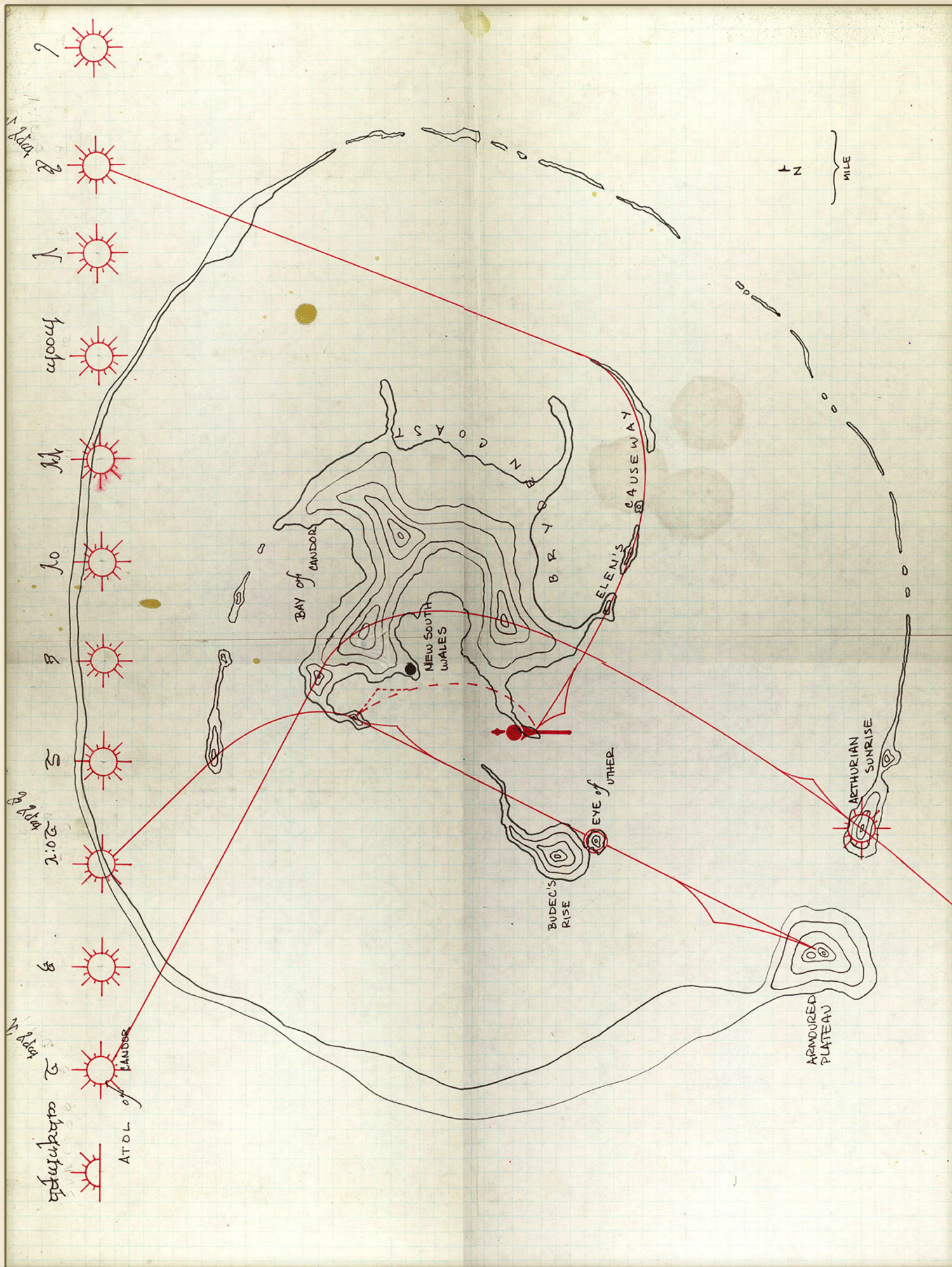
- 48 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 49 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 50 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 51 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 52 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 53 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 54 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 55 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 56 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 57 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 58 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 59 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.

- 60 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 61 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.
- 62 ROOM 27C TOMB OF HORRORS AS PARTY APPROACHES SHRODS OF ROOM TAPESTRIES FLY OFF WALLS TO COVER CHARACTERS. IF CHARACTERS HAVE EMBED. WEAPON IN HAND THE CHAR. MAY ATTACK FROM INSIDE VS. A.C. 10 H.P. 10 TO OUT THEIR WAY OUT. IF NOT THEY MUST BE CUT OUT FROM OUT. WILL SUPPORATE IN 10 ROUNDS.



[illegible]

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

[illegible]

Combat Matrix

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

Saving Throw Matrix

ID	Paralyzation/ Poison	Polymorph/ Petrification	Rod/Staff/Wand	Death Magic	Breath Weapon	Spell	ID	Paralyzation/ Poison	Polymorph/ Petrification	Rod/Staff/Wand	Death Magic	Breath Weapon	Spell	ID	Paralyzation/ Poison	Polymorph/ Petrification	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

[illegible]

Thieving Matrix

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

Spell Matrix (memorized)

[illegible]

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 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.

Includes UP Game Master's Adventure Log (GaMALog)

AN Usherwood Adventure®
for 4-7 characters, of ~~what~~^{...what the hell}ever levels

James D. Kramer

THE LOST ATOLL OF THE BLEU DRAGON

(Formerly, *Ghost Town*)

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 ~~laugh~~^{cheap} or two.

'The Lost Atoll of the Bleu ^{cheap} Dragon' sends the adventurers in the quest for a dragon's treasure, and the mysetries of AN ancient island, where unknown mysteries, treasures, and dangers await.

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.

Got your own 'classic' module you would like to distribute (free!)?
Drop us a line.
We'll publish darn near anything!
<http://www.usherwoodadventures.com>