

XEROKS GENERATION PRESENTS

THE PLEBEIAN



THE FREE HUMAN KINGDOMS TOWN CRIER- NUMBER 1 - YEAR OF THE HOPE OF 3121

Few Words...

In the 80s, when I was a teenager, precisely in 1985, I was introduced to a blue book with a dragon on the cover with the simple title Dungeons and Dragons. I didn't know what it was, but after I found out, my life changed. It was like opening a secret treasure, an ancient spellbook of magic, and it could satisfy my hunger for creating things to even play with my friends. I soon discovered the art of Dungeon Mastering, and it guided my life and my profession (I am a designer of electronic games and board games). In those golden years, I lived many adventures, I was introduced to several RPG systems (I miss Star Frontiers), and in addition, I started creating adventures and later my first games.

For almost 13 years, it was like that until the second edition came, of which I played a lot, but I definitely stopped playing RPG in 1998. I did not play the third edition, the fourth edition, and I was not interested in the fifth. I thought RPG would only be electronic, and I would never see a table like DM again.

Then I heard about the Retroclones, the attempt to relive the old days. It started to move me, to instigate me, but it was not enough to make me want to play again. It was then that in 2019 I was introduced to the OSR movement.

That was a bomb. What was going on? Did the people go back to playing as they did in my time? I want to understand this. I saw that it was the purest truth, and I suddenly took the books off my shelf and started creating. In the year 2020, despite the pandemic, was when I started launching various RPG materials in Brazil and something on the international market. I brought back many things, old projects, properly updated, and in the year 2021, I decided to transform all the material I have for BX into the best Oldschool tradition. I'm not alone in this; I joined with a friend, Marcus Mortati, also a DM of the '80s, and we founded Xeroks Generation, our way of doing Oldschool, in the best molds of that time.



CARLOS CASTILHO

We propose to produce adventure modules, sourcebooks, fast consumption material that you can use in your adventures. The Plebeian is our biweekly zine from which we will announce our game material (free and commercial). We want to give you player and master something you can use in your game for free (if you want to contribute anything, this material is in the "pay what you want" model, but it is not mandatory.)

Another thing is that English is not our mother tongue (we speak Portuguese, from the great poet Luiz Vaz de Camões), and we will try to improve in each edition our way of writing. We want you to criticize, give suggestions, opinions, of which you can help our work.

Our adventure begins here. We have already taken our iron rations, rope, backpack, torches and are armed with courage and audacity. We hope that our work can bring something very cool to your RPG table.

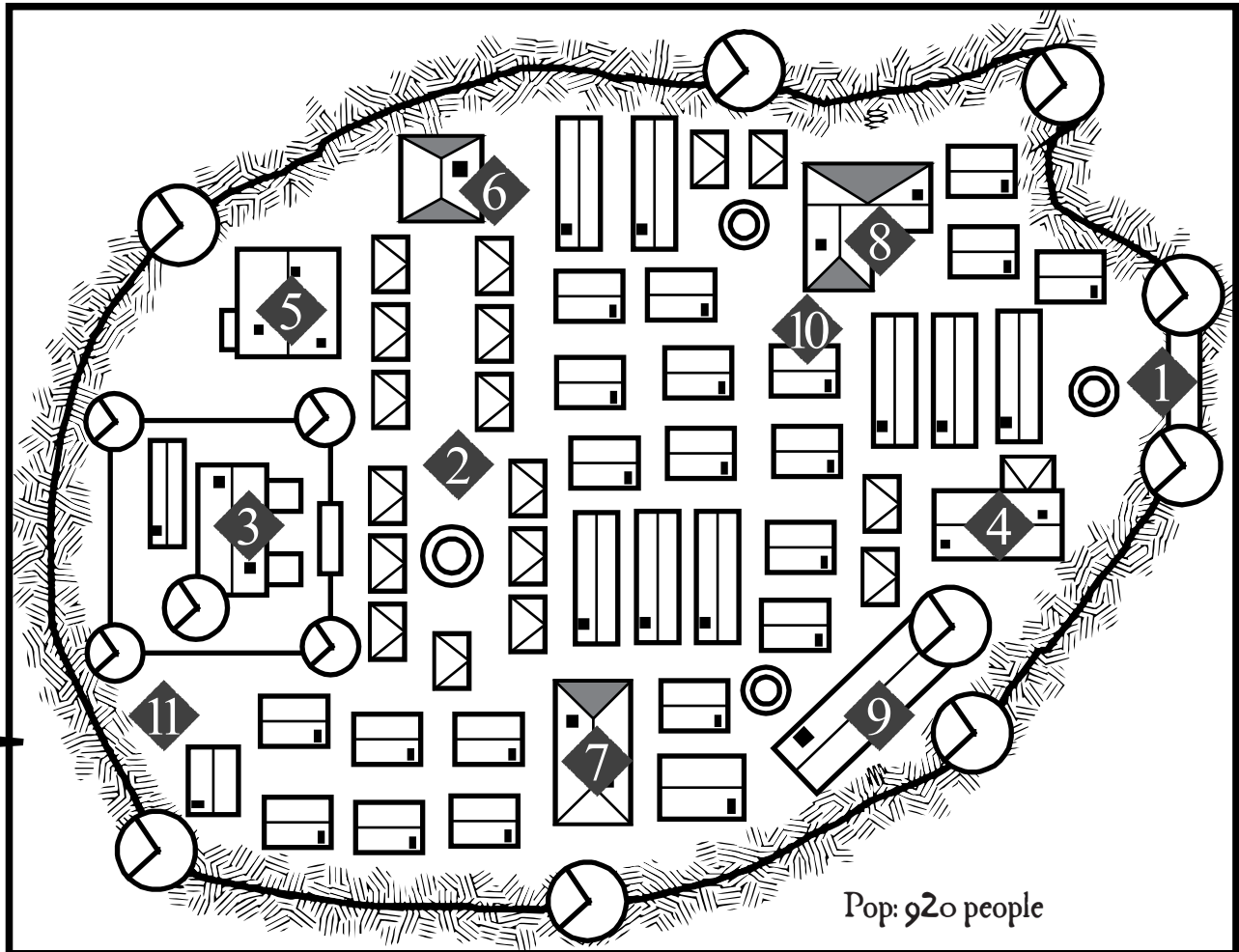
Tony Garcia - May 2021

The Lost Necklace


By Tony Garcia

An Adventure for Character Levels 2-4

Crinsonwater



Legend

- 1- Main Gate
- 2- Market Square
- 3- Castle of Duke Armand Valiant
- 4 - Temple of the Worshipers of the Transmuted Lead
- 5-Guild of Artificers
- 6 - The Shady Orc Tavern
- 7 - The Yellow Griphon Tavern
- 8- The Blue Mermaid (Tavern and Brothel)
- 9- Guard House
- 10 - The Plebeian Office
- 11 - Sewers Entrance
-  Fountain



Tower



Common Houses

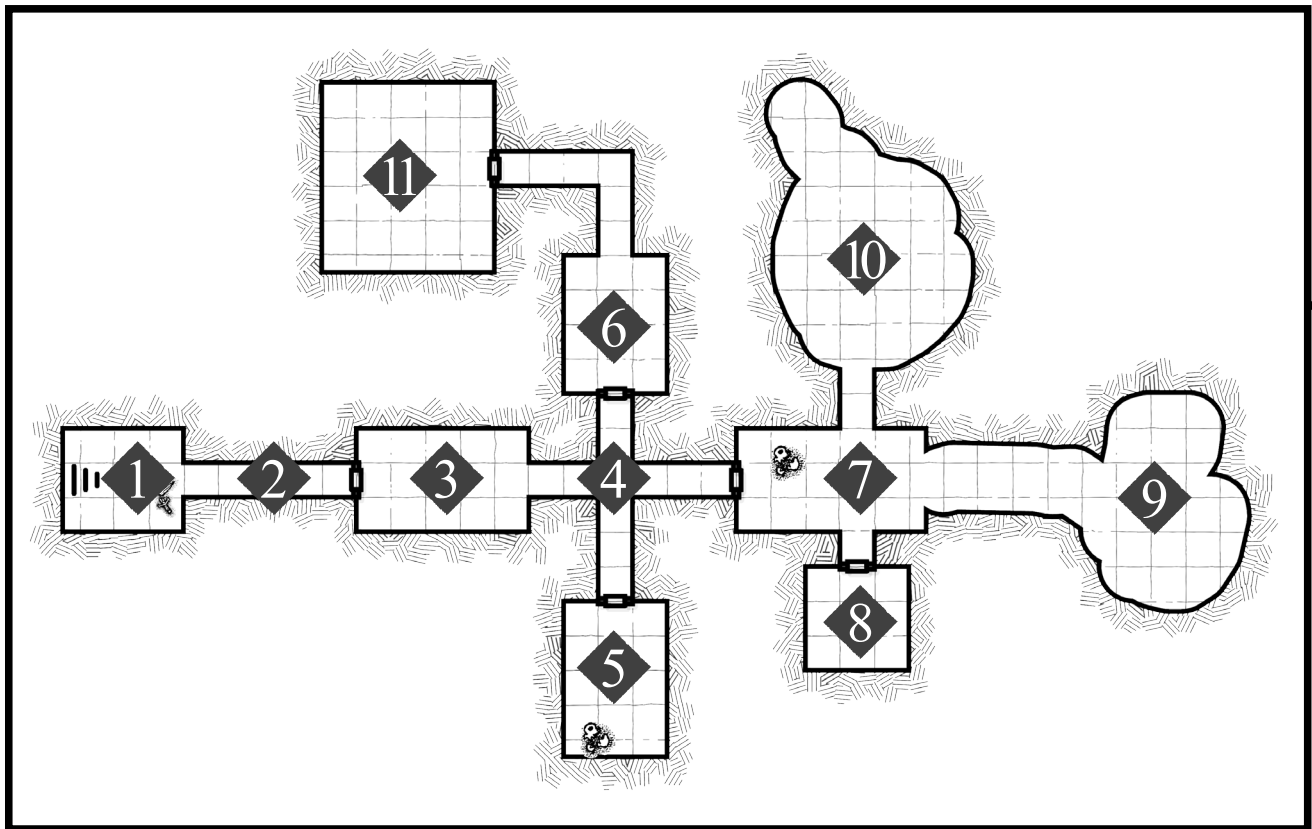
“Crinsonwater was founded 200 years ago by Arnold Valiant, great-grandfather of the current ruler of Crinsonwater: Armand Valiant. Arnold was the nephew of the regent of Boldforest, Charles The Guilleles, at the time of the foundation.

It started as an advancing post and soon became a small village. Over the years, this village grew as Crinsonwater was an important trade route in the region. Many people decided to move to the place, mainly some traders, who bought houses to stay on their trips.

The city hosts an itinerant fair every month, which brings news from all over Artrusia and Dvalins, the Alfir, and even in some cases, Orcs are very common. The city has this name due to the land in the region that is red and very fertile to plant. When it rains, the puddles of water turn red, due to this land, that's why Crinsonwater.

Today Crinsonwater is a city with about 900 fixed people and a fluctuating population of around 2000 people, formed by travelers, visitors, or even adventurers who wish to leave for adventures leaving this city.”

Crinsomwater Sewers



Background

“Rumors that a necklace with magical powers was stolen by a group of thieves and taken to the sewers of Crinsomwater. Brother Frederick of the Order of Worshipers of Transformed Lead is giving 400 gold pieces to recover this artifact.

It is known that there are hidden dangers in the sewers, but according to Brother Frederick, there are also hidden treasures. So he will give the adventurer a key that will allow him to open a door and have access to the sewers. However, there is little care. It is rumored that some unsuspecting adventurers have already tried to rescue this artifact and have not returned alive to tell their stories ...

Dungeon Master Notes

In this adventure, we will begin to present the first locations in the world of Artrusia, where our Berdolock Keep world's adventures are located. However, nothing prevents you from adapting to your game world. Feel free if you want to adopt our material and our lore .

At The Temple

The adventurers arrive at the temple of the Transmuted Lead and ask for an audience with Brother Frederick. He receives them attentively and explains that the necklace belonged to a very dear brother of the order of the Worshipers of the Transmuted Lead. This jewel allowed its user to expand their magic powers. This brother was the victim of an ambush and was killed, having his collar stolen and taken by a gang that inhabits the sewers of Crinsomwater.

Brother Frederick was able to find out through various contacts which part of the sewers is where the thieves' hideout is located. So he will give you the key that will allow access to this location, along with a map and 4 healing potions. If they successfully bring the necklace back, they will receive 400 gold pieces and all the loot found (except the necklace). The group accepts the mission and spends the night in the temple until the next day.

At dawn, you are led to the entrance to the sewers by an acolyte of the order, and with the key, they open the entrance. You are on your own now.

Dungeon Master Notes

The group will receive 4 healing potions capable of recovering 1d6 HP. The group can go to the city to buy extra equipment.

The Lost Necklace

1 - Main Entrance

The damp environment, lit by torches, has a smell of feces and urine. The place is filthy, with the ground covered with filth and rotten water. There is a small pile of rubble. You can investigate the pile or go down the hall.

Dungeon Master Notes

If the group decides to investigate, roll 1d6 on the investigation table at the end of the adventure.

2 - Corridor

A narrow corridor with few torches illuminating the place. Roll an encounter event here (see the encounter table at the end of the adventure). At the end of the encounter, you are faced with an iron door.

Dungeon Master Notes

The door is very rotten; if forced by any of the players, it will yield and open.

3 - Dump Room

A room where there are several drains scattered on the floor. There is a putrid mist in the air, and the stench is unbearable. Roll an encounter here. At the end of the encounter, you can investigate the location or proceed to the intersection.

Dungeon Master Notes

If the group decides to investigate, roll 1d6 on the investigation table at the end of the adventure.

4 - Crossroads

A room where there are several drains scattered on the floor. There is a putrid mist in the air, and the stench is unbearable. Roll an encounter here. At the end of the encounter, you can investigate the location or proceed to the intersection.

Dungeon Master Notes

If the group decides to investigate, roll 1d6 on the investigation table at the end of the adventure.

5 - Water Pump

Upon entering the open-door room, the group found the city's old water pump. The place is filthy, and inside there are 1d6 zombies. In this room, the group can investigate a pile of rubble.

Dungeon Master Notes

By winning the fight with the zombies, adventurers will be able to investigate the room, roll 1d6 on the investigation table at the end of the adventure. After the group investigating the room, there is nothing more interesting here.

6 - Antechamber

The room has a huge iron door that is heavily locked with a skull-shaped lock.

Dungeon Master Notes

If the players have already obtained the skull key, they can open the door. Upon entering the room, the group will surprise 4 Thieves (lv2), who will immediately engage in combat. If the group wins the fight, the DM will draw a treasure and 1d8x10 pieces of gold to be divided by the group. One of the corpses carries a large cross-shaped key around his neck. The group notes that there is a curved corridor that, when crossed, ends at the door with a cross-shaped lock. When they open the door, they enter the lair of the thief chief. investigation table at the end of the adventure.

7 - Waste Treatment Room

A room with six closed barrels written on the top of each: unsuccessful experiences.

Dungeon Master Notes

If the group approaches the barrels, a poison gas trap is triggered. It can be detected and disarmed by a thief. The trap does 1d4 HP of damage. There is no more interesting in this room.

The Lost Necklace

8 - Tool Depot

The door is open, and the room is an old tool depot. The place is dirty and with broken tools. There are 1d6 skeletons on the site. The fight begins!

Dungeon Master Notes

If the group decides to investigate, roll 1d6 on the investigation table at the end of the adventure.

9 - Feces Pool

A huge pool of putrid water, full of feces and other unidentified manure. The smell is nauseating, and from the middle of the water, an Otyugh emerges.

Dungeon Master Notes

This monster is a very difficult encounter that serves to instigate the most daring players. If the group decides to attack you, the combat must be started. In case of victory, a magic weapon + 1 must be drawn among the players and they will win 300 gold pieces of reward. If the players ignore him and leave the room, Otyugh dives into the pool of feces without attacking them.

10 - Water Treatment Room

A large room with a lake with cloudy, but apparently clean water. In this room, there are three thieves (thieves lvl 3) absently waiting for something. You surprise them and attack them.

Dungeon Master Notes

When winning the fight, players will find on the neck of one of the corpses a cord with a skull-shaped key and 1d4x10 pieces of gold. The key will allow you to open the door with the skull lock.

Special Dungeon Master Note

In the end, there are profiles of the thieves and the chief of the thieves to be used in the adventure.

11 -Final Room

Upon entering the door room with the cross-shaped lock, the group surprised a man dressed in black leather armor, looking at a series of boxes, accompanied by two others. He turns his head and smiles ominously:

"I see that you won several dangers, but now you will find your final destination in my hands."

The combat begins.

Dungeon Master Notes

The man is the Thief Lord (thief Lvl 5), accompanied by two minions (thieves lvl2). When winning the fight, the players will find the stolen medallion on the thief's neck. In the boxed room, there are two gems worth 100 gold pieces each and 1d8x20 gold pieces. There are also 4 healing potions of 1d6 HP. Heroes can get out of the sewer without any problems and hand over the stolen medallion to Brother Frederick

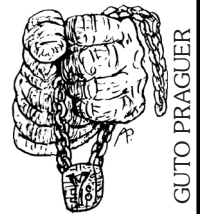
The End of Adventure

"You come out of the sewers smelling bad and still with the memories of that damn place. The group heads to the Temple of the Worshipers of the Transformed Lead and, arriving there, meets Brother Frederick.

He tells his odyssey talking about what you went through in that hellish place. He hands over the medallion, and he smiles, then gives him the 400 gold pieces. He thinks and says that the gods will bless him. You want now to take a shower and a nice mug of wine with something to eat. Other adventures can wait in Crinsomwater.

Dungeon Master Notes

At the end of the adventure, players will receive 400 gold reward pieces and 200 extra experience points for completing it. The booty found in the sewers is owned by the players and maybe shared between them.



Appendix A - Tables and Profiles

Investigation Table (d6)

Roll	Result
1	Trap (1d4 HP Damage)
2,3	Encounter
4,5	Nothing Special
6	1 Healing Potion 1d4 hp

Encounter Table (d8)

Roll	Result
1	Gelatinous cube (1)
2	Toad Giant (1d4)
3	Spider Large (1d3)
4	Thief Lvl2 (1d4)
5	Giant Centiped (2d6)
6	Zombie (1d6)
7	Skeleton (1d6)
8	Ochre Jelly (1)

Special Monster

Othyugh

Armor Class:	3
Hit Dice:	8
Move:	6'
Attacks:	3
Damage:	1d8/1d8/2-5*
No. Appearing:	1
Save As:	Fighter 6
Morale:	12
Treasure Type:	See adventure Notes
Alignment:	Neutral
Special Attack*	Disease (Typhus 90%)

Limited Telepathy

The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

NPCs

Thief level 2 (Human)

AC 6, HD 2 (8hp), Att 1 weapon (1d6), THAC0 19, MV 60', SV D13 W14 P13 B15 S15, ML 8, AL, Neutral, XP 20, NA (see adventure notes), TT (see adventure notes)
Equip: Short Sword, Special Leather Armour

Thief level 3 (Human)

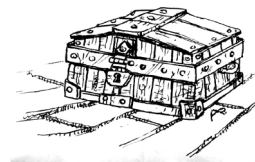
AC 6, HD 3 (12hp), Att 1 weapon (1d6), THAC0 19, MV 60', SV D13 W14 P13 B15 S15, ML 9, AL, Neutral, XP 25, NA (see adventure notes), TT (see adventure notes)
Equip: Short Sword, Special Leather Armour

Thief Lord Level 5 (Human)

AC 6, HD 5 (20hp), Att 1 weapon (1d6), THAC0 17, MV 60', SV D12 W13 P11 B14 S13, ML 10, AL, Neutral, XP 80, NA (see adventure notes), TT (see adventure notes)
Equip: Short Sword, Special Leather Armour

Brother Frederick Cleric Lvl 9 (Human)

STR 14, INT 14, WIS 18, CHA 14, CON 14, DEX 12
AC 4, HD 9 (72hp), Att 1 weapon (1d8+1), THAC0 14, MV 60', SV D6 W7 P9 B11 S9, ML 12, AL, Neutral, XP 180, NA (unique), TT (see adventure notes)
Equip: Chain Mail+1, Hammer +1, Holy Symbol
Magic: By DM's choice.



GUTO PRAGUER

Voxel House Game Studio

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