

XEROKS GENERATION PRESENTS

THE PLEBEIAN



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

1500 GOLD PIECES!



CARLOS CASTILHO

Crinsomwater - Geralt Timber, owner of Shady Orc tavern, is opening his tournament arena and challenging boldly adventurers! This arena, built specifically under his tavern, will promote fights and tournaments for all heroes who wish for fame and fortune. Geralt has already announced a prize of 1500 gold pieces for those who win "Rusty", a baboon captured from the Mad Orc Island and brought to our continent! The challengers can now register.

Crazy Old Woman Irritates Mobs at Crinsomwater Market and Stoned

Crinsomwater - An elderly woman of unknown origin caused trouble in Crinsomwater's market square. Witnesses argue that out of nowhere she climbed into a wooden box and started screaming nonsense. The mob started booing and throwing rotten vegetables. She was not intimidated, she continued screaming until someone more heated, threw a stone, injuring her in the head. It fell out of the box and staggered away with a hand on its bleeding head. She disappeared in the city and no one understands her whereabouts.

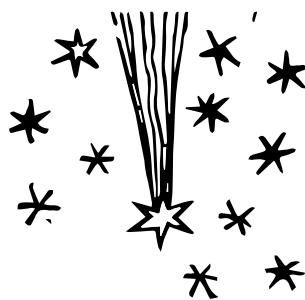
FAMOUS OUTLAW IS KILLED! GROUP OF ADVENTURERS BRING OUTLADED THUG'S HEAD!

Crinsomwater- The head of the famous bandit Enri "Toothpick" Grant was brought in, responsible for a series of thefts and murders in Crinsomwater. He was not with his gang that inhabited the sewers when he was beaten by Carol Ironforge. In his place was one of his most dangerous henchmen, who served as a kind of local leader. An expedition made up of 3 daring adventurers managed to find a trail that led them to an ancient ruin near Thornland. There, these heroes spotted a group of thieves who guided them to Enri's hideout.

- After a bloody fight, we managed to kill this bandit and his minions - said Marla one of the adventurers - they were hidden in these ancient ruins.

The group also reported that there were undead in these ruins and that they had to face some zombies. Recent news reports that many undead are being spotted in the Free Kingdoms and are becoming commonplace. Mystery still without a specific clarification. Adventurers received a reward for capturing this ruffian and even managed to put an end to this band of thieves that plagued our city. The group is currently resting in Crinsomwater awaiting further adventures.

Comet Spotted!



From the Editor - A comet was spotted by all astrologers in the south of Artrusia on the last day of the month of the Warrior. The sages are associating this omen as the harbinger of some important event concerning wars or battles. There is no evidence of war or conflict, but the leaders of the Free Human Kingdoms are meeting in Bold Forest to discuss this fact. Astrologers are just trying to interpret this heavenly omen, but without success yet. The moment is part of apprehension for many.

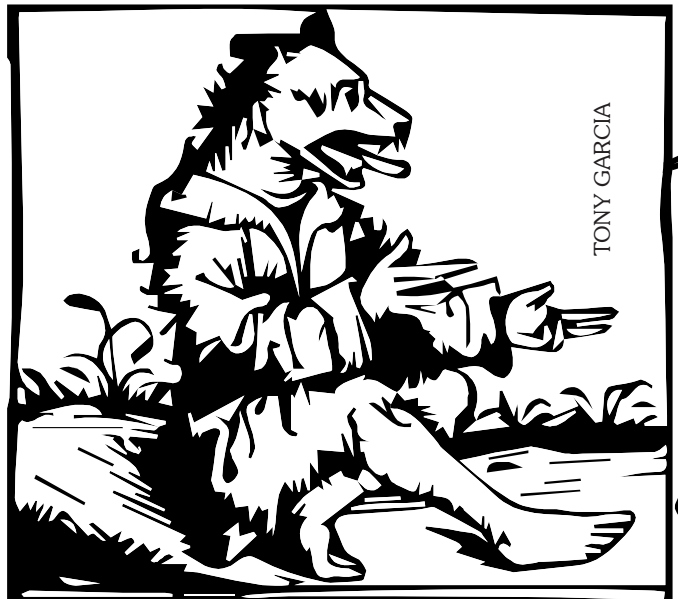
The Forgotten Temple

By Tony Garcia

An Adventure for Characters Level 1

Background

A group of children was playing near the forest of the howls when they saw strange humanoid beings, never seen before in Artrusia. Basing on them, it was a band of five, armed with curved swords, wooden shields, and leather armor. What attracted the most attention was their face: just like a dog. Frightened they ran and called some adults, who, not buying that the story, began to make fun of them. Days later, a woman washing her clothes in a nearby river saw three of these beings and ran scared in search of help. During days of numerous sightings of these beings were announced and that it took the authorities of Rubragua to take measures. Some military expeditions were sent to the region, but no avail. At the same time, a great reward was proclaimed for all adventurers who was able to capture one of these beings alive or dead. The challenge has been started! ”



Background - Crinsonwater

“There is a stir in Crinsonwater due to the sighting of the so-called dog warriors. The authorities are offering a reward of 300 pieces of gold if someone brings information or captures one of these beings alive or dead for studies. Those who want to try their luck will be able to sign the hunting permit at the Merchants Guild and go in search of these strange beings. ”

Notes to the Dungeon Master

- Players will be able to leave from Crinsonwaterrumo the forest of the Howls behind these beings. They will leave at their own risk, after signing the hunting permit.
- Players must purchase their supplies, healing potions, and equipment that they deem necessary for the endeavor.

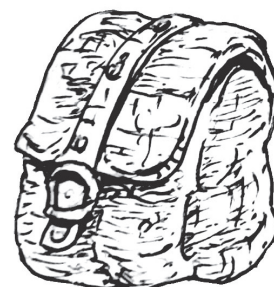
Dungeon Master Notes

Forgotten Temple is the newest mini delve from the Xeroks Generation. It is an adventure of the “One shot” style, set in the world of Artrúsia, focused on the BX system. We will be releasing new adventures whenever possible, so that you can use the world of Berdlock in your Oldschool systems such as BX, DCC, OSE and any other that are compatible. This adventure can fit into your campaign or even, play in an afternoon with your gaming group. We hope you enjoy it.

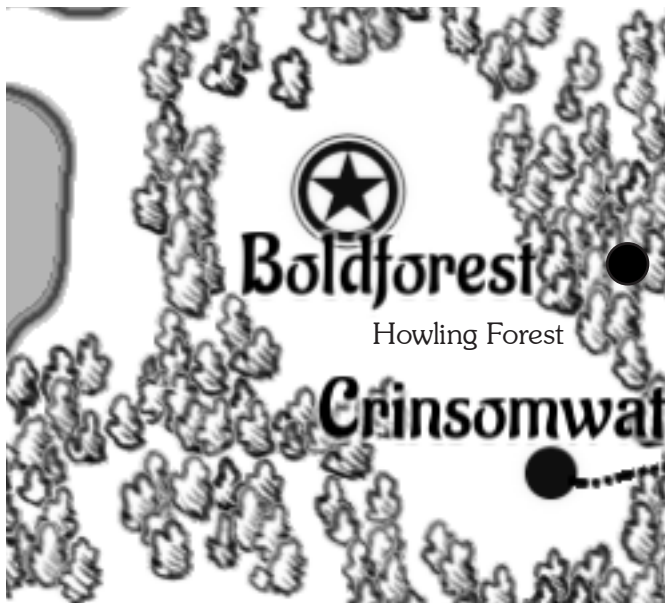
What will you need to play?

We recommend using the basic BX books or even the old red box from Dungeons and Dragons, You can easily adjust to DCC or other systems. The list below being a suggestion:

- BX Essentials Core Rules, Monster and Adventures and Treasures;
- DCC Classic (any edition)
- Dungeons and Dragon Red Box - Basic Set 1977
- Dungeons and Dragos Rules Cyclopedia



The Forgotten Temple



Travelling to the Temple

The group is leaving Crinsomwater. Players will perform a two-day trip to the Howling Forest. During the night, the following encounters can take place:

- 1- 1d4 Zombies
- 2,3,4,5- No encounters
- 6- 1d4 Skeletons

Upon reaching the edge of the forest on the third day of the morning trip, they will encounter a group of frightened traders. The master should read the following to them:

“At dawn you find a group of traders who have seen the warriors with the face of a dog, near a neighboring cave. They ignored the group, but they appeared to be carrying something inside. According to the traders there were about five of them and they were totally unconcerned about things around. The merchants indicate the direction of the cave and continue on their way moving away quickly..

Notes to the Dungeon Master

Traders indicate the direction of a relatively nearby cave hidden by the forest. Frightened they wish to emerge from there as soon as possible. Players make their way to the venue.

About the Kobolds

The kobolds used in this adventure are bodyguards type (1HD - 1d6 HP). You can find them in <https://oldschoolessentials.necroticgnome.com/srd/index.php/Kobold>

The Forgotten Temple

A cave hidden by foliage appears in front of the group. It seems at first abandoned, but as they get closer, they realize that it is a construction made of rock, with details and some arabesques in an ancient language.

It is not possible to translate the text, but it is possible to see a path with tiny stones leading to an entrance covered with dirt and stones. Is see the flickering of a torch, indicating that the place does not seem abandoned. ”

Notes to the Dungeon Master

Players find the entrance to an ancient temple, which does not seem abandoned. The entrance has a stone portico that gives access to a room lit by the torch. They can enter without any problem.

1 Entrance Room

A room with dirt on the floor, but curiously lit by a torch that was recently placed. There is a type of water source sprouting from the ground, which is clear and drinkable. There is a passage at the end of the room that leads to a room at the front, also lit by torches.

Notes to the Dungeon Master

Players enter this first room. It is empty, however, they can hear footsteps in the next room ahead. Suddenly a shadow crosses in front of the passage as if it were concealing in the corner of the next room.



2 Chest Room

The room is lit with two torches and it is possible to see a chest with a skeleton on the floor and a passage below. In addition, heroes come across 4 humanoid creatures with dog heads, ready for combat. Both sides are surprised, but deadly combat will begin.

Notes to the Dungeon Master

In the room, there are 4 kobolds waiting for the players. Winning the fight the players can

investigate the monster's bodies and chest. The chest contains a trap that deals 2 damage and contains about 1d6x10 pieces of gold, plus some fine fabrics and silverware worth 40 pieces of gold. It appears to be some merchant's loot made by these creatures.

The monsters are in leather armor and their swords are curved and their wooden shields round. Nothing like this has ever been seen and players will ask where they came from.

The passage below leads to a small corridor with a barred gate that allows you to see a larger, apparently empty room. This gate is opened.

The Forgotten Temple

3 Rest Room

A big room with a huge pile of dirt on the floor, lit by torches. There are two skeletons tied to the wall and a barrel. Upon entering the room 3 kobolds attacking the heroes!

Notes to the Dungeon Master

Players get into the room and are surprised by 3 Kobolds who advance towards them. If they win this fight, they can investigate the place. The barrel contains an excellent wine that invigorates everyone. (restores 1 HP).

When examining the location, players notice that on the finger of one of the skeletons there is a ring that can be identified in the city (Protection ring +1). There is a passage to the next room with an open door.

4 Dead Spider Room

In this room lit by a simple torch room, there is the corpse of one of these beings together with that of a giant spider. It seems that there fights between the Kobolds and the spider. There are webs around the place and a passage can be seen

Notes to the Dungeon Master

In this room, there is a sign that the Kobold fought with this spider and killed it, but at a high price. One of them was murdered and his corpse is still quite fresh and appears to be ready for some kind of ritual, perhaps a burial. There is a passage below with a 90-degree curve.

5 Big Corridor

A huge corridor lit by two torches. It is possible to see an entrance on the right and at the end a 90-degree curve.

Notes to the Dungeon Master

A large empty corridor with only two passages. It's empty, and nothing is interesting about it.

6 Deposit

A room with a torch, as well as a human corpse in an advanced state of decomposition and a chest in the corner. In it, 4 kobolds are making a meal. They surprise to see the heroes entering the place.

Notes to the Dungeon Master

The players hold the initiative in the fight. By beating the kobolds they will be able to investigate the place. In the chest, there are 2 healing potions of 1d6 health and 70 gold pieces. Upon examining the corpse, they will identify him as a probable human merchant due to the remains of his clothing. There is nothing else in the room.

7 Antechamber

A strange sense of magic is in the air in this room. Torch light up the place, with cobwebs on the walls and a skeleton in rusty armor on the floor. There is a wooden door where you can see a strange red light and a strange noise. 4 kobolds guard the place that, when they see the group, attack it immediately.

Notes to the Dungeon Master

When winning the fight the players will still feel a magical aura coming from the door. When you investigate, you will hear a buzz and a few steps behind it. The door is closed, and the key is in one of the kobold corpses. (The players can investigate them).

The heroes will be capable of investigate the skeleton and find a gem worth 80 gold pieces. The door starts to emit a more intense red light when the heroes approach it to open it with the key. The player who opens the doors with the key will receive a shock and lose 1 HP. As the sense of magic increases, players will be able to enter the new room. Optionally, players will be able to investigate the kobolds and still find 1d6 gold pieces for each kobold corpse.

Appendix A - Tables and Profiles

8 The Portal Room

The sight as they enters the room surprise, everyone. A kobold in flashy robes is casting a spell. In front of him, 4 warrior kobolds are protecting him, in a kind of barrier. The kobold magician seems to be opening a portal, as it is possible to see the ghostly image of a desert plain. Intense red light comes from a pentagram drawn on the ground, flanked by 4 candles. The magician Kobold has concentrated as the warrior kobolds advance towards the heroes.

Notes to the Dungeon Master

The fight goes on while the kobold magician continues his summoning. The kobolds block the path preventing you from approaching it. When the last warrior kobold is killed. The portal will be open and the kobold magician will look at the heroes and say in a guttural voice in the human language:

“Human fools, we will come back and get ready for our revenge! Our invasion of your world is just beginning! Remember that! ”

The kobold magician jumps to the portal without being able to stop it and immediately it closes, leaving a smell of ozone in the air and the heroes without action. When investigating the corpses you will find on 2d6 pieces of gold. There are more questions to be asked and all of them are unanswered. In the room, you can still feel traces of magic and a very strange aura. It seems that there is nothing more to do here. It remains now to return to Rubragua to tell what happened and take the body of one of these beings.

End of Adventure

“The heroes take one of the bodies of these invaders and wrap it in a bag so that it can be easily loaded. They take a shield and a sword to show the authorities, in search of possible identification of the weird dog-headed beings. When they leave the cave, it is still daylight and the return trip is safer, as a caravan of traders passed by and it offers transportation in exchange for protection. Two days later you reach Crinsomwater and take the corpse and weapons to the city guild.

Once there, they are given by the authorities and tell and tell what happened. They recover the corpse and weapons and then pay the reward for the deed. What remains now is to identify the ring and drink at the nearest tavern until the next adventure. ”

Notes to the Dungeon Master

Players upon reaching Crinsomwater will immediately go to the authorities handing over the corpse and receiving payment. Then they can investigate the ring in a house of spells identifying it. The cost of identification is 10 gold pieces. When paying, the master will tell you that it is a Protection Ring +1. The group can sell it for around 1000 pieces of gold or give it to someone in the group. The adventure ends here.

Hello, we want to hear from you!

Thank you for downloading our material (“and if you paid for coffee”, our orc team thanks you for this great kindness). We wish you ‘d send a message to our editor. As you know, English is not our mother tongue, so we are always trying to improve our texts and material. If you identify any typos or even confusing text please contact us.

Our contact email is antonmarcelo@gmail.com

Have fun! Good game! See you in the next number of our zine!

Voxel House Game Studio
Adventure/Maps: Tony Garcia
Lore: Tony Garcia
Art: Carlos Castilho. Guto
Praguer, and Tony Garcia



Copyright Number
DA-2020-002882

<http://www.voxelhouse.com> - 2021

Open Game License

DESIGNATION OF PRODUCT IDENTITY All artwork, logos, and presentation are product identity. The names “Voxelhouse”, “World of Zoa”, “World of Artrusia” and “Berdlock Keep” are product identity. All text not declared as Open Game Content is product identity.

DESIGNATION OF OPEN GAME CONTENT

All text and tables in the following sections are Open Game Content: ability scores, sequence of play, adventuring rules, basic combat procedure, other combat issues, standard combat charts, magic.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved. 1. Definitions:

- (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.33

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document © 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document © 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, © 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, © 2005, Troll Lord Games.

Basic Fantasy Role-Playing Game © 2006–2008 Chris Gonnerman.

New Spells: A Basic Fantasy Supplement © 2007 Chris Gonnerman, Ola Berg, Angelo Bertolli, Jeff Querner, Everett Bradshaw, Emiliano Marchetti, Ethan Moore, Jim Bobb, and Scott Abraham.

OSRIC™ © 2006, Stuart Marshall, adapting material prepared by Matthew J.

Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Swords & Wizardry Core Rules, © 2008, Matthew J. Finch.

Eldritch Weirdness, Book One, © 2008, Matthew J. Finch.

Darwin’s World © 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant Future™ © 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

Advanced Edition Companion, © 2009–2010, Daniel Proctor. Author Daniel Proctor.

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Deluxe Edition, © 2010, LotFP. Author James Edward Raggi IV.

First Level Magic-User Spells Grindhouse Edition Spell Contest: Bookspeak, © 2011 Daniel Smith.

First Level Magic-User Spells Grindhouse Edition Spell Contest: Howl of the Moon, © 2011 Joel Rojas).

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Grindhouse Edition, © 2011, LotFP, Author James Edward Raggi IV.

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Player Core Book: Rules & Magic © 2013 LotFP, author James Edward Raggi IV.

Cave Cricket from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Labyrinth Lord™ © 2007-2009, Daniel Proctor. Author Daniel Proctor.

B/X Essentials: Core Rules © 2017 Gavin Norman. Author Gavin Norman.

END OF LICENSE