

XEROKS GENERATION PRESENTS

THE PLEBEIAN



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

THE WORLD OF ZOA

“Zoa is a unique and interesting world with several peculiarities, the most bizarre being that it is a completely flat world, supported in the great void by strange magical forces. It’s a flat world, like a great irregular disk, with magic and mysteries in all its extension”

Simon Hawise - Explorer

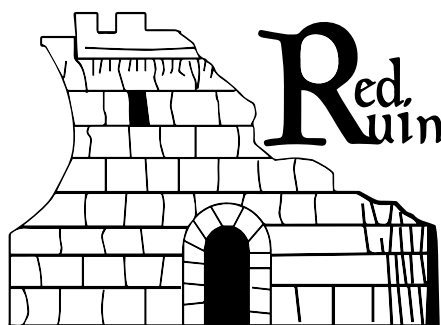
In this, issue 3 of The Plebeian, we are bringing you the preview, the so-called Fast Play of our minimalist OSR RPG system, The World of Zoa. The purpose of this system is to be an RPG that can be played either solo or in traditional mode with a GM and Players. We’ve already posted on DriveThru a lot of information about the world and lore of Zoa, and now we’re laying out the basics of the system for you to start playing and share your feedback with our team.

Zoa was developed with the beginning player in mind, and we are trying to rescue the old ideas of primordial RPGs, with the adoption of level 0 and an initial level cap up to 3. This was thought to make for a very exciting game, and will allow the Game Master and solo player to work the narrative, aided by a simple and robust system.

We really want players and GMs to send their opinions and ideas, because we want the system to reach the maximum number of players, and have a quick,



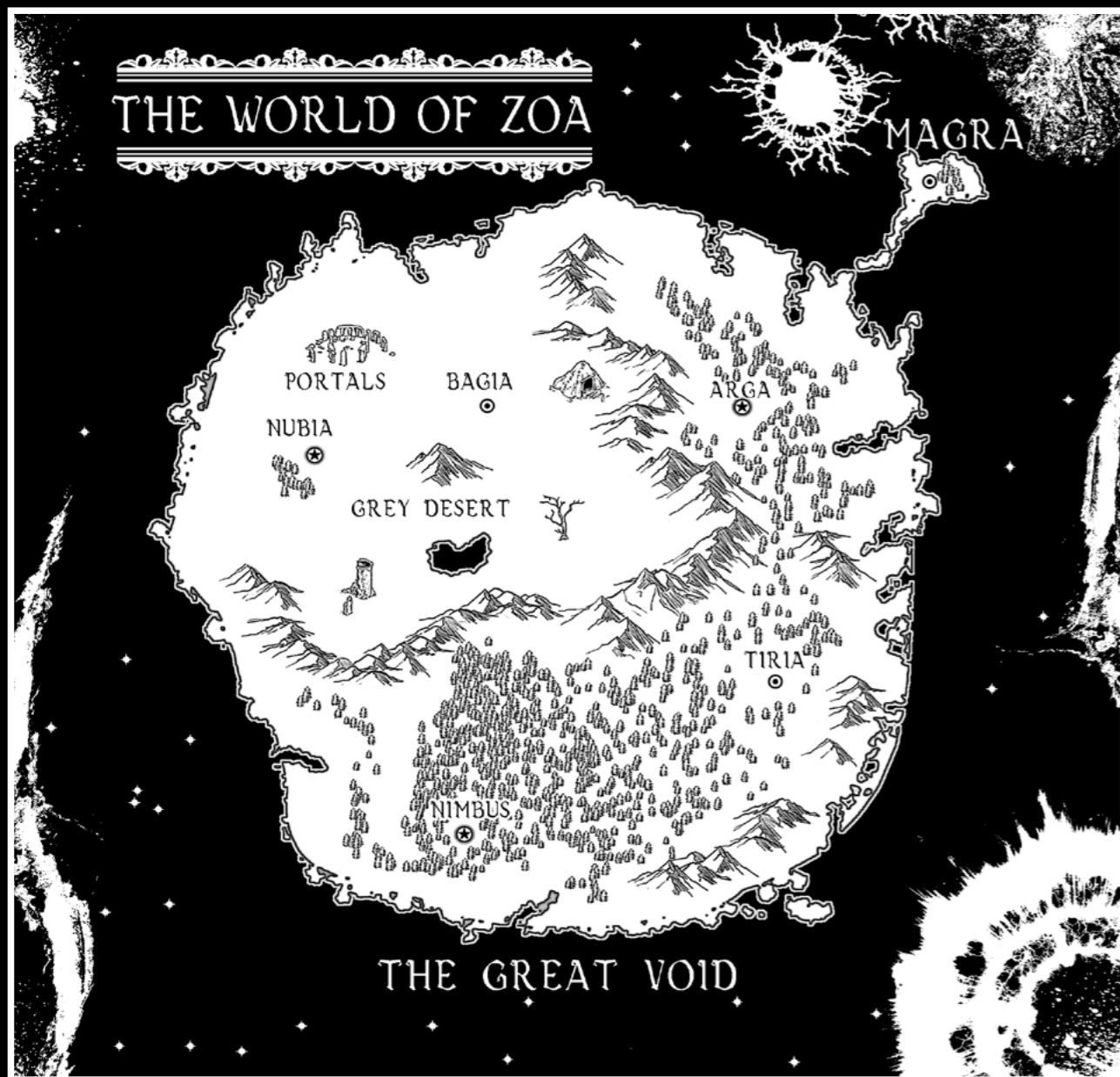
simple and cheap option for good RPG games. The system will still have a link to our main Chronicles of Artusia system (not yet released in English) and will allow both worlds to be played in one-shot adventures or in major campaigns. Have fun, and keep in touch with us! We will release a lot of cool things for Zoa and Oldschool RPGs.



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The world of Zoa is a planet that has suffered repeated cataclysms. A large flat land mass remains, sustained by unknown magical forces, floating in the great void. The world has a diameter of 800 kilometers, with a desert climate to the north, a huge mountain range cutting through its entire length, known as the Old Backbone, and to the south, a very mild climate with beautiful forests covering the whole area. Zoa has a small sun that moves around it in a 14 hour cycle, giving 9 hours daylight and 5 hours of night in each revolution..

On the surface, there is little water, with lakes in the south, but below ground, there lies a large submerged ocean of freshwater, which according to its inhabitants, has been little explored. It rains in the southern forest regions, but little rain falls in the desert area.

The planet has 4 seasons in the year: summer, autumn, winter, and spring. Snow is common in the high mountains, and is very rare in the lower regions. The average temperature in the forest regions is 20C (68F), while in the desert, it can reach 35C (95F). The fauna is very rich in the forest region with birds, wild animals, and small reptiles. In the desert area, reptiles are common, as are large insects, one being the giant scorpion.

There is a strip of land connected to the world to the north by a series of floating islands, of which the principal island has the name of Magra, with a homonymous city. There is a large hole in the middle of the continent, where it is possible to see the great void at its bottom. This is known as the "Eye of the Void," and it is also possible to see the great underground ocean through it.

It is a fantastic sight because the walls of this hole are glazed and transparent, and it is possible to see the water there. It is estimated that its depth is about 40 kilometers, and its width on the surface is 50 kilometers.

The People of Zoa



In Zoa the race of man predominates, and is present in all cities.. However, fantastic creatures such as goblins, orcs, kobolds, giants, and dwarves are scattered across the planet. There is no population census, and it is not known how many beings live in this world.

Zoa's technology level is very similar to our own medieval times, but, unlike us, they have very advanced magic. Machines are powered by magic, notably flying ships, and iron golems march into battle. Across Zoa, there is advanced knowledge of alchemy and the creation of potions and poisons.

Main Locations in Zoa

There are small villages and cities spread across the planet, but over them are six powerful state cities. These are:

Nubia — City ruled by a merchant council, lies in a large oasis that receives goods from different worlds, where exotic things may be bought here in the bazaar. A mighty army guards the city.

Bagia — This is known as the Desert Hope. A city located right in the centre of the gray desert where doctors, physicists, and alchemists develop magic potions, rare alchemical elements, and items for healing and well-being. It is beautifully decorated, with huge libraries, universities, and large hospitals.

Arga — Known as the city of arms, humans and dwarves live here, producing weapons, armor, and all that is needed for war. Many nobles and adventurers go to this city in search of news of the war. It is defended by a large army.

Magra — The city of schools of magic and magicians. Here, isolated from the world, students of magic from all over Zoa dedicate themselves to arcane, natural, divine, and necromantic studies.

It has several universities, libraries and keeps the world's recorded history. It was founded by Master

Zoa, a great wizard who gave the world its name and managed to re-establish it after the cataclysms.

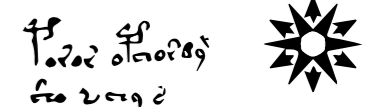
Tiria — The city of artists, this is rich with museums, libraries, universities, and schools. Sons of nobles come to study in this place and learn arts. A large observatory lets astronomers study "The Great Void".

Nimbus — known as the city of light, this is a large metropolis that holds embassies from all the other cities of Zoa. It is the largest of all the cities and is considered by many to be the world's capital.

It is surrounded by a beautiful forest and is one of the most beautiful places on the planet. They say that great decisions come out of Nimbus. Zoa was buried here, and great monuments honor his memory.

These cities live in peace with each other, and once a year, they meet in Nimbus to discuss the world, wage wars against hordes of monsters and undertake expeditions to other worlds.

The Portals



Portals are passages to different worlds. There are 13 of them that allow the inhabitants of Zoa to travel between these locations. They lie in a remote, desert area.

The portals work in both directions. The people of Zoa use them to visit other worlds and trade between them in disguise and discretely. In the worlds that these portals reach, they are well hidden, and they are rarely discovered.

Other famous spots

Black Tower — In the depths of the gray desert, lies the Black Tower, abandoned and deserted for hundreds of years. The tower has no magical aura, and is inhabited by groups of monsters. It is said to have belonged to a magician named "Br'lock," but no one knows whether this is truly her name.

The Great Dry Tree — Of note is a huge tree about 200 meters high in the middle of the desert called the "Dry Tree." They say it is thousands of years old and that it first grew in the pre-cataclysmic time. A local legend says that when this tree flowers again, Zoa will enter a time of change.

The Entrance to the Interior Ocean — A large cave

descends two kilometers to the deep beach. It is a passage to the inner ocean of Zoa. Inside, there are small caves inhabited by tribes of Goblins, Kobolds, and over these is a large Orc "hive". Interestingly, Zoa's orcs are red and live close to a state of barbarity.

Transport and Economy

Airships that levitate magically give the main cities of Zoa their quickest way of connecting. Arcane magic allows these boats to sail through the sky and they can cross small areas of the Great Void towards Magra to take on and carry goods and passengers.

By land, caravans leaving cities and crossing deserts are very common. These caravans are composed of large wagons, the size of houses, each with a function: kitchen, repair shop, bedrooms, water, defense, hospital, and cargo.. In the desert, they are pulled by giant scorpions, which have enormous heat resistance and consume little water. In the colder regions, these beasts of burden are replaced with animals similar to the elephant, solid and resistant, that pull these large carts.

Trade happens between all the cities and is common in minor localities with small caravans that hold itinerant fairs that take goods worldwide. Items brought from other worlds through portals are only found in large cities, and are rare in small villages or towns.

In Zoa, both agriculture and mining take place. There are many types of ore mined, including gold, silver, and copper, and these are the basis of the local economy. A gold coin is worth ten silver coins, and one silver coin is worth ten copper coins. It is possible to buy an assortment of things in the cities, and there are guilds specialized in commerce and other activities such as construction, crafts, etc.

In Zoa, there are curiously horses; it seems that they were brought from other worlds, along with oxen, pigs, and sheep. Wolves, wild boar, and deer are common. There are also animals native to the planet, such as desert lizards, giant desert scorpions, and dragons, These last are rare,, with most reports of them from mountainous regions, where they make their well-hidden lairs.

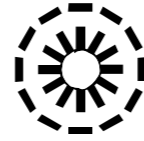
Threats and Dangers

Zoa has many dangers: renegade wizards and necromancers, wandering goblins, red orcs, and human looters live throughout the world.



These dangers usually attack small villages, commercial caravans, or unsuspecting travelers. There are also air pirates, commanded by the terrible Martina "Bloodeye" Vieira. She has a fleet of three airships that plunder unsuspecting vessels.

Some necromancers command small groups of the undead, and these wander the world seeking victims. Old abandoned dungeons, temples, magical and cursed places, wait for the daring adventurer who is willing to explore these dangers in search of fame and fortune.



The Laws

In Zoa, laws are strict, with capital punishment for murders, and the amputation of hands for the theft of sacred or magical objects being common. Minor crimes such as disorderly conduct are punished by public lashing or imprisonment. Large cities have courts with judges, and in smaller towns, mayors with counselors take on the role of judge and jury.

Religion



In Zoa, people believe in minor deities, familiar spirits, and nature spirits. There are religious orders that usually come from schools of magic or from clergy who seek a common spiritual goal.

Reincarnation is a common consensus, and conversation with the spirits of the dead is a natural thing. Each race has its pantheon.

Arriving on Zoa



In the portal area, a military detachment and wizards control the place. If you are a stranger to the world, you will be stopped by them immediately. These are called the "doorkeepers" who watch the traffic between worlds and make the first contact with foreigners.

They direct the newcomers to Nubia, where they are interrogated to find out their intentions. They use magic to understand the visitors' language, and in a short time, communication proves easy.

This is our first impression of Zoa; we will talk more about this new and strange world in the future.



BASIC CONCEPTS

Initial Concepts

Zoa, in its essence, is an old-school RPG that can be played either solo or with a game master. These first fast rules will explore the basic system, with the characters reaching as far as level 3, but in the next expansions, we will move to higher levels and the epic game with its maximum level cap (10). The game was based on our Chronicles of Arthrusia system, also old school, but with a focus on the English school, with the classics such as Fighting Fantasy, Dragon Warriors, and the old Warhammer Fantasy Roleplay in its initial editions.

Nowadays, with the "Renaissance of the classics" in the form of different games, I, as a game designer and above all a player, having had the opportunity to play these classics at the time, I must confess that I am happy to be able to bring this to the present time.

As I said, this is the first "zine". I see it as a "basic ruleset," and I ask you also to share this vision. You can play only with the men-at-arms class in these rules. In the full rules, you may play with summoners and rogues. The world of Zoa is a huge world to be explored and that we hope to do with our system's evolution.

Dices

Our game uses only 6-sided dice, which we call d6, with its variants known as d3, d66, and later d666. For you to roll a d3, roll a d6 and divide the result in half and round up. To roll a d66, d666 or more, just roll a d6 as many times as necessary, in order. For example, a d66 would be a d6 followed by another d6. The d666 is the same. We arrived at this option because it is the most common of all dice and you can easily find lots in any game box in your home. So we will rely on it for all system decisions.

Tests

In certain game situations (actions in general), you will need to roll 1 or more dice to reach a minimum to run these tests successfully. There may be bonuses or penalties that may or may not facilitate this success.



Character Stats

In our basic game, we play only as the human race. The character (his alter-ego in the game) has the following stats:

Physical — Represents characteristics such as strength, physical constitution, stamina, etc. It can be represented by 1d3 or 1d6 (see classes). This factor is important for the "Men-At-Arms."

Mental — Represents your intelligence, wisdom, reasoning ability, learning, etc. It can be represented by 1d3 or 1d6 (see classes). This factor is important for the "Summoners."

Acrobatic — Represents agility, the ability to perform a series of actions: climbing walls, ropes, dodging, etc. It can be represented by 1d3 or 1d6 (see classes). This factor is important for the "Rogues."

Hit Points — Ability to resist damage from enemies and monsters without dying. It is rolled using 1d6. If hit points reach zero, the character is dead.

Level — Indicates the experience accumulated in different situations or adventures lived by the character. This is given by experience points gained from performing tasks, fulfilling demands, exploring locations, or killing monsters. The character starts at level 0 and has 0 experience points.

Gods Favor — In a dangerous situation, the character can ask the gods a favor to try to reverse a situation. This is done with a test, rolling 1d6 and getting a result of 6 on the die.

Name, description, background, life story, etc. — The player must use his imagination and put on paper the story of his character, where he came from, his hopes, etc. Creativity is free. Try!

Classes

Classes represent the “path” a character has taken in certain activities, whether physical or intellectual. All classes have basic characteristics and skills. These skills, depending on the game you play, can be used. The character, when starting the game, begins at level 0, with no ability (a normal guy or girl with crazy ideas...). He will be able to choose a skill from the class upon reaching level 1.

The following classes are available to the player:

Men-At-Arms

They are heroes who live the path of arms, combat and physical struggle. They can be: warriors, barbarians, pit fighters, etc. Warriors have the following characteristics:

- Physical — 1d6
- Mental — 1d3
- Acrobatics — 1d3
- Vital Points — 1d6

The following skills are available for Men-At-Arms:

- Deadly Strike — Adds +1 to the attack
- Stamina — Adds +1 to your Hit Point total
- Bandages — Allows you to recover 1 Hit Point after a fight
- Magic Rage — Gain +1 to attack when attacking summoners or magical beings.

Restrictions
Men-At-Arms can use any weapon or armor.

- Initial equipment
- 1 arming doublet (aketon)
- 1 short sword
- 20 copper pieces

Evolution

The evolution of a character in Zoa is done through Experience Points (XP), which you use to level up, receiving bonuses and increasing your Hit Points, abilities, etc.

We will explain how it works quickly and simply.

How to earn XP in a Game Session

There are two simple ways to earn experience points: killing monsters and winning challenges. Each monster gives a specific number of XP according to its Hit Points. For example, a vampire has 3 Hit Points, so it gives 3 experience points if defeated by the player. Another example, a Goblin has 1 Hit Point, so defeating it gives 1 experience point.

The challenges can be diverse, but we list the main ones that are common in Zoa adventures. These challenges can be a little more complex, and we will give you an example of some challenges for you in the case of a solo game.

- Explore a cave or room — 1 XP
- Explore a location — 1 XP
- Kill the final boss of a dungeon — Boss XP + 5XP
- Explore and finish a dungeon — XP from defeated monsters + XP from boss + XP from rooms + 10

Note: The game master can determine the experience points for the players. Just use common sense.

As experience points are accumulated, the character will level up. Let's see the tables for each class:

Men-At-Arms

Level	XP	HP and Skill
0	0	-
1	100	+1 HP/ choose a new skill
2	350	+1 to hit
3	550	+1HP

The game

Both the solo game and the group game (ruled by a game master) follow a basic sequence of play:

- Movement of heroes (if any)
- Event (encounter with a wandering monster, trap, NPC)
- Action (fighting, talking, exploring, moving)
- Conclusion - The player or GM takes notes, and the adventure continues.

There are some simple oracles that we will present later for some of the most common situations in the game.

Characteristics Checks

One of the most important things in Zoa are checks. Three types of tests involve the character.

Physical — All actions that require actions that use force, for example: climbing a wall, breaking down a door, lifting a weight, carrying something, etc. The character's “Physical” characteristic is used. For example, for a man-at-arms, the die used is a d6.

Mental — All actions that require intelligence and wisdom. For example: negotiating, reading a map, understanding a language, learning something new. The character's “Mental” characteristic is used. For example, for a man-at-arms, the die used is a d3.

Acrobatic — All actions that require reflexes and dexterity. For example, dodging, climbing a rope, climbing onto a moving horse, etc. The character's “Acrobatic” characteristic is used. For example, in a Men-At-Arms, the die used is a d3.

These skills are tested through a degree of difficulty. Each degree has a minimum number to be taken. Let's go to them.

Difficulty	d6 roll
Easy	A
Normal	2+
Hard	3+
Very Hard	4+
Extremely Hard	5+

Here it is up to the good sense of the solo player and the game master to arbitrate the degree of difficulty, for example, in a game situation: A warrior wants to get on a moving wagon at low speed. In this case, the characteristic to use is acrobatic. It is a normal situation.

The warrior needs to roll his d3 and get a result of 2 or more on the roll. In easy situations, the action is automatic (A); that is, the hero executes it without problems.

Talking to NPCs

This test option is generally used in solo play, but it can also be used by the game master in his adventures with interactions with NPCs. The yes / no table reflects reactions in conversations or situations of diverse interactions. Roll 2d6 and consult the table for different situations.

2d6	Reaction
2-4	No
5-8	Maybe
9-12	Yes

The flow of the conversation can still be modified with yes and no answers. The next question may have the following extra modifiers:

Modifier	Difficulty
-1	“No” in a previous question
+1	“Yes” in a previous question
+1	Friendly Reaction *
-1	Hostile Reaction *

Combat Procedure

The combat in our system is very simple and aims to have fun. Monsters and NPCs have characteristics, like characters. For combat the most important are:

a) To hit — How much you need to roll on a d6 to hit and damage the monster. For example, a monster with “To hit” 3 or more, indicates that you need to roll 3 or more on 1d6 to do damage.

b) The enemy hits you — Indicates how much the monster / NPC needs to hit you without armor. For example, a monster with “it hits you” of 3 or more, indicates that it needs to roll 3 or more on 1d6 to damage the hero.

c) Hit Points — Monster Hit Points.

Combat Step by Step

Initiative

Roll the initiative for you and the monster / NPC, on a d6. The highest value starts the fight (player or monster). Some types of monsters / NPCs always win the initiative.

Attack

Roll 1d6 to attempt your attack. Check your "To hit" minimum value. For example, 4+, you need 4 or more in a d6 roll to hit. Then it is the turn of the monster with "Enemy hits you," minimum value. For example, 3+, the monster needs 3 or more on a d6 roll to hit the player. If the monster's Hit Points reach zero, it dies; if yours reach zero, your adventure ends here. Every time there is a hit, the hero or monster loses 1 Hit Point.

If the monster hits you with a value greater than 6 due to the combination of armor, it will only hit you with 6.

Weapons and Armor Bonuses

a) Attack bonuses — Attack bonuses — Weapons have bonuses that are added to player rolls. If, for example, you are using a longsword, you must add the bonus to your roll. For example, if you roll 3 and the sword bonus is +2, the result of your roll will be 5 (3 + 2). Numbers greater than "6" are maximum "6".

b) Defense Bonuses — Armors have reducers that are subtracted from monsters' attacks. If, for example, you are wearing leather armor and the monster rolls a 4, you must subtract 1 (armor bonus), and the result will be 3.

Combining Armors

The player can combine a helmet and shield with the armor you are wearing, adding to its defense bonus. However, if you are using a war axe, longsword, or war hammer, you will not be able to use the shield, as they are two-handed weapons.

Disengage

The player can try to escape from a fight. He must initially reach his Acrobatics characteristic. If he gets a result greater than 3 or more on the roll, he can

try to disengage. If this happens, he should roll 1d6. If the result is 5 or more, he can escape. Otherwise, he loses 1 Hit Point.

NPC in Combat

An NPC can be part of a group. This is an extra attack. At the attacking monster's time, roll a d6. If the result is 1, 2, or 3, the monster attacks the player, on a 4, 5, or 6, the monster attacks the NPC. If the monster eliminates the NPC, it will attack the player. Treasures and NPC items can be divided by the player or the rest of the group. The master can optionally interpret for the NPC. We will give some example NPCs in the bestiary, along with basic information. We will deal with rules for contracting, negotiation, and types of NPCs in our future expansions.

Movement and Encumbrance (Optional)

A hero can normally move in a round as shown in the table below:

Armor	Movement
None	120'
Leather	90'
Chain or Plate	60'

These values are considered classic and we have adopted them in our system to facilitate understanding and make the system simpler to play. When carrying treasure the values are:

Weight (GP)	Movement
400	120'
600	90'
800	60'
1500	30'

Final Tips

The GM and the player must use common sense to resolve situations not covered in this section. We leave these gaps so that you can adopt your own criteria and actions.

Equipment List

Monetary System

For game purposes the monetary system has the following conversion:

10 copper pieces (cp) — 1 silver piece (1sp)

10 silver pieces (sp) — 1 gold piece (1gp)

10 golden pieces (gp) — 1 platinum piece (1pp)

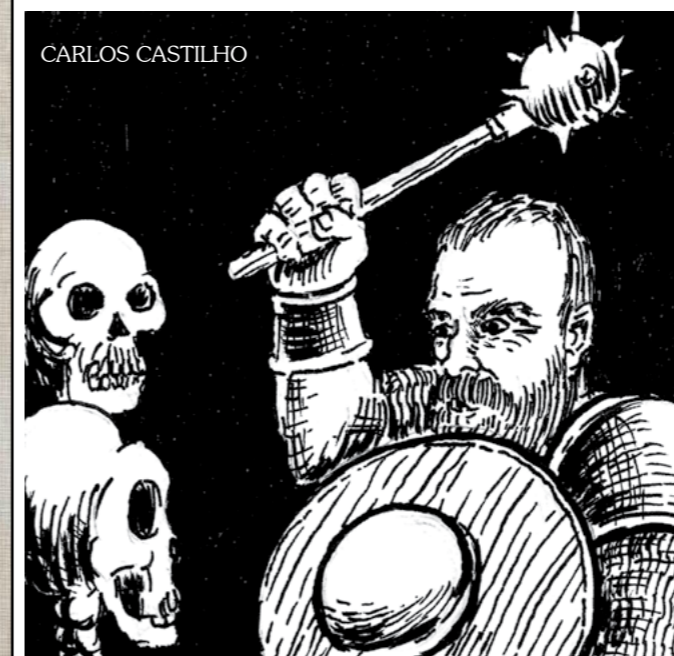
Armor

Armor	Defense Bonus	GP Cost	Encumbrance
Aketon (Doublet)	0	50	10 gp
Helm	+1	250	30 gp
Shield	+1	200	50 gp
Leather	+1	800	60 gp
Chain Mail	+2	1500	250 gp
Plate Armor	+3	2000	350 gp

Weapons

Weapon	Attack Bonus	GP Cost	Encumbrance
Short Sword	+1	400	80 gp
Long Sword	+2	1500	100 gp
Warhammer*	+3	800	200 gp
Mace	+1	400	100 gp
War axe*	+3	1900	150 gp
Lance	+2	900	350 gp
Dagger	+1	400	30 gp

* two hand weapons, no shield allowed



Common Items

Item	Cost
Backpack	2 gp
Candle	1 cp
Flint & steel	12 cp
Grappling hook	1gp
Rope, 50'	25 cp
Torch (5)	4 cp
Waterskin	5sp
Lantern	10 gp
Oil, flask (light for 8 hours in a lantern)	2sp
Ration 1 day	5cp
Special Ration (1 week)	2 sp
Battle Ration (2 weeks)	3 sp
Healing Potion (1 HP)	50 gp
Healing Potion (1d3 HP)	70 gp

Small Bestiary

In this section of our Fast Play, you will find basic monsters and NPCs, which can be used in adventures from levels 1 to 4. We present six monsters to you.

The following characteristics are presented:

- a) To hit — How much you need to roll on a d6 to hit and damage the monster.
- b) The enemy hits you (he hits you) — Indicates how much the monster/NPC needs to hit you without armor or armor bonus.
- c) Hit Points — Hit Ppoints of the monster.
- d) Special Trait — Any trait the monster might have.
- e) Experience Points — When the monster when killed gives you experience points
- f) Treasure — The monster can give you some kind of specific treasure for you to roll on the specific table.

Level: Monster's level compared to player's
Number of Appearing: How many appear in an encounter. In solo games, only one will appear.

Note: The master is free to use any monster in his encounters in dungeons, cities, etc.
We were careful to divide by level so that the GM can set his adventures up according to the players' level. We always recommend using low-level monsters in early adventures, as the lethality is quite high.

Giant Centipede

A centipede of 3 feet in length. Commonly found in caverns or dungeons.

To Hit: 3+

Enemy Hits You : 4+

Hit Points: 1

Special Trait: Nil

XP: 1

Treasure: Nil

Level: 1

No. appearing: 1d6 (1 in solo adventure)

Giant Spider

An ugly, furry and big spider.

To Hit: 5+

Enemy Hits You : 3+

Hit Points: 3

Special Trait: Poison (roll a d6 in a spider hit, if the result is 5+, the Spider causes an extra 1 HP of damage)

XP: 3

Treasure: 1d6x50 GP

Level: 3

No. appearing: Unique (1 in solo adventure)

Goblins

Goblins are small, green-skinned humanoid beings who gather in packs to plunder caravans. They are always commanded by a Goblin champion.

Normal Goblin

To Hit: 3+

Enemy Hits You : 4+

Hit Points: 1

Special Trait: Nil

XP: 1

Treasure: 1d6 GP

Level: 1

No. appearing: 1d6 (1 in solo adventure)

Goblin Champion

To Hit: 4+

Enemy Hits You : 3+

Hit Points: 3

Special Trait: Magic Weapon

XP: 3

Treasure: Magic Weapon

Level: 3

No. appearing: Unique (1 in solo adventure)



CARLOS CASTILHO

Kobold

Humanoid creatures with the face of dogs, they live in caves and dark places

To Hit: 3+

Enemy Hits You : 4+

Hit Points: 1

Special Trait: Nil

XP: 1

Treasure: 1d3 GP

Level: 1

No. appearing: 1d6 (1 in solo adventure)

Skeleton

To Hit: 4+

Enemy Hits You : 4+

Hit Points: 1

Special Trait: No Intelligence

XP: 1

Treasure: weapon

Level: 1

No. appearing: 1d6 (1 in solo adventure)

Zombie

To Hit: 3+

Enemy Hits You : 4+

Hit Points: 1

Special Trait: No Intelligence

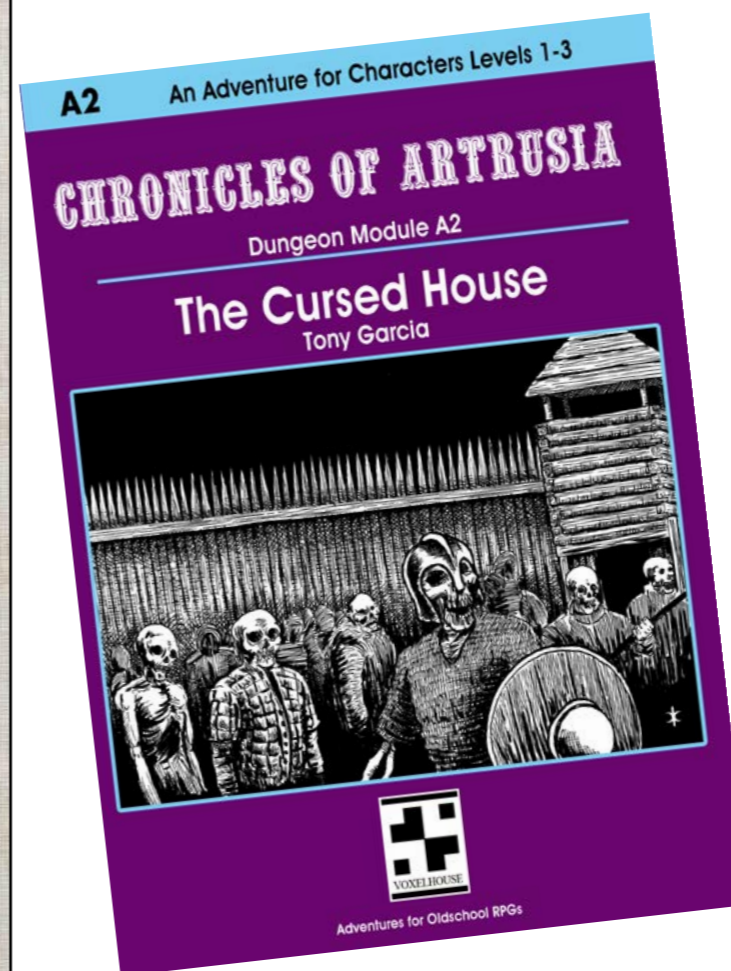
XP: 1

Treasure: weapon

Level: 1

No. appearing: 1d6 (1 in solo adventure)

A CURSED FAMILY!



“A curse has hit Baron Ananias Galvan, the result of his son Philippe’s bad deeds. The young nobleman dishonored the beautiful daughter of Lady Josefa, the beautiful Joana, and did not commit to the girl. The Lady Josefa, a woman of knowledge of magic and necromancy, cursed the nobleman’s son and all his servants. Philippe was turned into an undead, and his property cursed.

Baron Ananias hires heroes to invade the place and break the spell to bring the nobleman’s son back to his normal condition. However, for this to happen, it is necessary to face a horde of Zombies and unknown dangers.

There are rumors that the property where Philippe lives is the secret to breaking this spell, but it is said that Lady Josefa didn’t only place Zombies on the site. Skeletons of dead people attack the unwary and there is a rumor that even a lich is present on such a property. Is this true, or is it the exaggeration of scared peasants?”

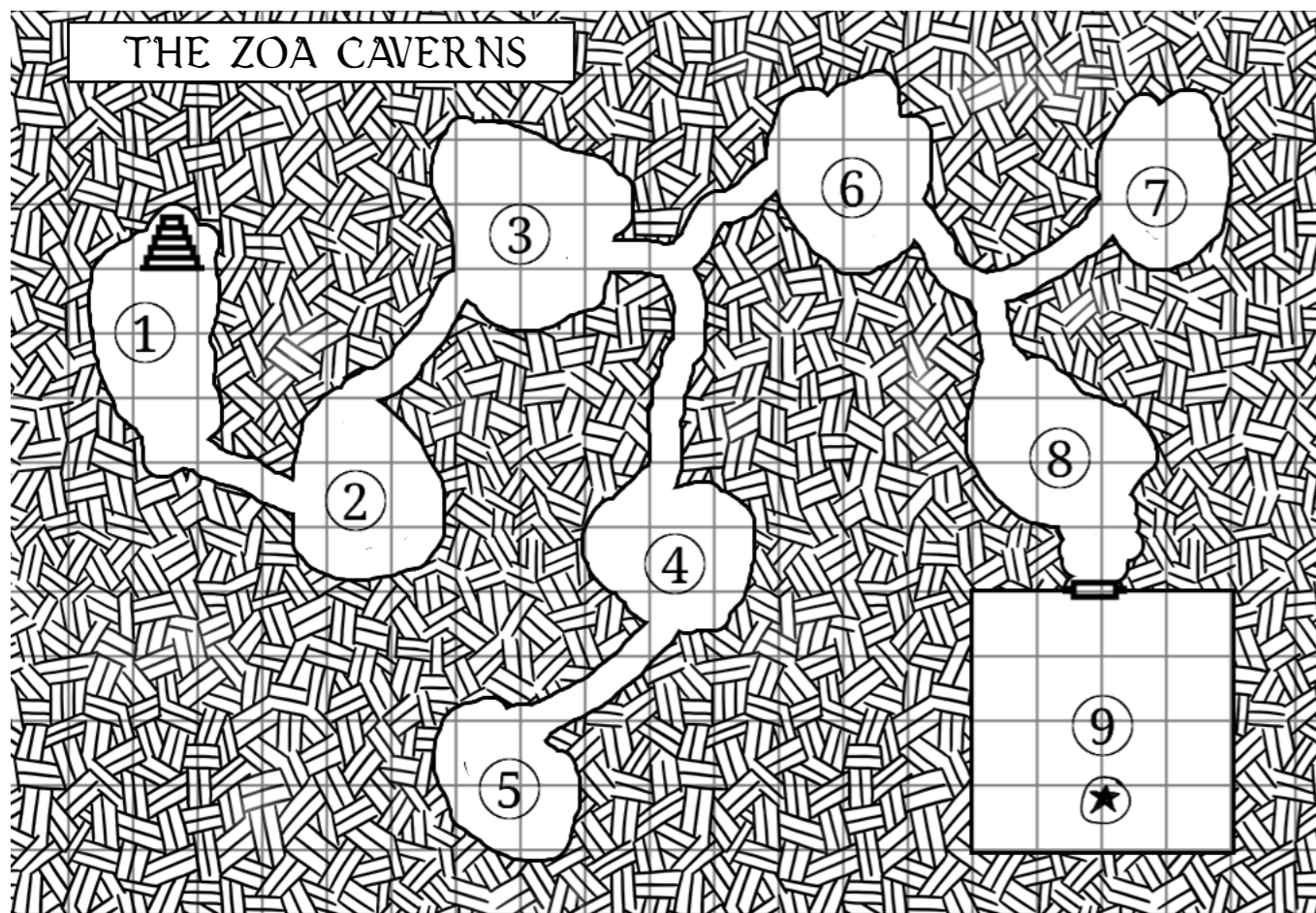
About Our Adventure

Cursed House is our second “One Shot” style adventure, set in the world of Artrusia, focused on the BX system. We will release new modules as often as possible, so that you can use systems like BX, DCC, OSE, or any others that are compatible. If you played The Goblins Lair you will find this adventure very interesting and can even fit it into your campaign or even, as we talked about earlier, play in an afternoon with your game group. We hope you enjoy it.

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SAMPLE ADVENTURE



The Zoa Caverns

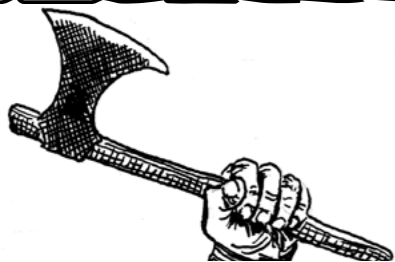
(Level 1-3)

Background

This cave served as a warehouse for Zoa and her followers' experiments. It is believed that there are many treasures that can be found here. However, a dark guardian watches over the place... Rumors say that it is a horrific undead. Are you ready to explore this terrible location?

Solo Player and Game Master Notes:

This is an example adventure for you to play in solo mode, or maybe with 2 or more players. The objective is to give the player a little experience in our game system. Good adventure!



The Caverns

- 1— Entrance with ladder to surface (roll an event)
- 2— Mushroom cave (roll an encounter)
- 3— Cave of bones — remains of bones. This cave is filled with bones. Perhaps some of them belonged to a hapless adventurer like yourself..
- 4— Cave of the forgotten — the walls have ancient and profane names written upon them (roll an event)
- 5— Latrine — cave full of excrement. Roll 1d6, if the result is 5 or 6, draw a treasure from the treasure table.
- 6— Silent cave.
- 7— Bone Library — This cave is filled with bones, but they are arranged on shelves. As you look at them, you realise that they are carved in ancient script (roll an encounter)
- 8— Entrance to the Tomb (roll an event)
- 9— Tomb of MOON-RAH — a room decorated in an Egyptian style, with a sarcophagus in the center, widely lit. Upon entering the heroes are attacked by the undead MOON-RAH.

Tables and Final Boss

Encounter Table

1D6	Encounter
1	Giant Spider
2	Skeleton
3	Zombie
4	Giant Centipede
5	Kobold
6	Goblin

Event Table (1d6)

- 1 — Magic Trap
- 2 — Walls of the Specter
- 3 — Encounter
- 4 — A poor soul
- 5 — Giant Rats
- 6 — Beginner's Luck

1— Magic Trap: in the middle of the dungeon corridor, the adventurer accidentally presses a mechanism built into the walls that activates a magic trap. Take 1 damage.

2— Walls of the Specter: the adventurer is faced with a wandering spirit, who wanders through the walls of the place lamenting the curse he received, and that keeps him trapped in this plane. He curses the adventurer, and the adventurer loses 1 HP. In the next encounter, the monster/NPC attacks first.

3 — Encounter.

4— A poor soul- The Adventurer finds a corpse on the floor of a dead adventurer with 3d6 gold pieces.

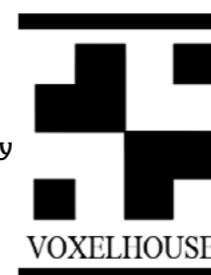
5— Giant Rats: when crossing one of the dungeon rooms, an infestation of giant rats advances towards the adventurer. Scared, he tries to dodge the rats' stampede, but ends up losing items in the confusion. you lose 1 item (choose it).

6— Beginner's Luck: Luck smiled on the adventurer, and he found a treasure chest while exploring. Roll on the Treasure Table.

Voxel House Game Studio
 Adventure/Maps: Tony Garcia
 Lore: Tony Garcia
 Art: Carlos Castilho, Guto Prager, Yuri Perkowski and Tony Garcia

Thanks for Simon Barns for important comments and corrections!

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



Treasure Table

1D6	Encounter
1	Chain Mail
2	War Axe
3	Healing Potion 1 HP
4	Longsword
5	3d6x50 GP
6	Leather Armor

Notes:

Repeated items, hero can keep to trade later or throw away.

Moon-Rah

To Hit: 5+

Enemy Hits You :2+

Hit Points: 3

Special Trait: Plague — Roll 1d6 if the result is 5 or more it deals +1 disease damage to you. Lose 1 HP extra
 XP: 3

Treasure: 1 magic longsword (+3 Attack Bonus) 1d6x200 GP

Level: 1

No. appearing: Unique

Final Notes-

Winning the fight against the undead, the hero can roll on the treasure table and earn the title "The Scourge of the Dead!" His name will be chanted all over Zoa!

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

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