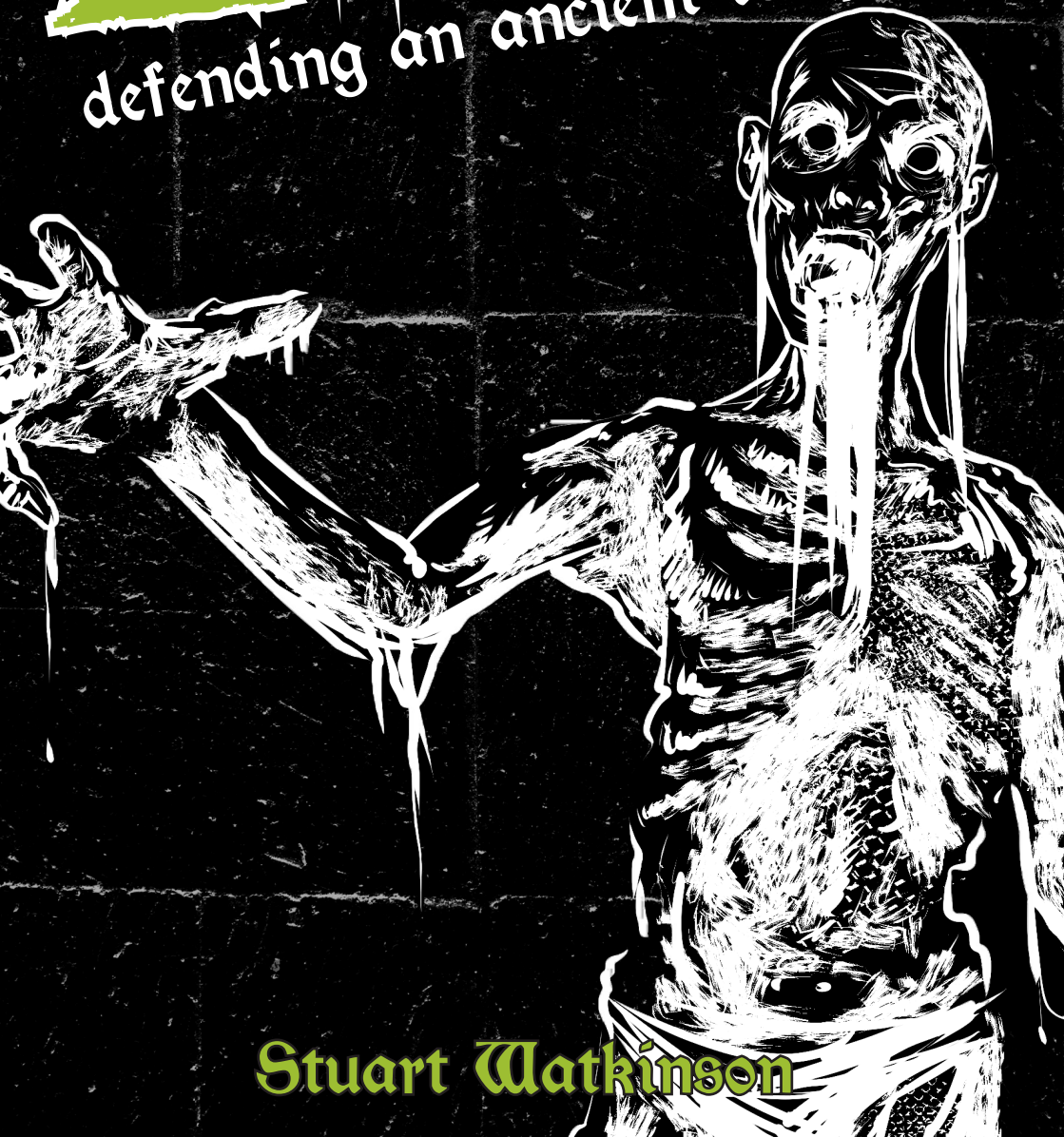


What's so rotten about

# ZOMBIES

defending an ancient temple?



Stuart Watkinson

You're

DEAD

What's so rotten about  
**ZOMBIES**  
defending an ancient temple?

**Writing & Design**

Stuart Watkinson

**Rules System**

Designed using the What's So Cool About Space system  
by Jared Sinclair

**Artwork**

Publisher's Choice Quality Stock Art Rick Hershey /  
Fat Goblin Games

Some artwork copyright William McAusland,  
used with permission

**Cartography**

Luke Scholz

**Content Warning**

Death, mutilation, gore, dark themes, religion and  
worship of evil, and violence.





## What is this?

This is a game about being the undead horrors who protect an ancient temple. You're rotting away and can hardly hold yourself up, but you are persistent, and your God is on your side. This game is for telling stories about the monsters and exploring the motivations of evil creatures. It's dark, grim, and probably goofy.

## What do you need to play?

You need at least 2 six-sided dice each (4 would be better), 3 to 6 players, one of those is the Game Master (GM), pencils, paper, and around two hour.

## Why does this exist?

My players were going to attack another temple, wipe out all the zombies inside, take the relics, and desecrate a sacred place, again. We all knew they were going to succeed. I figured, why not play it from the perspective of the zombies and see if the zombies can stop them. I wanted a super simple rule system and WSCA fitted perfectly. And then I read Mörk Borg, which explains aesthetic.

## When would I play this?

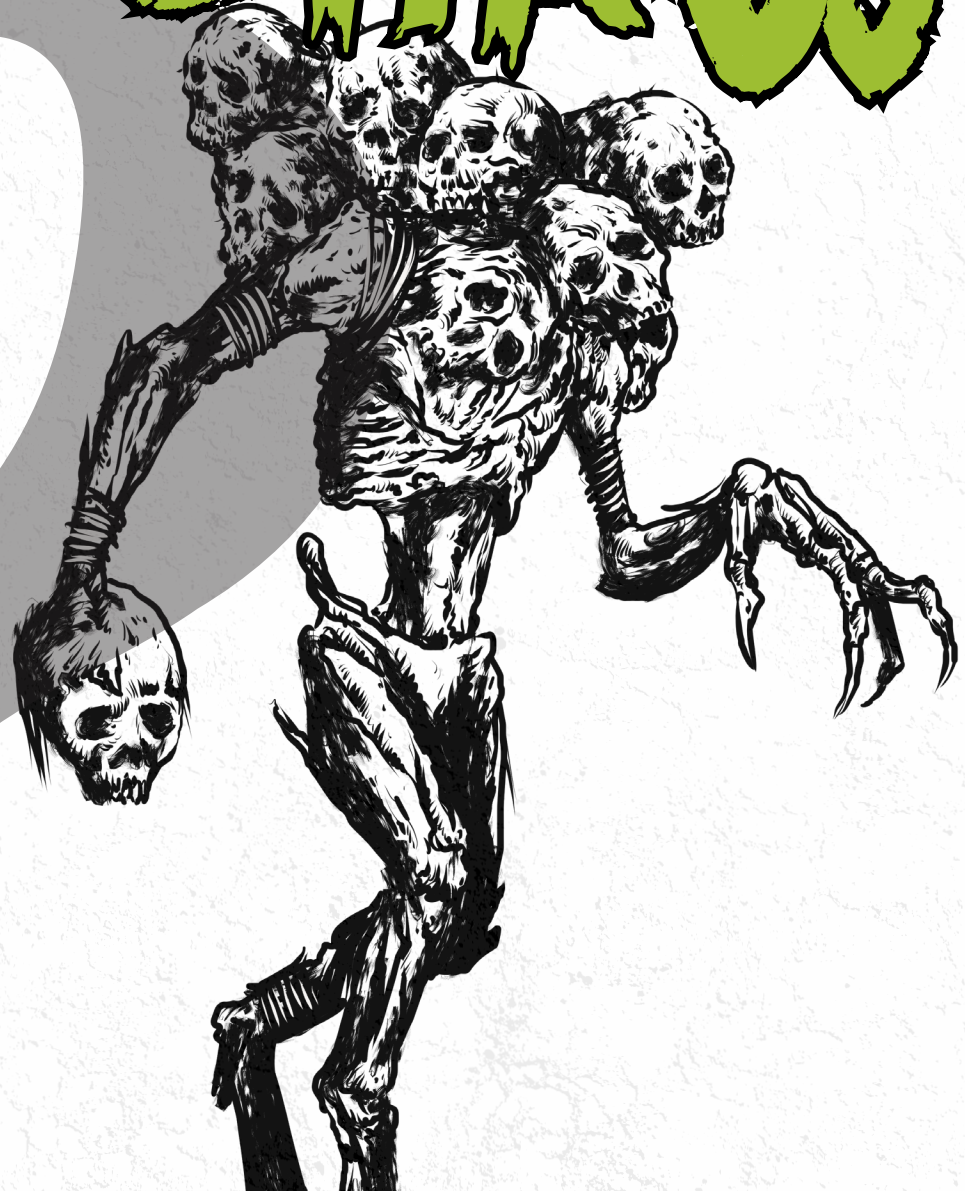
Play this when you need a break from your regular game. Play this to populate a temple for your regular game. Play this when you want to find out how the zombies feel about having their idols stolen. Play this to help your players branch out from their safety RPGs. Play this when you want to design a nasty god and the temple their worshipers live in.

Was your God an agent of

**Order**

O R

**CHAOS**





- 3 Mort
- 4 Gorq
- 5 Rladd
- 6 Karlai
- 7 Murkelo
- 8 Karree
- 9 Mooda
- 10 Grace
- 11 Antloe
- 12 Zardi
- 13 Looji
- 14 Kalladore
- 15 Tsito
- 16 Aleezi
- 17 Gorm
- 18 Boosi

# NAME THEM!

## The

- 3 Exceptional
- 4 Greedy
- 5 Awful
- 6 Vile
- 7 All Knowing
- 8 Treacherous
- 9 Deceiver
- 10 Powerful
- 11 Lost
- 12 Mindless
- 13 Lover
- 14 Pig
- 15 Cowardly
- 16 Vulgar
- 17 Spiteful
- 18 Jealous



- 1 Father
- 2 Ruler
- 3 Queen
- 4 King
- 5 Lord
- 6 Mother

## Of

- 1 Lies
- 2 Beasts
- 3 Life
- 4 Death
- 5 Knowledge
- 6 Pain

# Where is your temple?

- 2 Deep in the damp and humid jungle
- 3 On top of a wind swept ice capped mountain
- 4 Lost ever changing dunes of the windy desert
- 5 Sunken into the ocean
- 6 Underneath the ruins of an ancient city
- 7 Carved into the face of a canyon wall
- 8 Nestled under the tall trees of the dankwood
- 9 The only structure on small rocky island
- 10 In the subterranean catacombs of the Capital City
- 11 Don't know. You were born within these walls
- 12 On another plane of existence



# What lays within?

This is the temple of your God  
It should resemble their Name  
their Personality,  
their Domain,  
It is the embodiment of their Power,  
And your unyielding Devotion.

You know this place like the back of  
your festering left hand.

*The halls, the rooms, the tricks,  
the traps, and the secrets.*

YOUR GOD HAS CHOSEN TO KEEP  
SACRED RELICS WITHIN THE  
WALLS OF THIS ANCIENT PLACE.



## Entrance

- 1 Collapsed
- 2 Open
- 3 Sealed

## Rooms

- 1 1-4
- 2 4-8
- 3 8+

## Halls

- 1 Rough Cut
- 2 Hewn Stone
- 3 Smooth & Seamless
- 4 Intricately Carved
- 5 Crumbling
- 6 None

## Traps

- 1 None
- 2 Spiked Pits
- 3 Shooting Darts
- 4 Poisonous Gas
- 5 Falling Stone
- 6 Magic Seals

## Secrets

- 2 None
- 3 Underworld Portal
- 4 Secret Entrance
- 5 A Book of Creation
- 6 One of you doesn't Believe
- 7 A Tunnel to Town
- 8 Sarcophagi are Full
- 9 A Beast Lurks Near
- 10 The Pit is Not Bottomless
- 11 The Ghost Hates Us
- 12 The Carving is Alive

## Relics

- 2 Jar of sharp teeth
- 3 Tome written in blood
- 4 Charred stake from the first sacrifice
- 5 Rusted chains
- 6 Finger of the first priest
- 7 Head of a Non-Believer
- 8 Cup of the Carpenter
- 9 Dagger that killed a God
- 10 Shield of an Ancient Warrior
- 11 Painting of the Apocalypse
- 12 Chest filled with the God's Voice

ROLL ONCE

ROLL THRICE

# What is here.

## Entrance

The entrance collapsed at the start of the apocalypse. It has been sealed ever since. No light can be seen.

## Halls

All the halls in this temple are smooth and seamless. There is the occasional damaged stone from aging.

## Traps

There are poisonous gas vents in two of the halls and one of the rooms. They are triggered when stepped on.

## Rooms

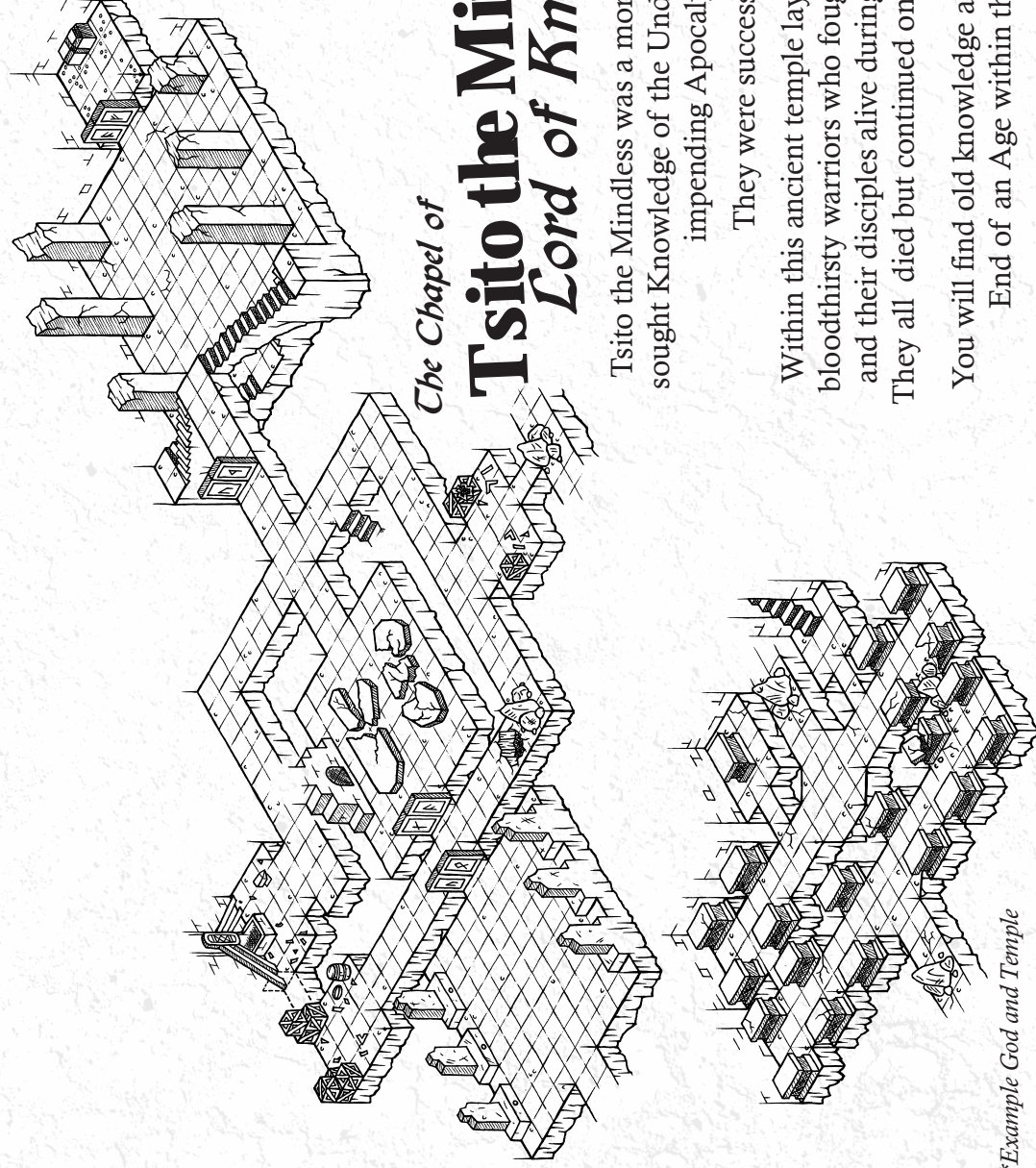
Entrance Hall: Large Statues  
Cloister: Smashed Stone Table  
Grand Hall: Pillars of Knowledge  
2xStorage: Rotted Grains  
Tomb: The burial place of ancient warriors.

## Secrets

1. The Sarcophagi are full. Each one is filled with the remains of an ancient warrior. They have not risen, yet. It is said they will rise to protect Tsito in most dire need.
2. There is a tunnel that leads from the tomb to the village. It has been sealed, supposedly, but clearly there are signs that it has moved.
3. The ghost of a sacrifice killed before the ceremony haunts the temple. How it floats the halls hating us. It will do what it can to upset our plans.

## Relics

1. The Teachings of Tsito the Mindless are written in blood. Some in our language, some that of the Underworld. It is our most sacred relic, stored behind locked stone doors.
2. Hung above the fireplace in the Cloister is the shield of Ragulos the Reaver. They were Tsito's most feared protector. It is said to give the wielder impenetrable skin.
3. The Painting of the Apocalypse hangs in the Entrance Hall. It depicts the end of the Outside World.



*The Chapel of*

## Tsito the Mindless Lord of Knowledge

Tsito the Mindless was a mortal wizard who sought Knowledge of the Underworld and the impending Apocalypse.

They were successful.

Within this ancient temple lay the remains of bloodthirsty warriors who fought to keep Tsito and their disciples alive during the End Days. They all died but continued on in their undeath.

You will find old knowledge and stories of the End of an Age within these walls.

# Make A Zombie Who Protects The **Ancient Temple**

Give yourself name, then say it while holding your tongue.

You have a few items from your past life, write them down but be specific:

*Worn and rusted clothes or armour*

*A weapon*

*A specialised tool*

*A small trinket from your Life*

*An item for your God*

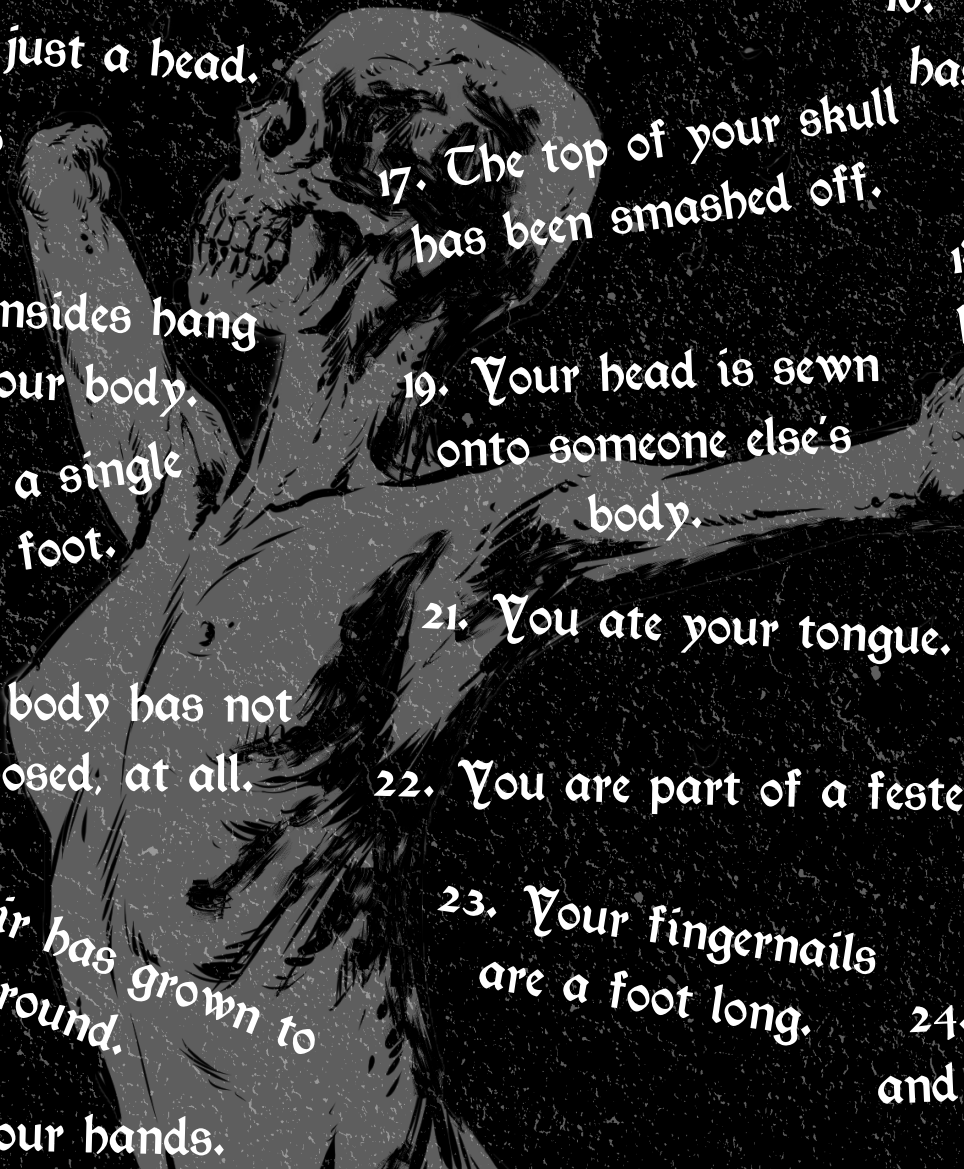


## **WHY** are you here?

- 2 A captive, you were to be sacrificed.
- 3 A religious zealot, you will kill for your god.
- 4 You cleaned the muck out of the stalls.
- 5 You once tended the gardens, but they have long since died.
- 6 An acolyte learning the ancient lore.
- 7 A senior priest with a life time of service.
- 8 A scribe sent to translate the old texts.
- 9 A seer, you saw between worlds.
- 10 A decorated holy warrior.
- 11 The Mouth of God, you spoke their words.
- 12 High Priest and Elder Consort.

## One last question...

# What is **WRONG** with you?

- 
- Your flesh is gone, you're a skeleton.
  - You are just a head.
  - A stinking green gas floats around you.
  - You have no skin.
  - You're ethereal.
  - Your insides hang from your body.
  - You have a single snail-like foot.
  - You have fungus growing over your entire body.
  - Your body has not decomposed, at all.
  - Your hair has grown to the ground.
  - There are no bones in your hands.
  - Your bottom jaw has been torn off.
  - The top of your skull has been smashed off.
  - Only your lips have rotted away.
  - You're not a zombie. You've alive. You've lived with these things for years.
  - Your head is sewn onto someone else's body.
  - You ate your tongue.
  - You are part of a festering pile of corpses.
  - Your fingernails are a foot long.
  - You are a head and arms sticking out of a wall

# How To Protect Your Ancient Temple

When you attempt to do something difficult, challenging, or dangerous (like attack an invader, set a trap, consult with the God, or eat an adventurer):

1. Tell everyone what you're attempting, and how you're going to do it.
2. Roll two six-sided dice.
3. +1 for each advantage you have. Like:
  - Weapon
  - Specialised tool
  - Professional experience
  - Skill
  - Protection
4. -1 for each disadvantage you have. Like:
  - No weapon or tools for the job
  - You're in an exposed position
  - Your opponent has armour or a deadly weapon
  - Your target is behind cover
  - You're too far way
  - You have an injury
5. If your total is 8 or higher, you succeed at what you were trying to do! If your total is lower than that, you don't. Either way, the GM will tell you what happens.

# What do you do as a Rotten Zombie

You are the rotten zombies who roam the empty halls of this ancient temple. It is your job to;

- protect this place from invasion,
- do as your God says,
- find more followers,
- carry out ceremonies,
- ensure the place is tidy.

You will not go long without something going wrong or something needing doing. Sometimes this will come from the GM, but it is also something you can choose to do.

You need not wait for the GM to tell you what needs to be done. You've been in this temple for a century. You know when things are right and when things are wrong. You can smell it in the stale air.

You might have rivalries with the others that dwell here. That is fine, but ultimately you are all working towards the same goal...

## The Glory of Your

# HORRID GOD!

# How to Run Games in an Ancient Temple

Here are some pointers on busying the zombie hoard:

**There's always someone at the door and chores to be done.**

Adventurers will come – They want the secrets held in the temple! The God will task its servents with venturing out – To kill, to find sacrifices, or maybe as punishment. Nasty, horrid things grow in the dark – sometimes they'll need to be... disposed of. Give the players a problem and ask, 'What do you do?'

**There is always a result.** When a player fails a roll, something bad happens. It might be a little mishap, or a complete catastrophe. If you're struggling to come up with something good, ask the players for an idea.

**The Gods don't hold all the answers.** These are just a starting place. Your group can make up their own rules when strange and interesting situations arise, make sure you write them down. If there's a rule you don't like, remove it!

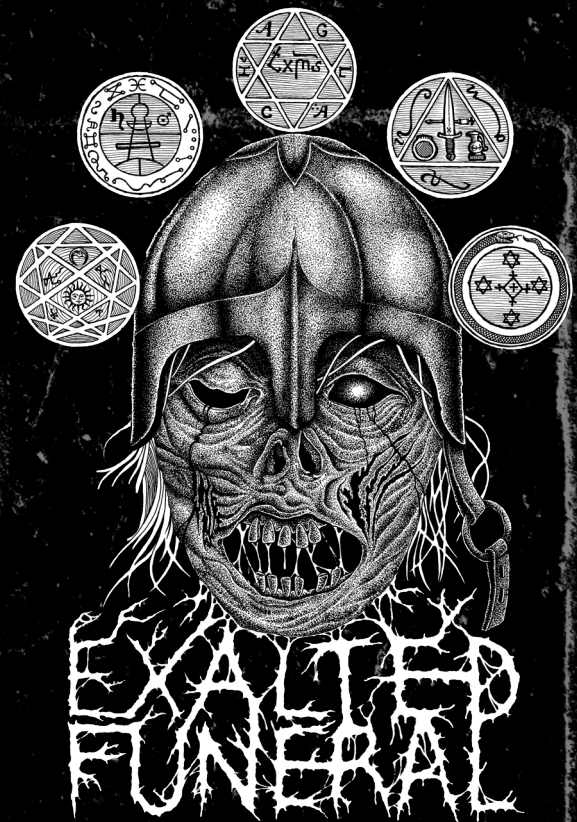
**Respect the Order!** Look out for the players at the table. They're your friends, probably. Be kind, be empathic, and remember that is all for fun.

Who?	What?	How?
1   Archrologists	1   Treasure	1   Ceiling Collapse
2   Mercinaries	2   To Kill	2   Tunnelling
3   Ratcatchers	3   Sanctify	3   Main Entrance
4   Holy Warriots	4   Plunder	4   Secret Entrance
5   Villagers	5   Explore	5   Smashed Wall
6   Scribes	6   Offer Sacrifice	6   Teleport

Where?	What?	Why?
1   Forest	1   Precisous Stone	1   Gods Will It
2   Cave	2   Bottled Atmosphere	2   Profess Devotion
3   Village	3   Fertile Soil	3   Deny Catalyst
4   Mountain Top	4   Live Captive	4   Propagate Fear
5   Desert	5   Taste Blood	5   Destory Enemy
6   Ocean	6   Artefact	6   Forfill Prophecy

Where?	What?	How?
1   Halls	1   Vile Mould	1   Destory It
2   Small Room	2   Festering Flesh	2   Study It
3   Large Room	3   Sentient Item	3   Commune With It
4   Secret Chamber	4   Vermin Infestation	4   Capture It
5   Treasure Room	5   Mutated Animal	5   Weaponise It
6   Underground	6   Unknown Energy	6   Sacrifice It

## Hostilities & Hospitalities





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