

# ZOMBIES AND ZEALOTS

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You're zombies hunted by dangerous but delicious zealots sworn to turn your undead remains into dust. But tonight you sneak into the zealot's monastery to find the one thing they don't want you to have. You might be zombies but you're not taking death lying down.



## D10 ROLL UNDER

Chance	Roll
Bad - unlikely	3
Okay - 50/50	5
Good - likely	7
Excellent	8/2*
Fantastic	8/4

**Roll under on d10=success**  
**Equal=success+complication**  
**Roll over=failure**  
**10=failure with complication**  
**1=success with extra benefit**  
\*success with benefit on 1-2

## CHARACTER CREATION

You have three attributes, Strength (STR), Dexterity (DEX) and Intelligence (INT). You're Good at one (7), Okay at one (5), and Bad at one (3). You choose which is which.

Your highest attribute determines if you're Strong, Nimble, or Clever.

### STRENGTH (STR):

Roll STR or less to bite.  
7 Strength = 3 Power Points damage (DAM3), 3-5 Strength = DAM2, 1-2 STR=DAM1

### DEXTERITY (DEX):

Roll vs DEX or start moaning loudly and chomping your teeth when you're close to a live person or animal.

### INTELLIGENCE (INT):

You save vs. magic, turning or exorcism with intelligence.

### STRONG STR:7

1. Burst through walls, etc.
2. Powerful grip – hold people
3. Bite does 3PP damage

### NIMBLE DEX:7

1. Hide in shadows, beds etc.
2. Run and climb
3. Open doors, pick locks etc. (really slowly)

### CLEVER INT:7

1. Terrify zealots so they're paralyzed or flee (your choice). Costs 1PP/2 zealots to use. Each saves vs. INT
2. Zombie animal companion STR2, DEX7, INT3, PP1
3. Talk to people (badly)

## POWER POINTS (PP)

Start with 5 Power Points. At 0 you die, lose 1 point from your lowest attribute and come back to life with 2PP. Zero in any attribute means total death. Make another zombie.

You can help another player with a task by describing how you help. Each player helping can increase the chance of success one level to as high as Fantastic. Situations, the use of gear, clever solutions etc. can also increase the chance of success (GM's discretion).

## BENEFIT EXAMPLES

Double damage, knocking over, immobilizing, or blinding opponent. Toppling a heavy object, destroying something valuable, breaking a zealot's equipment, finding something valuable, stunts etc. Anything fun and cool.

## BRAINS & POWER POINTS

Eating the brains from one zealot restores a PP, restores one point from your lowest attribute, or gives you an extra power point if you're already at the maximum for both.

# ZOMBIES AND ZEALOTS GOREMASTERS GUIDE

## ZOMBIE QUESTS D10

- 1-Save the necromancer
- 2-Destroy the holy relic
- 3-Destroy the zombie plague
- 4-Destroy the zealot scriptures
- 5-Rescue the zombie king
- 6-Poison zealot's food supply
- 7-Destroy the exorcist's tools
- 8-Corrupt the sacred fountain
- 9-Release the caged monsters
- 10-Kidnap the zealot leader



## THE MONASTERY

The monastery has 4 levels A to D. Players start in the outer level (A). Randomly roll each room and on the encounter table. Each time players move out of a room roll to see if they make it to the next level.

Chance is Bad (3) after the first room in a level, Okay (5) after the second room, Good (7) after the third room and each room after that. Reset with each new level.

When players reach the Key Rooms (D) you roll each time they enter a room see if they find the object of their quest using the same sequence as above. They can go back the way they came at any time.

## A. OUTER ROOMS D6

1. **Aviary:** Birds, perches, nests, food, and cages.
2. **Bell tower:** Long rope, huge bell mounted in tower.
3. **Brewery:** Large barrels, vats, brewing gear, grain, fruit.
4. **Cloister:** Fountains, gardens, sculptures, benches.
5. **Stables:** Horses, mules, hay saddles, saddlebags, grain.
6. **Workshop:** Pottery wheel, clay, wood, hammer, nails saw

## B. MID ROOMS D6

1. **Bathhouse:** Baths, soaps, oils, towels & robes.
2. **Guest quarters:** Bed table, gifts, holy book, symbol
3. **Infirmary:** Herbs, beds, blankets, holy books, symbols
4. **Kitchen:** Hearth, oven, pots plates, cutlery, spices, herbs.
5. **Music chamber:** Wooden pews, organ, lutes, sheet music
6. **Vestry:** Holy robes, stoles, chasubles, holy symbols.

## ENCOUNTERS A-C

- 1 for each party member d20:  
1-6: no encounter,  
7-potter, 8-brewer, 9-belfry,  
10-gardener, 11-birdmaster,  
12-scribe, 13-coinmaster  
All: STR4, DEX5, INT4, PP2, DAM2  
14-cook, 15-pilgrim, 16-stable hand, 17-carpenter, 18-guard  
All: STR6, DEX5, INT3, PP4, DAM3  
19-Monk STR6, DEX7, INT5, PP5, Fists & feet DAM4  
20-Priest STR5, DEX5, INT7, PP5, Turning with a holy symbol "It burns!" DAM4

## C. INNER ROOMS D6

1. **Leader's quarters:** Jewelry furniture, religious artifacts, books, holy symbols.
2. **Apothecary:** Bottles, herbs, plants, potion making gear.
3. **Chapel:** Religious statues, paintings, tapestries, relics.
4. **Library:** Tables & chairs, holy books, manuscripts, maps
5. **Refectory:** Tables, benches, religious art, symbols, clay plates, bowls, cups, silverware
6. **Wine cellar:** Wine racks, vintage wine, mead & ale.

## D. KEY ROOMS D6

1. **Altar room:** Raised dais, bloodstains, large holy symbol cursed sacrificial knife.
2. **Crypt:** Sarcophagi, urns, plague zombies & symbols.
3. **Cryptex chamber** Artefacts zealot scriptures, poisons, relics. Locks, puzzles, traps.
4. **Prison cage:** shackles, chains, hard bench.
5. **Shrine of ancestors:** Relics statues, sacred fountain.
6. **Treasury:** Gold, silver, jeweled holy relics & symbols. Locks, traps, secret sections.

## ENCOUNTERS D

Roll A-C plus one of these:

1. **High Warden** STR7, DEX7 INT4,PP9, Holy sword DAM5
2. **Zombie hunter** ST7, DEX6 INT6, PP8, Iron stake DAM5
3. **Exorcist** STR5, DEX5, INT7, PP8, Exorcism DAM7
4. **Zealot Leader** STR4,DEX4 INT7, PP7, each round calls zealots until he's silenced (roll encounters A-C)