

STORYBREWERS PRESENTS

TO THE TEMPLE OF DOOM!

TO DEFEAT THE ANCIENT EVIL!

BY HAYLEY GORDON AND VEE HENDRO

AN ADVENTURE RPG

NO PREP • ROTATING GM • SHORT PLAY



YOU ARE AN EXPERT ARCHEOLOGIST...

In fact, you're the best in your field. Until now you've spent your days buried in dusty tomes, toiling on dig sites, and putting artifacts in museums to save the past. Now, you must save the future.

AN ANCIENT EVIL STIRS...

It wakes deep within the bowels of an untouched temple. An evil that will end the world as we know it. Only you and your fellow archeologists can examine the clues, unravel the mysteries, and uncover the method to subdue this terrible threat.

ENTER THE TEMPLE OF DOOM...

Find its secrets, and defeat the ancient evil before it destroys the world!

ONLY ARCHEOLOGY CAN SAVE THE WORLD



> OVERVIEW

ADVENTURE INTO THE TEMPLE OF DOOM! WITH 3-5 PLAYERS, IN ABOUT AN HOUR.

You are an archeologist journeying into the temple to discover the secrets of the ancient evil. You will also rotate through the role of GM, taking turns with your fellow players to create mysterious, murderous and malevolent chambers for the archeologists to explore.

If anyone survives, the game will end with a confrontation between the archeologists and the ancient evil for the world's future.

> SETUP

FIRST, CREATE THE ANCIENT EVIL

Create a powerful malignant force for the heroes to contend with. Here's what all of the players need to do:

1. Takes two strips of paper.
2. Pick two questions each from the list below and secretly answer on each strip. Answers should be complete self-contained sentences, written in first person from the perspective of the ancient evil.

These answers will form the secrets of the ancient evil. Shuffle the strips of paper together without reading them. For example:

Q: What is the source of my power?

A: The five black gems of the god of death are inset into my mechanical body.

1. What is the source of my power?
2. What is my greatest weakness and why?
3. What do I intend to do with the world once I conquer it?
4. What created me, and how?
5. How do I defeat my enemies?
6. What is most terrifying about me and why?
7. What motivates me and drives me forward?
8. What kept me sealed away all these years?
9. What does my true form look like?
10. What do I promise to tempt others to obey me?

SECOND, CREATE YOUR ARCHEOLOGISTS

Choose your:

- Name, Specialty, and Reputation.

SPECIALTY e.g.	REPUTATION e.g.
Religion	Ambitious
Linguistics	Genius
Architecture	Ruthless
War and Weaponry	Senile
Gems and Metals	Mad Scientist
Secret Signs / Symbols	Born Leader
Osteology	Rulebreaker
Death and Burial	Obsessive

Pick your stats:

- Assign 5, with a minimum of 1 in each stat.



HEROIC

Brave, dramatic, powerful, physical, protecting others, leap into action, daredevil.



BOOKSMART

Uncovering, deciphering, investigating, revealing, deducing, using history and knowledge.



STREETWISE

Cunning, outsmarting, fast-talking, quick thinking, fast reflexes, dodging, acrobatics.

Create your artifact, and pick a boon:

- You have an ancient artifact of power you found on a dig site. Fill in the blanks with details describing your artifact. Then, pick the one-time boon it triggers:

Reroll	Success on 5+
Roll with +2 dice	Success on doubles



> HOW TO PLAY

INTRODUCE YOUR ARCHEOLOGISTS

Answer these questions, and add any more details you wish. You may decide to explore these questions through a short scene between the archeologists outside the temple.

- Who are you?
- Why did you decide to come?
- What do you think of your team? Have you met before?
- How do you feel about the task ahead?

EXPLORING THE TEMPLE

Who most recently watched an Indiana Jones movie? Own up, you are the first GM.

Don't worry, your archeologist is still alive and present in the chamber while you GM. They're just unable to resolve challenges.

Here's what you (and future GMs) need to do:

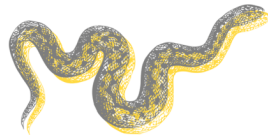
1. Randomly draw a strip of paper, and secretly read what's written upon it. If the secret directly contradicts one that was already revealed, remove it from the game and draw again.
2. Use this as a prompt to think up a temple chamber filled with riddles, traps, enemies, secrets and of course, sheer malignant evil. Don't be afraid to take your sweet time, and use 'Creating Rooms' section to help you.
3. Give an initial description of the room to the archeologists.

Example:

"You enter a long, narrow corridor, which continues so far it is impossible to make out the end. The roof of the corridor is dotted in black gems, like inky stars, which emit a strange glow. You can hear a faint whirring sound."

4. Continue to GM, describing the room as appropriate as the archeologists investigate the room, and try to discover the secrets of the ancient evil.
5. When an archeologist attempts to overcome an obstacle, trap, enemy, or puzzle, call for a challenge. Rules for resolving challenges are found below.
6. The archeologists must collectively win three challenges to reveal the chamber's secret and advance to the next chamber. The archeologists will keep this secret for the final battle. Your time as GM is over, hand over the mantle to the next player clockwise.
7. If the archeologists lose three challenges, they can proceed no further into the temple. The ancient evil grows stronger, and takes over the world. Game over.

Once the archeologists have revealed as many secrets as there are players, the final battle with the ancient evil begins!



> CHALLENGES

WHEN SHOULD I INITIATE CHALLENGES?

Not all actions taken by archeologists will call for you to initiate a challenge. Examining an object, or thinking about a painting are unlikely to be significant enough for a challenge to take place. On the other hand, solving the riddle of Athak before the timer runs out, or avoiding jets of flame, most definitely call for a challenge.

Feel free to transition directly from one challenge to another, especially if the archeologist failed the first challenge.

HOW DO I RESOLVE CHALLENGES?

1. Tell the archeologist what's facing them.

Example: "Henry, the snakes wrap around your legs, poised to strike. What do you do?"

2. The archeologist will tell you what they want to do. If they suggest the impossible let them know to think of a different approach.

Example: "I grab them by the head, swing them round in the air, and throw them at the mummy."

3. Pick the relevant stat. This will depend on how the archeologist faces the problem. Use guidelines in the archeologist creation section to help.

Example: "That sounds like you're being heroic."

4. Decide if archeologists specialty and reputation apply, based on what they have said.

Example: "I don't think your specialty of linguistics will help you here, but your reputation of reckless certainly applies."

5. The archeologist rolls! A 6 on at least one dice is a success, mark a success on the temple sheet. If the archeologist fails, mark a failure on the temple sheet. The archeologist may also choose to take an injury to turn a failure into a success.

Example: "You've rolled two 6s, that's a success! I'll mark that as 2 of 3 on the temple sheet."

> FINAL BATTLE

Once every player has been GM, the archeologists enter one final room. Here, in the heart of the temple, the ancient evil awakens, ready to end the world as we know it.

Players whose archeologists have died or become possessed collectively take on the role of GM, and bring to life the ancient evil. In the unlikely event that no archeologists are dead or possessed, pick a player at random.

OPTIONAL VARIANTS

MAKE GAME HARDER: Mark possession on double 1s, 2s, or 3s.

MAKE GAME EASIER: Give each player a second artifact, or an extra stat point in character creation.

MAKE GAME LONGER: Create two chambers per player. Give each player an extra stat point to make up for the added difficulty.

POSSESSED ARCHEOLOGISTS FIGHT BACK: Possessed archeologists take turns in the final battle, using a secret against the team instead. If they succeed on their challenge, the secret is destroyed forever.

During this high stakes confrontation, remaining archeologists will attempt to use the secrets of the ancient evil to defeat it once and for all. In turn, each remaining archeologist must:

1. Pick one secret the team uncovered in their journey through the temple.
2. Describe how the archeologist attempts to use their knowledge of that secret against the ancient evil.
3. This triggers a challenge! The GM/s will tell you which stat to use.
4. Resolve the challenge as normal. However: archeologists may not take an injury to overcome the challenge.
5. If the archeologist succeeds, place that secret in a win pile. If they fail, either:
 - a. The archeologist may take an injury to place the secret back in the pool for the next player.
 - b. Otherwise, destroy the secret forever.

If the archeologists succeed on a majority of secrets, they defeat the ancient evil once and for all! Those alive stagger out of the cursed temple into the bright sunlight, wondering how this exploit will affect their careers.

If the archeologists fail on the majority of secrets, the world is consumed by malevolent wrath. It is up to the GM/s to say how.

> GM NOTES



CREATING ROOMS

Use these for inspiration! Or pick three and combine with flair to create a chamber that reflects the secret you've drawn.

PUZZLES & RIDDLES: Strange runic patterns, carefully arranged gems of power, statues with rotating heads, movable dials, a chessboard floor, countless levers, whispered rhymes sung by a thousand lipless mouths.

ENVIRONMENTAL OBSTACLES: Spike pits, lava streams, walls closing in on each other, rapidly rising water, narrow ledges, decaying or invisible bridges, unnatural snow or sandstorms.

TRAPS: Flaming jets, poison darts, trapped chests, fake floors, cursed alters, rolling boulders, deadly illusions, reverse or shifting gravity, cursed magical items.

ENEMIES: Venomous snakes, roaming mummies, dark spirits, swarms of scarab beetles or scorpions, Nazis, cult members, and of course the most terrifying of all: evil archeologists.

> TO THE TEMPLE OF DOOM!



LOCATION: _____

ROOM 1:

SUCCESS

FAILURE 

ROOM 2:

SUCCESS

FAILURE 

ROOM 3:

SUCCESS

FAILURE 

ROOM 4:

SUCCESS

FAILURE 

ROOM 5:

SUCCESS

FAILURE 

FINAL BATTLE: REQUIRES SUCCESS ON MAJORITY OF SECRETS

SUCCESS 

FAILURE 

> PLAYER RULES

RESOLVING CHALLENGES

When you face a challenge in the Temple of Doom, roll your dice pool to see if you succeed or fail:

- If you roll at least one 6, you succeed. The GM will mark a success on the temple sheet.
- If you fail, you may mark an injury to succeed. If you do not, the GM will mark a failure on the temple sheet.
- If you roll at least double 1s or 2s, fight possession (see: condition).

Whatever the outcome, narrate what happens.

When you build your dice pool:

- The GM will tell you what stat applies. Add dice equal to that stat.
- Add one extra die if your specialty applies and explain how it helps in the situation.
- Add one extra die if you're living up to your reputation.

YOUR CONDITION

The Temple of Doom is deadly.

- The first time you take an injury, mark wounded.
- The second time, mark critical.
- The third time, your archeologist is dead. Narrate what happens.

As you fight your way through the temple, the ancient evil will try to erode your will and possess you.

- The first time you fight possession, mark resist. The evil whispers inside your mind.
- The second time, you become possessed. You are now on the side of the ancient evil. You may no longer attempt challenges. Reveal your true nature at will and mysteriously disappear. You will return to aid your new master in the final battle.

USING YOUR ARTIFACT

Once per game, after rolling for a challenge, you may use your ancient artifact for its one-time boon. Say how it helps and narrate what happens.

ARCHEOLOGIST SHEETS

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SPECIALTY: _____

REPUTATION: _____

> CONDITION





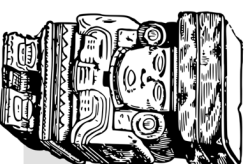
WOUNDED CRITICAL DEAD

RESIST POSSESSED

> ARTIFACT

A _____ OF _____ DISCOVERED IN THE _____


BOON:





GAME CREDITS

Game design: Hayley Gordon & Vee Hendro | Writing: Hayley Gordon | Graphic Design: Vee Hendro
Photographs: N. Hendro | Other images under CC0 license. | Follow us online @storybrewers.

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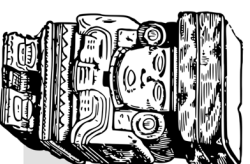
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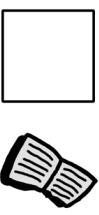
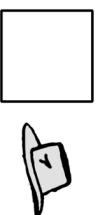
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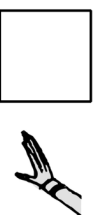
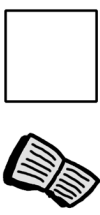
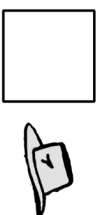
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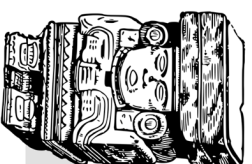
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CRITICAL



DEAD

RESIST



POSSESSED

> ARTIFACT



A _____ OF _____ DISCOVERED IN THE BOON: _____

> GATHER THE CLUES, DISCOVER THE ANCIENT SECRETS

Give two strips to each player.



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