

Temple of the Lost Gods



GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *Temple of the Lost Gods*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. Some art copyright © 2004 www.clipart.com. All rights reserved. *Temple of the Lost Gods* is copyright © 2004 by Steve Jackson Games Incorporated.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

AN e23[™] ADVENTURE SETTING
for GURPS[®] from
STEVE JACKSON GAMES
FOR 3 TO 6 PLAYERS

Written by Chad Underkoffler
Edited by Scott Haring
Illustrated by Bob Stevlic, Dan Smith,
and Guy Burwell
Maps by Scott Reeves

Welcome to *The Temple of the Lost Gods*! This multi-purpose setting can serve as the starting point, base of operations, scenery, or goal of a wide variety of adventures. Follow along and watch it from its glorious beginning, through its growth over the centuries, to its eventual collapse and decay. Each period offers different adventuring opportunities; different adversaries, and ideas how to slot the Temple into your current campaign, whatever, wherever, or whenever it may be.

This book uses a quick and easy abridgement of the *GURPS* rules called *GURPS Lite*, designed to get you – and your players – right into the action. *GURPS Lite* is available free at www.sjgames.com/gurps/lite.

About the Author

Chad Underkoffler is an editor for a telecommunications standards body by day and a freelance game writer by night. He's been gaming since 1981, to the confusion of his family. His column "Campaign in a Box" appears bimonthly in *Pyramid* (www.sjgames.com/pyramid/) along with several articles, he's written for Atlas Games' *Unknown Armies* line, and his website can be found at www.geocities.com/chadu/. This is his first campaign creation for Steve Jackson Games. He lives in Alexandria, Virginia, with his wife Beth and their two black cats.

STEVE JACKSON GAMES
e23.sjgames.com



1. THE HISTORY OF THE TEMPLE OF THE LOST GODS 3

THE FAITH OF THE LOST GODS	3
<i>GURPS Temple of the Lost Gods</i>	3
<i>The Kingdom of Darliku</i>	3
<i>The Solar Pantheon</i>	4
Phase 1: The Founding of the Temple	4
<i>List of Known Gods</i>	5
<i>A Few Lost Gods and Their Function</i>	5
<i>Special Holidays</i>	5
<i>The Symbol of the Faith</i>	6
<i>The Golden Feathers of Zedev</i>	6
<i>Holy Books</i>	6
Challenges of the New Faith	7
Madat, the First Priest	7
<i>Phase 1 Adventure Seeds</i>	8
Temple Areas	9
THE FOUNDING OF THE TEMPLE	9
The Role of Temple Priests	9
HYPOCAUST	10
PHASE 2: THE GOLDEN YEARS OF GROWTH	11
Growth of the Faith of the Lost Gods	11
<i>Changes in the Priests of the Solar Pantheon</i>	12
Changes in the Faith and the Priesthood	12
<i>Changes in the Role of Temple Priests</i>	13
<i>Priest-Devotees</i>	13
<i>Phase 2 Adventure Seeds</i>	14
THE GOLDEN AGE OF GROWTH	15
Priest-Wanderer Azeeg (the Small)	15
Temple Expansion	15
UNDERGROUND	16
PHASE 3: THE MADNESS PLAGUE	16
A Sickness of Sanity	16
<i>Origins of the Madness Plague</i>	17
<i>Rules for the Madness Plague</i>	18
<i>Phase 3 Adventure Seeds</i>	19
Changes in the Kingdom	19
Changes in the Faith and the Priesthood	20
Priest-Finder Danvik	20
THE MADNESS PLAGUE	21
Repairs & Additions in the Plague Years	21
The Final Crisis	21
UNDERGROUND	22
PHASE 4: THE YEARS OF BLOOD	22
Domestic Troubles in the Kingdom	22
Foreign Invasion	22
Changes in the Faith and the Priesthood	23
<i>Changes in the Role of Temple Priests</i>	23
<i>Priest-Defenders</i>	23
Consolidation and Fortification of the Temple	24
Luessa, Priest-Devotee of Rybeal	24
<i>The Shield of Mists</i>	24
THE YEARS OF BLOOD	25
<i>Phase 4 Adventure Seeds</i>	25
UNDERGROUND	26
Defender-Devotee Luessa	26
Restoration or Desolation	27
PHASE 5: THE LAST PRIEST	27
Ayzhurov, the Last Priest	27
<i>Phase 5 Adventure Seeds</i>	27
Changes in the Faith and the Priesthood	28
Changes in the Days of the Last Priest	28
<i>The Husbandry Pit</i>	29
THE LAST PRIEST	29
<i>The Apotheosis Tomb</i>	30
UNDERGROUND	30
<i>Temple Timeline</i>	31

2. THE TEMPLE COMPLEX 32

PHASE 6: THE WORLD ABIDES	32
Important Considerations	32
Who (or What) Inhabits the Temple Now?	33
Chimerae	33
Surface Map	33
THE WORLD ABIDES	34
Secret Doors	35
Temple Traps	35
Underground Map	36
UNDERGROUND	37
<i>What's the Last Priest Doing?</i>	37
<i>How Many Priests?</i>	38
<i>The Eye of Truth</i>	39
<i>Where's the Treasure?</i>	39
<i>The Mirror of Heaven</i>	40
<i>The Gods Magnet</i>	40
<i>Hooking Up the Juice</i>	41

3. USING THE TEMPLE 42

BASIC CONCEPTS	42
The Lost Gods	42
Priest Power	42
Relationship to the PCs	42
Future Events	43
GENRE AND SETTING MODIFICATIONS	43
Fantasy	44
Historical, More-or-Less	44
<i>Valley Invaders!</i>	44
Modern Day	45
Horror	45
Science Fiction	46
THE TEMPLE RAIDERS CAMPAIGN (PHASE 6)	46
Setup	46
<i>Neighbors of the Valley</i>	46
Why Should We Care?	47
Gwen Jaworski, ForeCorp Team Leader	47
Outfitting an Expedition	48
Traveling Into the Misty Valley	48
Interference	48
Finding the Temple	49
Exploration	49
Confrontation	49
Aftermath & Ramifications	49

APPENDIX: ADDITIONAL RULES 50

ADVANTAGES, DISADVANTAGES, AND SKILLS	50
Advantages	50
New Advantages	51
Skills	51
New Skills	51
REALM AND TEMPLE MAGIC SYSTEM	52
Basic Concepts	52
<i>Wizards vs. Priests</i>	53
<i>Wizard-Priests</i>	54
<i>Synergy of Magic</i>	54
Learning Realm and Temple Magic	54
<i>Way & Word Choices</i>	55
<i>The Way of What?</i>	55
Casting Spells	56
<i>Spontaneous Spells vs. Set Spells</i>	56
Building Set Spells	57
Spell Types	59
<i>Learning Set Spells Without the Relevant Way</i>	61
TABLES OF THE LOST GODS	62
ALPHABETICALLY BY NAME	62
ALPHABETICALLY BY SPHERE OF INFLUENCE	65
CHRONOLOGICALLY BY HOLY DAY	68

1. The History of the Temple of the Lost Gods

Over several centuries, the Temple of the Lost Gods served as a source of knowledge, comfort, and meaning to the people of the kingdom of Darliku. But, like all things, the Temple, its faith, its followers, and Darliku itself withered into the dust of history. Follow now the rise and fall of the Temple of the Lost Gods.

The Faith of the Lost Gods

As revealed to Madat, the First Priest, by Zedev the Messenger: A thousand years ago, the gods fought a mighty war in heaven. The skies raged, the earth shook, and the seas boiled as their fell weapons clashed and rang. It is unknown what the war was all about – Zedev refused to tell Madat – but the First Priest believed it had to do with humanity. After decades of bloody conflict, something terrible happened.

Against their wills, the warring gods were flung away from the world, cast into Heaven at great speed. So fast, in fact, that for centuries, their divine powers could not even slow them down, much less return them to the world. The gods found themselves scattered in the darkness of the night sky. Three hundred and sixty of those bright pinpricks that people name “stars” are actually Lost Gods.

Meanwhile, back on the world, those gods and spirits who had refused to take up arms in the War assumed the positions and roles of the missing. The Sun is not the first solar deity the world has known, and the Moon himself was born of commingled

GURPS TEMPLE OF THE LOST GODS

This setting is intended to be used with the *GURPS Lite* rules – available for free at www.sjgames.com/gurps/lite – along with the additional rules found in the *Appendix*, pp. 50-61.

THE KINGDOM OF DARLIKU

Darliku is a medium-sized nation. Half of the land is broad, temperate plains, the other half is rolling, forested hills. The largest city is the capital, Fizvarlu, with a population of around 50,000. Common trade goods are millet, rye, oats, and apples, as well as copper mined from the mountains on the southern border.

At the beginning of the Phase 1 period (p. 4), King Gwithdor rules Darliku. His warband is composed of wealthy noblemen, and the wizard and spymaster Madat supports his reign. While magic exists, it is only within the past century that it has been made to work *for* the kingdom rather than *against* it (in the form of evil magician-warlords). Through Madat’s wiles and skill, King Gwithdor successfully strengthens the boundaries of his realm against his raid-happy neighbors. He then passes his crown to his son, Gwindku, who is counseled by Madat’s daughter, the wizard Rayda.