ATOMIC SOCK MONKEY PRESS

Temple of the Lost Gods
PDQ CONVERSION
by Chad Underkoffler

Prose Descriptive Qualities (PDQ) System **Design:** Chad Underkoffler

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PRODUCT INFORMATION

This document (*PDQ-TotLG*) is a free guide for converting the characters, creatures, and challenges of Steve Jackson Games' *Temple of the Lost Gods* from *GURPS Lite* (3rd ed.) to Atomic Sock Monkey Press' *Prose Descriptive Qualities (PDQ) System*, as well as providing a *PDQ* adaptation of the magic systems within that product.

Therefore, to take full advantage of this guide, one must possess:

♦ A copy of *Temple of the Lost Gods*, available for $11.95 at e23 < http://e23.sjgames.com >; and

♦ A copy of the *PDQ System Core Rules*, available for free at: < http://www.atomicsockmonkey.com/freebies/ >.

Why Convert?

This conversion allows players of Atomic Sock Monkey Press' products like *Dead Inside*, *Truth & Justice*, and *Monkey, Ninja, Pirate, Robot: the RPG* to take advantage of the material in *Temple of the Lost Gods* for their *PDQ*-based games.

Also, the rules-light nature of the *PDQ* system allows straightforward conversion of this information to any other desired RPG system due to its prose-based mechanics and *Master Chart of Ranks*.
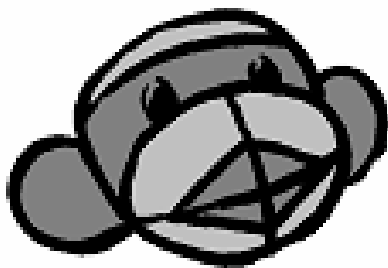
Abbreviations Used

d	Six-sided die (usually *x*d+*y*; *x* and *y* being numerals: "2d+4" means "roll two six-sided dice and add four to the result")
DI	*Dead Inside*
GM	Game Master
GURPS	*Generic Universal RolePlaying System*
MNPR:RPG	*Monkey, Ninja, Pirate, Robot: the RPG*
MOD	Rank Modifier
NPC	Non-Player Character
PC	Player Character
PDQ	*PDQ Core Rules*
PDQ-TotLG	*PDQ* conversion of *TotLG*
T&J	*Truth & Justice*
TN	Target Number
TotLG	*Temple of the Lost Gods*

CREATING *PDQ-TotLG* CHARACTERS

PDQ-TotLG characters possess two elements (see *PDQ*, p. 1): *Background* and *Qualities*.

Background

A character's *Background* is a short description of the character's family, hometown, appearance, personality, history, education/training, occupation, interests, goals, hopes, and fears. It can be a sentence or two, a paragraph or two, or an entire page: as much or as little as the player wishes to set down.

Qualities

As explained in *PDQ* (pp. 1-3), a character's *Qualities* help define a character's particular talents, skills, relationships, and flaws; and provide game mechanics for how those abilities work in play. (See those pages for further details on selecting Qualities, their scope and penumbras, Quality Ranks, and the differences between Strengths and Weaknesses.) Qualities should develop organically from a character's Background.

PDQ-TotLG characters must choose between having more Qualities at a lower level of competency, or having fewer Qualities at a higher level of competency. Choose between the following packages:

A. 5 Good [+2] Strengths and 1 Poor [-2] Weakness.
B. 1 Expert [+4] Strength, 3 Good [+2] Strengths, and 1 Poor [-2] Weakness.
C. 2 Expert [+4] Strengths, 1 Good [+2] Strength, and 1 Poor [-2] Weakness.
D. 1 Master [+6] Strength, 2 Good [+2] Strengths, and 1 Poor [-2] Weakness.
E. 1 Master [+6] Strength, 1 Expert [+4] Strength, and 1 Poor [-2] Weakness.

NOTE - If the idea of set packages is hard for players to puzzle out, another way to explain the scheme above is that characters have a total of 10 Modifier (or MOD) points to split up, using even numbers (+2, +4, or +6), between their Strengths. They must also take a Weakness, which has a -2 MOD.

IMPORTANT RMINDER - If the GM agrees, more than one Quality can be brought to bear on a task, permitting the combination of all MODs when attempting that task (see *PDQ*, p. 9).

Setting-specific Qualities

PDQ-TotLG has several setting-specific Qualities in addition to those that a player normally makes up for his or her character (e.g., Archery, Courtier, Farmer, Friend of the Prince, Handsome, Iron Will, Knight, Merchant, Philosophy, Raised by Wolves, Royal-blooded Bastard, Sailor, Thief, or Wealthy). These new Qualities are especially important if the game is set in the glory days of the Temple.

NOTE - The Qualities below must be taken at some Rank to grant their benefits. This is an exceptions to the usual PDQ rule that characters are Average [0] Rank at any Quality not listed on their character sheet (see *PDQ*, p. 2).

Solar Priest: You are a member of the clergy of the Solar Pantheon (see *TotLG*, p. 4) and are learned in the theology, rituals, feasts, sacrifices, and prayers of that faith. You also have a position in the local community of believers (though this dwindles after Phase 2; see *TotLG*, p. 16). Alas, unless you also have the Wizard Quality, you have no magical powers.

Temple Priest: You are a member of the clergy of the Temple of the Lost Gods and are learned in the theology, rituals, feasts, sacrifices, and prayers of that faith (for the basics, see *TotLG*, pp. 3-11). You also have a position in the local community of believers (this increases after Phase 1; see *TotLG*, starting on p. 11). You know how to perform the Rite of Rescue (to bring the Lost Gods home) and the Seeker meditation (to discover the details of a particular Lost God), are literate, and have a decent working knowledge of astronomy, public speaking, and teaching. You have received the Temple Attunement and can now channel the power of the current day's Lost God to do magic (see *Realm & Temple Magic Adaptation*, p. 7). You must strive to embody the Tenets of Virtue -- Generosity, Hospitality, Hope, and Aptitude.

There are several related Qualities that can only be taken by a Temple Priest character; some are limited to certain eras. These Temple Priest-related Qualities are:

Defender: (Phase 4 or later; see *TotLG*, p. 23.) You have received training in warfare to protect your beleaguered flock -- this encompasses armed and unarmed combat, shield and armor use, tactics, surviving in the field, camouflage, stealth, logistics, and so forth. You can use the Defender Quality to attack like any warrior, and you may add the MODs of your Temple Priest and Defender Qualities when defending the faithful from attack (this includes you and your fellow priests!).

Devotee: (Phase 2 or later; see *TotLG*, p. 13.) You have a special rapport with a specific Lost God -- who must be named; see *TotLG*, pp. 62-65, for the list of known Lost Gods. You are charged with praying regularly to that deity, regardless of the calendar schedule, in the hopes that your unique connection will help bring that Lost God home sooner. (You may still pray to Lost Gods other than your favorite if the need is great.) You have a greater ability in performing Temple Magic related to the sphere of influence of your patron Lost God (add the MODs of Temple Priest and Devotee when doing so). You also have slightly higher priestly status within the Temple

hierarchy (treat as an Upshift -- see *PDQ*, p. 3 -- to rolls using the Temple Priest Quality for inter-clerical social encounters.)

A Temple Priest may be both a Defender and a Devotee: all abilities are cumulative. So, if a character is a Defender-Devotee of Zilik (the Lord of Axes) and is using axe-related magic to protect a fellow priest, he could add the MODs of Temple Priest, Defender, and Devotee for attack *and* defense! Scary!

NOTE - *TotLG* discusses three additional sub-types of Temple Priest: *Wanderers*, *Finders*, and the *High Priest*. It's not worth making these into separate Qualities under *PDQ*, as they deal with questions of status and clerical rank within the Temple hierarchy. Instead, any character with a Good [+2] or higher Rank in Temple Priest can be a Wanderer, any character with an Expert [+4] or higher in Temple Priest can be a Finder, and any character with a Master [+6] Rank can be made the High Priest's successor (and later, High Priest), **provided there are good in-game justifications for such**.

Wizard: You have the innate ability to sense and do magic (see *Realm & Temple Magic Adaptation*, p. 7), backed up by broad knowledge of occult practices, wizardly culture, and magical beings. You can perform *spontaneous magic* (see p. 7) at two Downshifts (see *PDQ*, p. 4); that is, an effective Rank that is two less than your Wizard Quality. You cast *set spells* (see p. 7) at the same Rank as your Wizard Quality. You can "keep in mind" the techniques for casting a number of set spells equal to the TN of your Rank in Wizard, though your grimoire or spell-book can hold many more.

Only a Wizard character can have the following magic-related Quality:

Way of [Word]: You have a special affinity or talent for magic involving a certain *Word* -- Fire, Shadows, Plants, Movement, Enchantment, etc. (see *TotLG*, p. 55, for a discussion of Words). You use the Way of [Word] Quality to attempts to perform magic involving that Word. It is used instead of Wizard for spontaneous magic related to the Word, and adds its MOD to casting set spells involving that Word. Thus, an Good [+2] Wizard with a Good [+2] Way of Fire Quality would cast a spontaneous spell involving fire at an effective Rank of Good [+2] using his Way of Fire Quality (rather than Good [+2] Wizard Downshifted twice to Poor [-2]), and would cast a set spell involving fire using Good [+2] Wizard plus Good [+2] Way of Fire -- an effective Expert [+4] Rank.

Improvement & Experience Points

As noted in *PDQ* (p. 10), a character can raise the Rank of one of their Qualities, or gain a totally new Quality, by spending 4 Experience Points per Rank.

Experience Points can be awarded by the GM to the PCs for a host of reasons: succeeding in a mission, defeating a foe, achieving a lofty goal, good or entertaining roleplaying, etc. The GM can award as many (or as little) Experience Points as he or she wishes, whenever he or she wishes. If only a few are given out, Improvement will be slow; if a lot are given out, it may be fast.

Furthermore, in *PDQ-TotLG*, Wizards and Priests can use Experience Points to enchant people or items; see p. 7.

NOTE - Some other *PDQ*-based games permit the expenditure of Experience Points (called Soul Points, Mojo, or Hero Points) for other purposes instead of Improvement, such as cinematic action, spiritual powers, healing, special advancement, and so forth. Interested GMs and players should check out the other Atomic Sock Monkey Press RPGs for ideas, or just make up a list of special abilities characters can activate and their Experience Point costs.

NPC CONVERSIONS

The example NPCs from *TotLG*, converted. Only the relevant Qualities for each are listed, as all relevant Background information already appears in the source product. Some of these NPCs are stronger than starting *PDQ-TotLG* PCs, some are roughly equivalent, and some are weaker.

Madat, the First Priest

BACKGROUND: See *TotLG* (p. 7-8).

QUALITIES: Master [+6] Temple Priest (High Priest), Master [+6] Wizard, Expert [+4] Way of Knowledge, Good [+2] Courtier, Good [+2] Relationship with Rayda (daughter), Good [+2] Spy, and Poor [-2] Crazy Old Coot.

SET SPELLS: Alter Memory, Liequeller, False Memory, Forget, Sieve of Facts, Detect Lies, and Madat's Remembrance (has 6 set spell "slots" still open).

Priest-Wanderer Azeeg (the Small)

BACKGROUND: See *TotLG* (p. 15).

QUALITIES: Expert [+4] Genius, Good [+2] Engineer, Good [+2] Temple Priest (Wanderer), Good [+2] Way of Machines, Good [+2] Wizard, and Poor [-2] Practical Joker.

SET SPELLS: (has 9 set spell "slots" still open).

Priest-Finder Danvik

BACKGROUND: See *TotLG* (p. 20).

QUALITIES: Expert [+4] Temple Priest (Finder), Good [+2] Charismatic, Good [+2] Liar, Poor [-2] Coward, and Poor [-2] Paranoid (due to low-grade Madness Plague infection).

Luessa, Priest Devotee of Rybeal

BACKGROUND: See *TotLG* (p. 24 and 26).

QUALITIES: Good [+2] Devotee of Rybeal (Swords), Good [+2] First Aid, Good [+2] Survivor, Good [+2] Swordplay, Good [+2] Temple Priest, and Poor [-2] Tactless.

Defender-Devotee Luessa

BACKGROUND: See *TotLG* (p. 26-27).

QUALITIES: Good [+2] Defender, Good [+2] Devotee of Rybeal (Swords), Good [+2] First Aid, Good [+2] Survivor, Good [+2] Swordplay, Good [+2] Temple Priest, and Poor [-2] Tactless.

Ayzhurov, the Last Priest

BACKGROUND: See *TotLG* (p. 27-28).

QUALITIES: Master [+6] Temple Priest (High Priest), Expert [+4] Charismatic, Good [+2] Naturalist, Good [+2] Physician, Good [+2] Way of Life, Good [+2] Way of Magic, Good [+2] Wizard, and Poor [-2] Obsessed with Saving the Lost Gods.

SET SPELLS: Seek Life, Seek Magic (has 7 set spell "slots" still open).

Generic Priest (see TotLG, p. 38)

BACKGROUND: See *TotLG* (p. 38).

QUALITIES: Good [+2] Survival, Good [+2] Temple Priest.

Generic Warrior Priest (see TotLG, p. 38)

BACKGROUND: See *TotLG* (p. 38).

QUALITIES: Good [+2] Defender, Good [+2] Hunter, Average [+2] Temple Priest, and Poor [-2] Braggart.

Gwen Jaworski, ForeCorp Team Leader

BACKGROUND: See *TotLG* (p. 47).

QUALITIES: Expert [+4] Paleobotanist, Good [+2] Anthropology, Good [+2] Iron-willed, Good [+2] Outdoorswoman, and Poor [-2] Obsessed with Professional Advancement.

CHIMERAE CONVERSIONS

Chimerae are bizarre, magical animal hybrids created by the Husbandry Pit (see *TotLG*, p. 29). They each have a Good [+2] Quality for their "base animal," with additional Qualities reflecting their magical mutations -- see *TotLG*, p. 33, for further details.

Aracrinos

QUALITIES: Good [+2] Goat; Good [+2] Extra Legs, Good [+2] Venomous Bite, Average [0] Wall-crawling, and Average [0] Webspinning.

Eared Raptors (see TotLG, p. 33)

QUALITIES: Good [+2] Hawk; Good [+2] Acute Hearing, and Good [+2] Talons.

Hopping Men

QUALITIES: Good [+2] Frog; Good [+2] Amphibious, Good [+2] Jumping, and Good [+2] Strong.

Lup-quus

QUALITIES: Good [+2] Wolf; Good [+2] Big (as a Pony), Good [+2] Fast, and Good [+2] Hunter.

CHALLENGES

While *PDQ* is straightforward in its advice to GMs in setting Difficulty Ranks and Target Numbers (see *PDQ*, p. 3), here is an alphabetical list of specific challenges characters might face in the Temple, with suggested TNs, *TotLG* page numbers, and relevant notes.

NOTE - Environmental Damage is detailed in *PDQ* (p. 6)

CHALLENGE	TN	PG	NOTES
Alarm Trap	N/A	36	If an alarm trap is triggered, characters in the area take 1 Failure Rank. Guards will be along in 1d6 minutes (use the *Generic Warrior Priest* description, p. 4).
Aracrinos Webs	9	33	If ensnared by Aracrinos webs, a character must make this roll to break free; otherwise, he suffers a Downshift to all physical actions while entangled.
Break the Glass	7	40	If the glass is broken, this causes an explosion of magical energy which does 4d6 Damage Ranks within 10 yards; 2d6 at 20 yards; 1d6 at 30 yards; zero damage at 40 yards.
Crossbow Crossfire Trap	N/A	36	Assume a conflict situation against a Good [+2] Crossbow Quality.
Detect Jungle Creatures	9	34	On a successful roll, the character realizes that these jungle animals are weird and unknown.
Detect Priest	Special	34	Use the TN of the Priest's Hunting Quality; alternatively, this can be a conflict situation between the PC and the Priest.
Disarm Trap	9	35-36	If the character fails this challenge, the trap immediately goes off.
Dodge Deadfall Trap	9	36	Failure may lead to Environmental Damage.
Dodge Portcullis	9	36	Failure blocks off the path, and may lead to Environmental Damage.
Electric Shock Trap	7	36	May use a magical Quality to resist effects; failure indicates character is stunned for 1 Turn plus 1 additional Turn for each point the roll is missed by.
Find Entry to Temple	13	34	If the character fails at this roll, he cannot find the entry. If he succeeds, he will need to roll against *Find Trap* immediately!
Find Secret Doors	7 / 11	35	TN7 if actively looking for a secret door; TN9 to passively notice one.
Find Trap	9 / 13	35-36	TN9 if actively looking for a trap; TN13 to passively notice one.
Fire Jet Trap	7	36	May use a magical Quality to resist effects; failure indicates character is blasted for 1 Damage Rank of flame damage, plus 1 additional Rank for each point the roll is missed by.
Hack Through Underbrush	7	33	Failure at this challenge increases the travel time to get to the ruined Temple (normally 1 hour) by 30 minutes for each point the roll is missed by.
Heat Metal Trap	7	36	May use a magical Quality to resist effects; failure indicates character either drops metallic objects that are now burning hot or -- if wearing a lot of metal -- take 1 Damage Rank of burning damage, plus 1 additional Rank for each point the roll is missed by.
Lift Portcullis	11	36	Note that the trap must be reset (use *Disarm Trap* above) or will just fall back down.
Lightning Bolt Trap	7	36	May use a magical Quality to resist effects; failure indicates character is blasted for 1 Damage Rank of electrical damage, plus 1 additional Rank for each point the roll is missed by.
Lockpicking the Vault	13	39	If the character fails at this roll, he cannot pick the lock. If he succeeds, but does not possess the Temple Priest Quality, he immediately sets off a lethal trap!
Lodestone Ceiling Trap	5	36	May use a magical Quality to resist effects; failure indicates character either has metallic objects snatched from them or -- if wearing a lot of metal -- are immobilized for 1 Turn plus 1 additional Turn for each point the roll is missed by.
Mist Trap	13 / 11	36	For non-magical characters, the TN to operate normally is 13; for magical characters, the TN is 11. Failure grants a Downshift on all actions while within the misty area.
Navigate Pit Ladder	7	35	Failure means the character falls and takes Environmental Damage.

CHALLENGE	TN	PG	NOTES
Pit Trap	9	35	To leap off of the opening trapdoor is a TN9 challenge; failure may lead to Environmental Damage. Climbing out of the pit is also TN9.
Resist Aracrinos Venom	7	33	Requires a successful Venomous Bite attack from the Aracrinos; if a character fails this resistance roll, he takes 2 Failure Ranks (from nausea) at the start of his next Turn, and an additional 1 Failure Rank on the Turn after that.
Resist Pit's Magic	9	35	If the character fails in resisting the Pit's magic, they should receive a temporary (1d6 Scenes) Downshift to their Weakness -- that means that they'll have a **-4** to all rolls involving that Weakness for at least one Scene.
Resist the Fascination of the Gods' Magnet	Special	40	No effect on non-magical characters; Temple Priests and Wizards must resist a TN11 or become fascinated by the swirling energies for the rest of their Turn. TN drops to 9 for the fascinated character's next Turn, then to TN7, then to TN5 (where it remains).
Sleep Dart Trap	9	35	Requires a successful dart attack (assume a conflict situation against an Average [0] Dart Quality). If a character is struck by a dart and fails this resistance roll, he takes 4 Failure Ranks (from sleepiness) at the start of his next Turn, 2 Failure Ranks on his next Turn, and an additional 1 Failure Rank on the Turn after that.
Slick Floor	5	37	Only required for sudden movements.
Snare Trap	7 / 11	36	To dodge the falling net is a TN7 challenge; getting free if trapped is a TN11 challenge.
Spiked Spring Arm Trap	9	36	To avoid the whooshing spiked arm is a TN9 challenge; failure leads to Environmental Damage.
Sticky Floor Trap	7	36	If ensnared the tarry substance of this trap, a character has a TN7 to pull free; otherwise, he suffers a Downshift to all physical actions while entangled.
The Dome of Truth	9	39	To notice that the positions and stars are in the correct for the current year and latitude.
The Shield of Mists	13 / 11	24	For non-magical characters, the TN to navigate through the Shield of Mists is 13; for magical characters, the TN is 11. Failure grants a Downshift on all actions while within the misty area.
Weighted Net Trap	7 / 11	35	To dodge the falling net is a TN7 challenge; getting free if trapped is a TN11 challenge.

PDQ Rules for the Madness Plague

The Madness Plague is as described in *TotLG*, p. 16-19. *PDQ* rules for the disease are as follows:

Infection Range: Equal to the sum of the infected person's MODs for intellect-based Qualities (Genius, Dumb, Good Memory, etc.), Temple Priest Quality, and Wizard Quality, in yards.

Mild fever, increased perspiration, "glittery" or "glassy" eyes: Detectable to observer at a TN7.

Sleeplessness: The victim needs to beat a TN9 to fall asleep; on a failure, they remain awake, and gain a Failure Rank that cannot be removed without sleeping. If the victim zeroes out from accrued Failure Ranks, they go into a coma.

Sleeping: For each day the victim sleeps, one Failure Rank gained from the disease is removed.

Coma: For each 2 days that the victim spends in a coma, they lose one Failure Rank gained from the disease... but may starve to death.

Delusional Thinking: Victim gains a temporary Poor [-2] Weakness like Delusional, Hallucinating, Paranoia, or Phobic.

Magical Compulsion: If the victim has magical abilities, he must make a TN7 roll to resist using magic in risky or tricky situations. Failure means the victim uses magic and gains an additional Failure Rank from the Disease.

REALM & TEMPLE MAGIC ADAPTATION

This section is less a conversion than an *adaptation*: several aspects of the magic systems from *TotLG* (p. 53-61) have been altered for simplicity.

Basic Concepts

Spells are magic operations that change the universe in accordance with the caster's will. *Spontaneous spells* are the most common sort of magic, and are flexible, versatile, and mercurial (the GM's on-the-fly interpretation is strongest here). *Set spells* are rigid, focused, and methodical (the player's predetermined desire for the effect of the spell is strongest here).

Magic is used just like any Quality (take 2d6, add the relevant MOD, and roll): if it's a complicated situation, compare the roll result to the GM-determined TN; if it's a conflict situation, compare the roll result with the roll result of the opponent.

If the *target* of a spell could resist its effects with his own Qualities (shaking off a Mental Command by virtue of his Iron Willpower, for example), the target rolls against a TN equal to the *effective Rank* of the spell.

If magic creates an end product (like a wall of fire, gallons of Magic Wine, or a swarm of bees), the GM uses the effective Rank of the spell to determine how much, how strong, how dangerous, how far, etc.). Normally, end products are persistent; they do not vanish at after the spell ends (though things created with spontaneous spells *could* disappear like that, at the GM's option).

To permanently *enchant* an item or person with a magical effect, the caster must spend an Experience Point and his effective Rank is at two *additional* Downshifts when casting the spell. This Experience Point is "committed" to the enchantment: even if the caster fails his roll, he cannot spend that Experience Point on Improvement or another Enchantment until the roll succeeds; the GM can levy a requirement for extra time or special materials to make up for the flubbed attempt and allow another roll. The GM can also determine reasons or rationales permitting the disenchantment of magical items and people (throw this ring in that volcano, have a princess kiss this frog, get dunked in the holy river at midnight, etc.)

Realm Magic

Realm Magic is used by Wizards. Wizards can cast spontaneous spells or set spells.

Spontaneous Spells

Spontaneous spells are normally performed at two Downshifts; that is, an effective Rank that is two less than the caster's Wizard Quality). While this means that Poor [-2] and Average [0] Wizards cannot generally cast spontaneous spells because their effective Ranks would be less than Poor, they can do so under certain circumstances. These generally require extreme concentration, arcane materials, chanting and dancing, spiffy robes, the whole ritual enchilada. A low-Ranked Wizard has to make a whole production out of casting a spontaneous spell -- basically making it the focus of its own Scene -- for it to work. So, no combat casting.

Wizards who have a Way of [Word] Quality cast spontaneous spells involving that Word at their Way of [Word] Rank rather than at Wizard Quality with two Downshifts.

Set Spells

Set spells are performed at the same Rank as the caster's Wizard Quality. A Wizard can keep the relevant techniques straight in his mind for casting a limited number of set spells at any one time; this is equal to the TN of his Rank in Wizard. Note that this doesn't mean that an Average [0] Wizard can only cast a total of 7 spells a day -- instead, it means that while he can only remember the right words for 7 spells at any one time, he can cast those 7 spells all day long.

Wizards who have a Way of [Word] Quality add the MODs of their Wizard and their Way of [Word] Qualities when casting set spells related to that Word.

A Wizard usually has a *grimoire* or spell-book that contains all the spells he's learned; with an evening of study (four hours, or a Scene), he can "swap out" one of his memorized set spells for one of the other ones in his grimoire. Spells can be cast directly from a grimoire, but *cannot be used in conflict situations*. Furthermore, if the Wizard fails his roll by 5 or more, he ruins that page in his spellbook.

Lastly, and most importantly, set spells should have *cool names* -- "Madat's Remembrance" is much spiffier than "Preserve Knowledge" and "Flaming Sword" really can't hold a candle to "Ever-Blazing Emerald Blade."

Way of [Word]

The Way of [Word] Quality means that the Wizard has a talent for a particular type of magic involving the Word, be it Water, Light, Conjuration, Animals, Movement, Enchantment, or whatever (see *TotLG*, p. 55, for a discussion of Word choice). It is used instead of Wizard for spontaneous magic related to the Word, and adds its MOD to casting set spells involving that Word.

Thus, an Expert [+4] Wizard with a Good [+2] Way of Thorns Quality would cast a spontaneous spell creating a Wall of Thorns at an effective Rank of Good [+2] (rather than Average [0] for Downshifting Wizard twice).

The same Wizard casting his set spell of Thorn Spray would have an effective Rank of Master [+6] (uses Expert [+4] Wizard for casting a set spell and adds the MOD of +2 from Way of Thorns).

Wizard-Priests?

The only two benefits a character who is both a Wizard and a Temple Priest gains are:

Happy Holidays: If a Wizard-Priest casts a spell on the holiday of a Lost God whose sphere of influence matches that of the spell, the caster gets an Upshift. He need not have performed the Rite of Rescue for that particular Lost God on that day.

Sorcerous Synergy: To accomplish truly legendary *goals* -- the creation of a permanent geological feature or effect, or the enchantment of a powerful artifact -- a Wizard-Priest can *Take Time* (GM's option for length of period), *Study* (two successful, separate rolls of Wizard and Temple Priest vs. a TN11), *Acquire Special Materials* (again, GM's option for relevant bits), and then perform a *Twofold Casting* (two successful, separate rolls of Wizard and Temple Priest vs. a TN13). At the end of all of these steps, something damned impressive happens. If not enough time was taken, a newt's eye was misplaced, or a roll was failed somewhere, this could be impressively ***bad***.

(Please also see the boxed text on *TotLG*, p. 54.)

Temple Magic

Temple Magic is used by Temple Priests, who can only cast spontaneous spells (see above) by channeling the power of a single Lost God. The Rite of Rescue (see *TotLG*, p. 11) must be performed to access the chosen Lost God; this divine channel remains open for 24 hours, permitting magic related to the sphere of influence of that deity. However, the spontaneous spells of Temple Priests have one huge advantage over those of Wizards: they suffer no Downshift, using the Temple Priest Quality Rank as the effective Rank of the spell.

Most Temple Priests follow the calendar (see *TotLG*, p. 68-72), and pray to each of the Lost Gods in turn. Priest-Wanderers have special permission to pick the deity they will pray to daily, and Priest-Devotees have a single specific divine patron that they usually pray to nigh-exclusively.

Devotee [(to) Lost God]

Devotees have a particular affinity to a specific, "patron" Lost God. When performing Temple Magic related to the sphere of influence of this patron, Devotees add the MODs of their Temple Priest and Devotee Qualities together.

CONCLUSION

Using the material in the preceding pages, GMs should be able to run their players through ***Temple of the Lost Gods*** with few problems. It's a fine product, with plenty of neat maps, setting details, and NPCs ready and waiting for players to adventure in adventuring.

Also, the *Realm & Temple Magic* rules can easily be imported wholesale into *DI*, *T&J*, or *MNPR:RPG* games as an alternate, expanded magic system.

Indeed, this document could serve as the basic rules for a fantasy -- or pulp! (see *TotLG*, *Phase Six*, pp. 46-49) -- genre *PDQ* campaign; the flexibility of the core system permits a wide range of character types and abilities. All you need is a genre, a setting, and some imagination, and you're good to go.
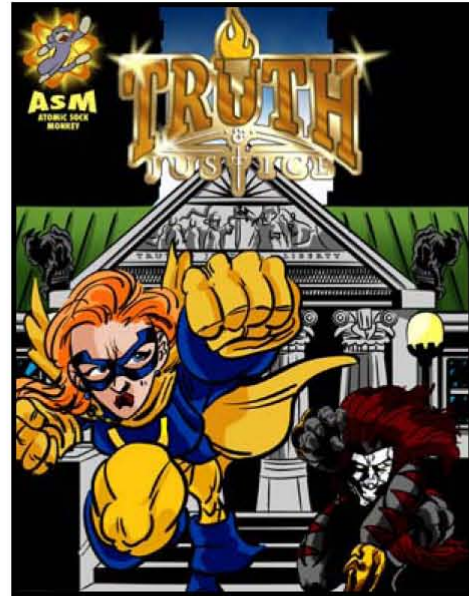
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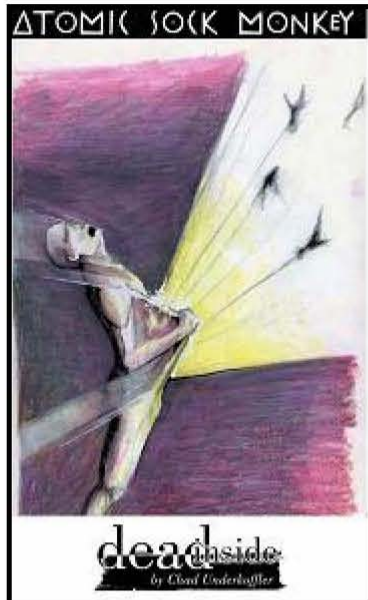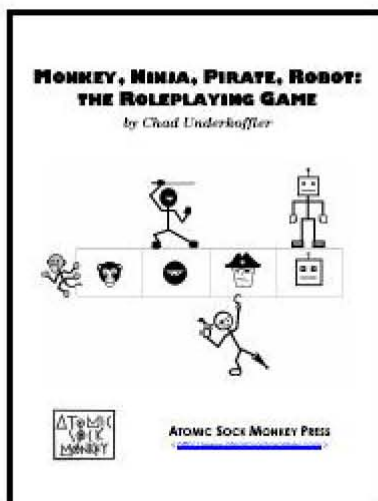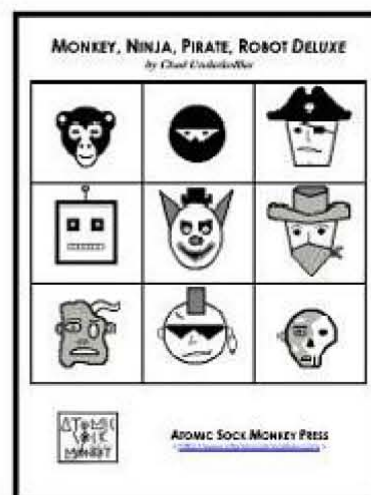
Dead Inside:
the Roleplaying Game of
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TRUTH & JUSTICE

MONKEY, NINJA, PIRATE, ROBOT:
THE ROLEPLAYING GAME

MONKEY, NINJA, PIRATE, ROBOT DELUXE