

GURPS[®]

Fourth Edition

ACTION ADVENTURE™ **1**

TEMPLAR'S GOLD™



Written by S.A. FISHER
Edited by SEAN PUNCH

GURPS System Design ■ STEVE JACKSON

GURPS Line Editor ■ SEAN PUNCH

GURPS Project Manager ■ STEVEN MARSH

Production Artist ■ NIKOLA VRTIS

GURPS FAQ Maintainer ■

VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ PHILIP REED

Chief Creative Officer ■ SAM MITSCHKE

Chief Operating Officer ■ SUSAN BUENO

Director of Sales ■ ROSS JEPSON

Page Design ■ PHIL REED and JUSTIN DE WITT

Art Direction and Prepress Checker ■ NIKOLA VRTIS

Reviewers: Peter V. Dell'Orto, Carolyn Stein, and Steve Stein

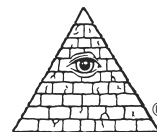
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STEVE JACKSON GAMES

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*Through the black mist, they ride
Knights Templar – Arise!
– Cathedral, “Night of Seagulls”*

INTRODUCTION

Templar's Gold is a pulp-era adventure for use with the **GURPS Action** series. It begins with a group of adventurers gathered to honor the request of a dying friend. From there, the party is thrown into a race against nefarious forces to find a lost treasure, which leads them into a dangerous, battle-scarred region called the *Zone Rouge*.

To play this adventure, it helps to know a bit about the Knights Templar, a legendary militant order shrouded in mystery. Once the pride of Christendom and the shock troops of the Crusades, King Philip IV of France had the order arrested in 1307. Hundreds of Templars were imprisoned and tried for heresy. Philip had the leaders burned at the stake in 1314. The order's fabulous wealth – the *true* target of the king's intrigues – was never recovered.

Templar lore is a jumble of history, halftruths, hunches, and fevered fantasies ranging from the plausible to the ridiculous. *Templar's Gold* assumes that some of this mythology is true and – in time-honored pulp fashion – invents some of its own. After all, as Umberto Eco observed, “The Templars have something to do with everything.”

REQUIRED BOOKS

GURPS Action Adventure 1: Templar's Gold is a **GURPS Action** adventure set in the pulpy goodness of TL6, not TL8. To run it, you need the **GURPS Basic Set**, **GURPS Action 1: Heroes**, **GURPS Action 2: Exploits**, and *Pyramid* #3/8: *Cliffhangers* (which provides guidance for using **Action** in a pulp setting). **GURPS Cliffhangers** and **GURPS High-Tech**, while not required, are highly recommended – and groups seeking details on period firearms may find the **GURPS High-Tech: Pulp Guns** volumes useful.

ABOUT THE AUTHOR

S.A. Fisher is from Arkansas, where he teaches military history. He is the author of **GURPS Action 7: Mercenaries**, **GURPS WWII: Dogfaces**, and **GURPS WWII: Hand of Steel**, and co-author of **GURPS High-Tech**, **GURPS Gun Fu**, and **GURPS Loadouts: Monster Hunters**. He has co-written two books – *Synthetics* and *Colony Builder* – for **HOSTILE**, Zozer Games' retro-industrial science-fiction roleplaying game.

Art Acknowledgments

P. 6: American National Red Cross photograph collection. *During their retreat, the Germans blew up the trees with dynamite.* France, 1919. [Photograph] Retrieved from the Library of Congress, [loc.gov/item/2017669161](https://www.loc.gov/item/2017669161).

P. 10: Hine, Lewis Wickes, photographer. American National Red Cross photograph collection. *Paris. Forty-second Street and Fifth Avenue has nothing on the Avenue de l'Opera and the vicinity, in Paris. The “doughboy” can be seen dodging traffic just opposite the Opera House.* Paris, France, 1919. [Photograph] Retrieved from the Library of Congress, [loc.gov/item/2017666842](https://www.loc.gov/item/2017666842).

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