

PYRAMID[®]



Issue 3/13 November '09

THAUMATOLOGY

THE MAGIC OF STORIES

by Kelly Pedersen

THE MYSTIC KNIGHT

by Antoni Ten Monrós

SALVING MAGIC

by Demi Benson

RED DIABOLISM

by Mark Gellis

THE BOOK OF NULL

by J. Edward Tremlett

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Bob Stevlic

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Greg Hyland

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*A dreamer lives forever,
And a toiler dies in a day.
– John Boyle O'Reilly*

Article Colors

Each article is color-coded to help you find your favorite sections.

Pale Blue: In This Issue

Brown: In Every Issue (letters, humor, editorial, etc.)

Dark Blue: GURPS Features

Purple: Other Features

IN THIS ISSUE

Welcome to the *Thaumatology* issue of *Pyramid*, where we look at a plethora of magical possibilities – especially if you play **GURPS!**

First, we have a meaty article presenting a new type of Path/Book magic for **GURPS Thaumatology** that infuses your tales with the power of fairy tales. Use it in traditional fable-style campaigns or more self-referential postmodern settings that tap the primal power of stories.

Fans of the **GURPS Dungeon Fantasy** line have a new reason to don their dungeon-delving gear! Combine magic and might with *The Mystic Knight* for **GURPS Dungeon Fantasy** campaigns. In addition to a character template, this article offers new Imbuement Skills and – for the first time – Imbuement Perks.

For those looking for a variation on healing magic in their **GURPS** settings, consider the possibilities opened by *Salving Magic*. If the gods restrict access to the power to heal, this variation can still keep the heroes in the thick of the action – so long as they're careful.

If magicians wield terrifying powers, what power terrifies magicians? Find out in *The Book of Null* – an artifact, a cult, and a possible world-shattering threat, all in one.

Everyone knows that absolute power corrupts absolutely; some sorcerers simply start dabbling with “absolute corruption” and hope it works out. For them, *Red Diabolism* presents another new Path/Book magic for *Thaumatology* that might just be what they seek.

All the articles in this issue tinker with the basic magic rules in some way. *Pyramid* editor Steven Marsh looks at the motivations behind this desire in his *Random Thought Table*.

Fighting and flinging spells can be great fun, but not all the time! *Wizard's Squares* provides a way for players to flex their mental muscles.

Finally, *Odds and Ends* offers its usual assortment of goodies, including *Murphy's Rules*, a new magic item, and a new Imbuement for **GURPS** campaigns.

So grab your book of spells, dust off your divination foci, and wake up your apprentice. Even more so than normal, this issue is packed with *magic!*

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ABOUT *GURPS*

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much

more. To discuss *GURPS* with SJ Games staff and fellow gamers, come to our forums at forums.sjgames.com. The *Pyramid* web page is pyramid.sjgames.com.

Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases are available on our website – see above.

GURPS rules and statistics in this magazine are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book.

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