

PYRAMID[®]



Issue 3/22 August '10

BANESTORM



ANSONNE: THE BLACK HEART OF ARATERRE

by Matt Riggsby

PLACES TO COME FROM
by Phil Masters

WHATEVER HAPPENED TO . . . ?
by Andy Vetromile

ARVEY: THE CITY OF SILVER HILLS
by Paul Stefko

THE CRYSTAL WILDS
by C.J. Miozzi

STEVE JACKSON GAMES

Stock #37-2622

CONTENTS

ANSONNE: THE BLACK HEART OF ARATERRE 4
by Matt Riggsby

PLACES TO COME FROM: HEROIC ORIGINS ON YRTH 14
by Phil Masters

WHATEVER HAPPENED TO . . . ? 19
by Andy Vetromile

ARVEY: THE CITY OF SILVER HILLS 25
by Paul Stefko

THE CRYSTAL WILDS 31
by C.J. Miozzi

RANDOM THOUGHT TABLE: A WORLD OF MAGIC, A WORLD OF FEAR 35
by Steven Marsh, *Pyramid* Editor

ODDS AND ENDS 37
featuring *Murphy's Rules*

ABOUT GURPS 40

Some adventurers may arrive on Yrth with nothing but the clothes on their backs, but it's possible for whole buildings and small villages to come through.

– **GURPS Banestorm**

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

COVER ART

Bob Stevlic

INTERIOR ART

Greg Hyland

Matt Riggsby

Ben Williams

IN THIS ISSUE

The world of Yrth is a rich and varied place, with many locations explored by its inhabitants but not so much by outsiders. This issue of *Pyramid* offers possible histories of lesser-known spots – including two cities using the **GURPS City Stats** format – plus plenty of other **Banestorm** goodness.

Matt Riggsby (author of **GURPS Fantasy-Tech 1: The Edge of Reality**, **GURPS Hot Spot: Renaissance Florence**, and many more) reveals the secrets of a splendid island city in *Ansonne: The Black Heart of Araterre*, about which one observer has said, “The scent of the city’s spices cannot keep pace with the stench of its rot.” It includes a full-page map depicting the city and its surrounding environs.

Phil Masters (co-author of **GURPS Banestorm**) suggests how to create unusual character histories in *Places to Come From: Heroic Origins on Yrth*. Additionally, he presents brief descriptions of two unusual locations that provide ideal heroic backgrounds.

There have been thousands of unsolved disappearances over the centuries. Find out a possible fate for several of the more famous ones in *Whatever Happened To . . . ?* (Hint: They ended up on Yrth.) The article also offers some ideas on how to add noteworthy names to the **Banestorm** setting at the right time.

Near the Bronze Mountains lies *Arvey: The City of Silver Hills*. Though sometimes a place bitterly fought over, this metropolis has still managed to shine. More importantly, the location of the city makes it a perfect starting point for **GURPS Dungeon Fantasy**-style adventures. It also includes full **GURPS** character stats for three of the city’s noteworthy names.

The dwarves have a secret place of great beauty and unusual flora and fauna. Explore *The Crystal Wilds* (on Yrth or under the volcano of your choice), and discover what delights it has for the eye and palate. Is it realistic or fantastic? Yes!

In addition to its usual frivolity, *Odds and Ends* features a special bonus this issue: an unlabeled version of the city map from **GURPS Banestorm: Abydos**. Give a copy of this map to players and tempt their heroes into seeking out this strange city.

This issue also has its usual touch of humor with *Murphy’s Rules* and a thought-provoking *Random Thought Table*.

Editor-in-Chief ■ STEVE JACKSON
Chief Operating Officer ■ PHILIP REED
Art Director ■ WILL SCHOONOVER
e23 Manager ■ STEVEN MARSH

GURPS Line Editor ■ SEAN PUNCH
Editorial Assistant ■ JASON “PK” LEVINE
Production Artist ■ NIKOLA VRTIS
Prepress Checker ■ MONICA STEPHENS

Page Design ■ PHIL REED and JUSTIN DE WITT
Marketing Director ■ PAUL CHAPMAN
Director of Sales ■ ROSS JEPSON