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YRTH 100

Magic: The Gathering's ICE AGE Preview

I Was a Teenage Dinosaur! ...and more!





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Yrth 1100

In the history of *GURPS Fantasy*'s Yrth setting, the Banestorm was a magical cataclysm that happened centuries ago. But what if you made it the focal point of your campaign?

Steffan O'Sullivan and Ann Dupuis give us a look.....

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Welcome to the Ice Age

Wizards of the Coast's John Tynes explains why *Ice Age* is more than just another *Magic: The Gathering* supplement, in addition to cluing us in on a bit of *Magic*'s future.

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I Was a Teenage Dinosaur!

Two of the '50s campiest movie genres — Troubled Teens and Mutant Monsters — come together in this James Cambias adventure so cheesy it could only be for *GURPS Atomic Horror*.

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INWO Update

The latest on *Illuminati: New World Order* — the official rules changes from the *Unlimited Edition*, a tournament update, and more Stupid INWO Tricks.

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"Ritual Center"

In Phil Masters and Alison Brooks' Designers' Notes for the upcoming *GURPS Places of Mystery*, we learn why these are the two most hated words in historical research.

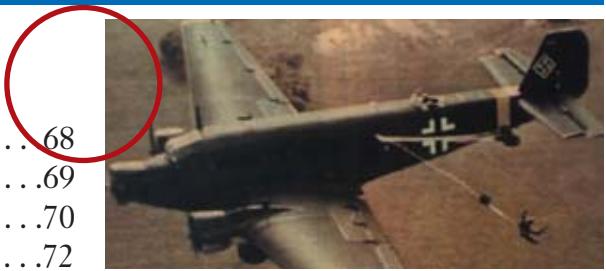
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PYRAMID

picks

or, "More Pages! More Color!
Fewer Calories!"

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At first, the characters must focus simply on surviving and learning to deal with the strange new world in which they find themselves. Once past the initial problems of finding food and shelter, the characters may set about exploring their new surroundings — and establishing the communities that become the foundations of the human nations of Yttaria. The player characters may very well become the leaders and shapers of Yrth's future. — *Page 16*

County Seat Wars & Campaigns

Why make up scenarios for Old West roleplaying, Robert Collins asks, when plenty of things that really happened are wilder than any movie?

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Rune Mysteries — Again!

Our *Pyramid* #11 feature on using historical runes in roleplaying contained a few errors that could result in getting your fortune entirely wrong (yikes!). With profound apologies to author Bruce Kvam, here we set the runic record straight.

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