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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

Green: Recommended Reading

COVER ART: Romas

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IN THIS ISSUE

When most people think "fantasy," they think of dungeons and wilderness. Yet the fusion of "fantasy" with an urban environment creates a different flavor of excitement, as this issue of *Pyramid* demonstrates. Although primarily of a modern bent, most of these articles can be adjusted to fit in nearly any era.

What you know as true is little more than sand in a windstorm, in J. Edward Tremlett's *The New Kingdom* – a generic setting where the ancient Egyptian gods secretly walk among humanity.

Of Sounds and Signs has Steven Marsh flexing the versatility of the *GURPS Fourth Edition* with two new variations of magic especially suited for urban environments.

Urban settings encourage assembly – especially gangs. In *Gangs and Magical Traditions*, Filamena Young first examines the classification structure of these groups in the real-world and then applies the types to the urban-fantastic tradition, conjuring four systemless gangs who use magic to help their members.

Paul Stefko expands the *Supporting Cast* line-up with four minor magical characters in *Little Bits of Magic*. Use them when you want to add a touch of magic to an otherwise mundane *GURPS* campaign.

How magical is your urban fantasy campaign? *Pyramid* editor Steven Marsh helps you explore the issues in this month's *Random Thought Table*.

Streets With No Names offers several open-ended citystyle maps for sketching and creating your own towns. Print out batches to use them plain, or render them with special hex grids to help with mapping or miniature use.

While exploring the breathtaking esoterica of your local game shops, consider these urban-magical-themed suggestions from resident reviewers Andy Vetromile and Matthew Pook in this month's *Recommend Reading*.

Matt Riggsby – author of *GURPS Hot Spots: Renaissance Florence* and *GURPS Locations: The Tower of Octavius* – helps wrap up this issue with the *Last Word* on urban fantasy.

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