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PYRAMID

Number 20

July/August '96

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BLOWING THINGS UP

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CONTAINS SUPPORT FOR:
CASTLE FALKENSTEIN®,
GURPS® and SHADOWRUN®

Plus: Creatures of the Night,
Industry News, Murphy's Rules,
and still more Pyramid Picks!

MATSON



PYRAMID™

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Enter a world of
adventure, where
small children can
out-lift even the
strongest men!
Chances are, the kid
can blow things up
real good, too. John
Matson's cover for
this issue comes from
the interior of
Daedalus' *Feng
Shui* RPG – thanks,
guys!

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Our *Brujah* protagonist is about to seal his fate
on the Fox TV show *Kindred*.

Last issue, we not only spelled Daniel Eastland's name wrong in his *Quest for the Grail*
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“... in the hands of a skilled ‘Anything Goes’ artist, almost anything from furniture to food can become an implement of death.”

— page 60



Some material got squished out of *GURPS Goblins*, but – lo and behold – we’ve managed to find space for it in *Pyramid*, with beautiful art by Guy Burwell.

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