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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

IN THIS ISSUE

This is the first issue of the newly revamped *Pyramid*. But we discuss that elsewhere (turn the page!). Let's instead talk a bit about what's in this magazine you now have.

The *Guildhall of the Hermetic Brotherhood* describes a mages' generic guild suitable for any large city, including four full-color maps of its building. Sean Punch's *Necromantic Tools* gives gruesome **GURPS** details on undead arms, skull-tipped wands, and zombie hordes – the perfect accessories for the necromancer with everything. *Tooling with Curses* examines three new curses suitable for most fantasy campaigns, complete with information about working these vexations into campaigns and adventures so they're more fun than oppressive. The *Wizard's Letter* provides an idea for an in-game prop. *Out of the Rough* relates a variety of background reasons for using gems in a magical world. “.” *Is for Full-Stop Drum* is a plot-device item suitable for epic **GURPS** campaigns; it's written by the author of *Alphabet Arcane*, but it's designed to stand alone . . . very alone.

This month's *Random Thought Table* looks at how to be a mysterious mage. The *Recommended Reading* articles provide inspiration for those seeking to expand their libraries with items related to this issue's wizardly themes. The *Humor* page tries to live up to its title, while the recurring *Last Word* feature asks a noted industry individual about his thoughts; this month, we chat with Chad Underkoffler.

The articles in this issue are modular and mostly generic, with a heaping helping of **GURPS** because we know our readers love that.

Editor-in-Chief ■ STEVE JACKSON
Chief Operating Officer ■ PHILIP REED
e23 Manager ■ STEVEN MARSH

Art Director ■ WILL SCHOONOVER
Production Artist ■ NIKOLA VRTIS
Prepress Checker ■ MONICA STEPHENS

Marketing Director ■ PAUL CHAPMAN
Director of Sales ■ ROSS JEPSON
Errata Coordinator ■ FADE MANLEY

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