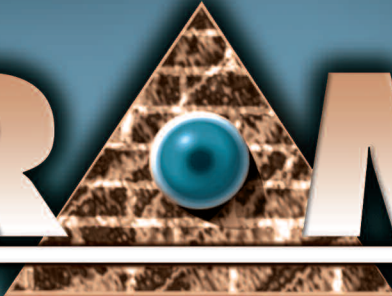


PYRAMID[®]



Issue 3/27 JANUARY '11

MONSTERS IN SPACE



MOONDRAGONS AND STRANGER THINGS

by Ken Spencer

**THE ANGRIST
INVASION OF EARTH**
by J. Edward Tremlett

A WELL-ARMED POPULACE
by Andy Vetromile

**IN SPACE, NO ONE
HEARS THEM CRAWL**
by Christian Nienhaus

CREATURES OF THE VOID
by Rev. Jason "PK" Levine

STEVE JACKSON GAMES

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INTERIOR ART

Greg Hyland

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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

IN THIS ISSUE

Objectively looking at the laws of physics, space is scary. But once humanity makes it way to the stars, we may be surprised to discover we're not the only alien creatures exploring the void. Who will survive the horrors' attacks, and who will become some cruel creatures' snacks?

Straight from the deserts of Mars, the swamps of Venus, and other extraterrestrial points come *Moondragons and Stranger Things*. With moondragons, Martian throat-stabbers, and more, this bestiary (designed for the Roma Universalis timeline from *Pyramid* #3/20: *Infinite Worlds* but suitable for many settings) offers some of the more feared creatures of that solar system, complete with *GURPS* stats for a dozen different denizens.

The Angriest Invasion of Earth begins in the shadows and ends with explosions – and all the emotions in between pave the way to feed the invaders. This generic campaign gives the groundwork for the GM to destroy the world. Can the heroes uncover the conspiracy and save the world from itself?

As humanity explores the stars, there will be many agendas, some of which conflict. When greed wins out in a first contact, the results can be devastating, even for *A Well-Armed Populace*. This article examines the secrets, lies, and truths (including *GURPS* stats) for a new alien race.

The biggest scares can come in the smallest packages. Learn what's so awful about a snake, a virus, and a bug (each presented with adventure hooks and *GURPS* stats) – because *In Space, No One Hears Them Crawl*.

The night extends to infinity, as shown by *Creatures of the Void*. *GURPS* Assistant Line Editor Jason "PK" Levine revisits the first two *GURPS Fourth Edition Creatures of the Night* volumes, which he co-authored. He provides insight into how the Earth-bound entities contained therein might be transformed for extraterrestrial terror.

For the GM who needs to deal with creating a quick monster for a sudden layover on a new planet, or for a hero looking for a deal on a new kind of guard dog, this issue's bonus lets groups *deal* out random creatures with *Aliens on Hand*.

Steven Marsh, *Pyramid* editor, looks at how to decide just what makes monsters in space dangerous in his *Random Thought Table*. When you need a break from the creepy-crawlies in the rest of this issue, head over to *Odds and Ends* for *Murphy's Rules* and other fun stuff.

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FROM THE EDITOR

99 MONSTERS TO KILL IN THE VOID, 99 MONSTERS TO KILL . . .

The cool thing about “monsters in space” is that – like Tabasco sauce – you can decide how much to add. The *Alien* universe only uses one type of monster (at least at first), but it’s a creature with enough variations and interesting bits to hang an entire series on. The *Star Trek* setting has a goodly number of cosmic critters, but those are not the focus of every show. *Doctor Who* has gotten a half-century out of various “monsters of the week,” and *Men In Black* crams its cosmic crannies with every type of life form.

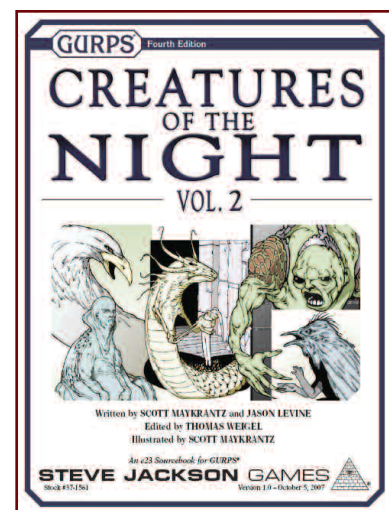
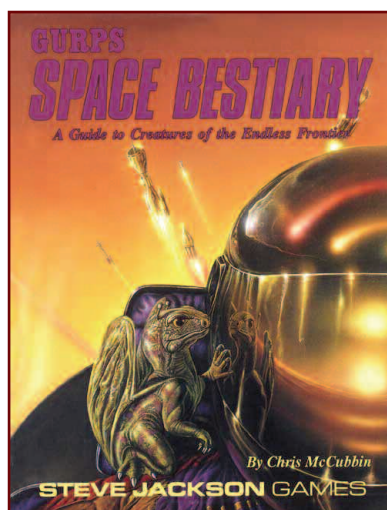
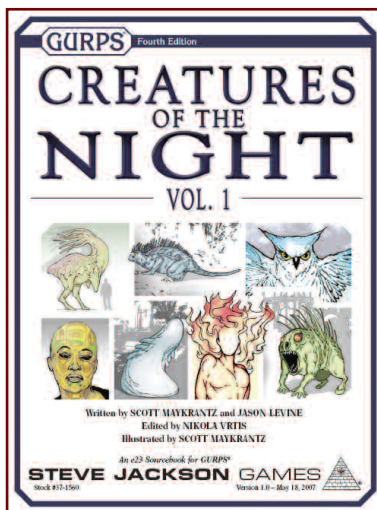
Whatever the default assumption is, mixing it up can heighten the horror or tension causes by the universe’s uglies. If there’s only one alien threat, then maybe having an adventure where something seemingly new – perhaps a mechanical monstrosity or a human-devised decoy – can throw the heroes off their game. A universe with a small number of threats

might find them combining in new or unexpected ways (like the Ussp on pp. 24-30 and the Pyra on pp. 11-17). If creatures are peppered sporadically, perhaps a mass of monsters lumped into a series of adventures can portend something more sinister behind the scenes . . . or a “dry spell” can make the heroes complacent for a future threat. And if the universe is teeming with terror, an adventure where there is *absolutely nothing* in the shadows for a change may well have the spacefarers seeing invisible enemies, cosmic conspiracies, and hyper-hysteria as they await the other shoe that never drops.

May the slathering fangs in this issue inspire you to fill the dark corners of the cosmos with new types of terror!

WRITE HERE, WRITE NOW

Did this issue make you afraid to board your private space station? Or did you have different ideas for how to harness the horrors of the heavens? You can send your private treatises of terror to pyramid@sjgames.com, or accrue your accolades or arguments online at forums.sjgames.com.



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ABOUT *GURPS*

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Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases are available on our website – see above.

GURPS rules and statistics in this magazine are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book.

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