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# INTRODUCTION

## Content Warning

**GURPS Banestorm: Abydos** describes a culture wherein the living interact with the dead in ways that most readers would deem “intimate” and/or “disrespectful,” and thus inappropriate. These elements may offend some readers. Please consider your gaming group’s sensibilities before introducing this material into your campaign.

*Rumors say the darkest city in Megalos lies somewhere near Lake Styx. These tales of a shadowed city of necromancers and zombies are discouraged by the Church. Some who seek it out either vanish or return stating with impressive certainty that it does not exist. The few supposedly reliable texts on the subject have been suppressed . . .*

– **GURPS Banestorm**

**GURPS Banestorm: Abydos** reveals the secrets of Abydos, a legendary city in the north of Megalos. Ruled by Christian mages who believe that raising the dead is the highest

sacrament, its inhabitants are denounced by their neighbors as the foulest of heretics. The city’s very name is often removed from maps and documents lest its infection spread among the faithful!

Abydos may exist as a sinister citadel for heroic adventurers to penetrate. Alternatively, it may be home to a group that uses swords and necromancy to protect their fellow citizens from foreign threats and resident evils, or soldiers in a street-level war for control of the city’s underworld.

Set in Yrth, the world of **GURPS Banestorm**, this sourcebook includes a street-by-street description of the city of Abydos, and extensive details on its unusual society and institutions, including the undead Deathless Monks, a Viking Mafia, and the notorious Flesh Library.

## ABOUT THE AUTHOR

David L. Pulver is a Canadian freelance writer and game designer based in Victoria, British Columbia. He is the co-author of the **GURPS Basic Set, Fourth Edition**, and author of **Transhuman Space**, the **GURPS Spaceships** series, *Big Eyes, Small Mouth, 2nd Edition*, and numerous other gaming books.

## About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

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