

# PYRAMID<sup>®</sup>



Issue 3/5 March '09

**HORROR  
& SPIES**

## **THE X-TERMINATORS**



by Sean Punch

**NEW GURPS ADVENTURE!  
A VERY COLD WAR**

by James L. Cambias

**THE BLACK CHAMBER**

by J. Edward Tremlett

**THE BRICKS OF MARÛ-DÛ**

by Steven Marsh

**STEVE JACKSON GAMES**

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## COVER ART

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# IN THIS ISSUE

Men have spied on threats (and each other) since they first discovered shadows. But the shadows can hold secrets older than humanity. What happens when you combine espionage with horror? Secrets battling secrets . . . and the theme to this month's *Pyramid*.

*Pyramid* brings you more support for your *GURPS* campaigns with *The X-Terminators* by Sean Punch, *GURPS* line editor and agent of [FNORD]. Building off *GURPS Action 1: Heroes*, this article brings you three new templates designed to ramp up your monster-hunting adventures. Use them in conjunction with the three types of loadouts in *GURPS Loadouts: Monster Hunters*.

Once you've got your characters, drop them into the newest *GURPS* adventure, *A Very Cold War*, set at an icy Swedish research station. It's written by James L. Cambias, co-author of *GURPS Space* (among others).

For those who prefer espionage to monster hunting, introduce the group to *The Black Chamber* (revealed by J. Edward Tremlett). This super-secret organization tracks the progress of those who want to bring about the end times.

Need something for the PCs to chase after? Whether they're part of the Black Chamber or stumble onto the secret by themselves, *The Bricks of Marû-Dû* (detailed by Steven Marsh) is just the thing to seek.

In this month's *Random Thought Table*, we look at what the horror and espionage genres bring to each other; why *are* they such a good match?

*Code Words* provides some props to lure investigators into the horror. GMs can make their own secret messages, or use the ones provided for two articles in this issue.

*Odds and Ends* offers more useful bits, including a laugh amid the growing horror with *Murphy's Rules*. Two columnists give their views of other interesting material for horror, espionage, and conspiracy games with *Recommended Reading*.

The issue closes with a *Last Word* from Eloy Lasanta, CEO of Third Eye Games and creator of *Apocalypse Prevention, Inc.* Find out what he has to say about the intersection of horror and espionage.

## 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

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