

Chapter 1 : Banestorm (Tabletop Game) - TV Tropes

GURPS Fantasy is a Genre Toolkit source book for the GURPS Role-playing theinnatdunvilla.com fourth edition of GURPS separates the fantasy parts into fantasy and a setting book called GURPS Banestorm.

Now humans struggle with dwarves, elves, and each other. This setting book is the latest presentation of Yrth, the oldest fantasy world originally designed for GURPS, which was originally detailed in the first edition of GURPS Fantasy though technically it first appeared in Orcslayer as the setting for nine combat scenarios. GURPS Banestorm revises the setting material from that book, advances the setting date in parallel with the real-world publication dates, and updates the rules material from GURPS 3rd edition to 4th edition. Additional information on Yrth has appeared in various published scenarios, magazine articles, and secondary supplements. To expand on the story mentioned above, Yrth was originally populated by elves, dwarves, gnomes, orcs, and ogres. But a faction of the elves, deciding to rid themselves of the destructive orc race, designed a powerful magical ritual called the "Orcbane". It did not work as planned. The resulting magical catastrophe, known as the Banestorm, brought countless people and creatures to Yrth, including humans from medieval Earth. And as humans tend to do, they soon expanded to take over most of the continent of Ytarria, displacing the native elves and orcs the dwarves remained safe in their mountain fortresses. Nearly a thousand years later, Ytarria is now more or less a Standard Fantasy Setting, dominated by The Empire of Megalos, surrounded by various other nations on all sides. Technology is maintained at a relatively low level by the Ministry of Serendipity, an Imperial office which hunts down rogue technologists and victims of modern Banestorm incidents, in order to brainwash them and erase dangerous information from their minds. The company gives the book a Web page here. This setting provides examples of: All Trolls Are Different: Yrth trolls are fairly generic monsters, perhaps most resembling a much-toned-down version of Grendel and his mother from Beowulf. Exemplified in two distinct nations: There used to be a third such kingdom, al-Kard, but after it was conquered by Megalos and subsequently became an independant nation, it became the culturally diverse nation of Cardiel. The Nomad Lands is essentially where most of them come from. In a manner of speaking, it did: But for Me, It Was Tuesday: Implied but then, as a twist, averted, in one of the snippets of flavor-text fiction at the top of a chapter: Perhaps you have forgotten; they were just another few deaths among many, for a necromancer. But that village was home to the woman who owned my heart. Call a Rabbit a "Smeerp": Cannot Spit It Out: Conall VI, king of Caithness, has fallen madly in love with Bronwyn, baroness of Durham and supporter of his rule. Sahud ninjas are quite skilled at this; since honor is paramount in Sahud culture, they often trip their victims, dump fertilizer on them, or otherwise embarrass them. This makes the victims look vulnerable and leads to a loss of face and power. It should be noted that the ninja are also quite capable of using lethal force, if necessary. Invoked in-universe by the Curia, which decided, upon hearing news of the Protestant Reformation and the turmoil it brought from Banestorm victims, to stop Protestantism from ever taking root in Yttaria, forcibly converting Protestants brought by Banestorm, mind wiping them, or killing them. It is however noted that Protestantism still survives underground or openly in Cardiel and Muslim countries, with the Huguenots being the largest tradition. It would be more of a City of Spies except for the fact that the three kingdoms are more likely to be allied than enemies, because of the mutual fear of Megalos. Banestorm actually averts this, believe it or not. Since the humans of the setting were initially yanked from The Crusades -era Earth, the major human religions are Christianity and Islam, with most nonhumans having converted. The Lazarite cult of Abydos is this trope played straight. It is implied that the old gods of Olokun, the world the merfolk and the shark men came from, are eldritch and abominable. The merfolk seem to have hated or feared them so much that they are mostly atheists with a few Eternal worshipers mixed in and a natural distrust of religion, while the shark men worship their deities the same as always, hoping to be able to one day draw them over to Yrth, which the book describes as a bad thing. It is implied that the massive slime-drenched tree growing in the center of the Blackwoods also belongs in this category. Elves prefer harmony with nature and dwarves emphasize craftsmanship. The previously mentioned Empire of Megalos, which dominates much of the continent of Ytarria. Being transported to Yrth along with numerous

non-human races raised significant theological issues in the major human religions: For Islam, it was the question of where do Muslims pray to. They are Trapped in Another World: They muddled around in confusion for centuries, dealing with sporadic religious strife as they did so, until the emperor of Megalos got fed up, had his troops abduct the most prominent Christian leaders he could find, sealed them all inside a cathedral, and demanded they work it out. And, of course, there was the thorny question of whether non-humans could be converted or not. The Muslims noted the Djinn in their Sacred Literature and figured "if a spirit of fire can be a Muslim, so can a goblin". Another theory is also basically the premise of West Of Eden: Adam and Eve left Eden and travelled east. What was on the other side? Actually enforced by the Ministry of Serendipity. The elves worship the Eternal through animals and plants, while dwarves worship stone and metal as their chosen part of the Eternal. In this setting, members of the medusa species typically have the Beautiful Appearance advantage. The great conflicts between various splintered Christian and Muslim groups after the Banestorm lead to the appearance of many sects and cults: The Penitentines were a sect that believed Yrth was Purgatory, all non-humans were demons, and that magic was Devilry rather than the strange science the Church came to see it as. The cult of the Manites hold the belief that mages are actually chosen miracle-makers of God and thus holier than the non-magic members of society. Lazarite Christianity in Abydos or Lazarite heresy elsewhere, started by a heretical monk who supposedly discovered the lost books of Lazarus of Bethany, the Lazarus who Jesus raised from the dead. Those books, called "the Renewed Testament" supposedly extol the raising of Lazarus, expose Peter and Paul as revisionists, and exonerate Judas St. Judas, to the Lazarite Christians. Basically, the Lazarite Church preaches that raising the bodies of the dead to serve and aid the living is a righteous and holy act. While not of Christian origin, the Islamic sect of the Balikites qualify. In al-Wazif, where magic is far more accepted, Balikites are treated as criminals and are sentenced to death by public torture if they are captured. Invoked by some of the tribes of the Nomad Lands, which are in part descended from Norse settlers Humans Are the Real Monsters: Not a major theme, but this is a setting where humans are better at being orcs than orcs are. A mind-set that is far from unknown on Yrth, with at least two groups more or institutionalizing it: For an obvious start, there are the actual Knights Templar of Yrth. However, Megalos also has its own version of The Knights Hospitallers, who are actually even more fanatic, barely considering friendly nonhumans worthy of protection, and rejecting any use of magic. The first Church Militant group to develop on Yrth from Banestorm immigrants, they interpreted the event as divine will, and founded the city of New Jerusalem. Eventually joining Megalos, they have since become infamous for their rigid conservatism and intolerance. In response to the two Christian groups, the Muslim nations of Ytarria have developed their own holy warriors, the Ghazi Orders, who mirror the Christian knights, and who have earned the respect of some knights. Caithness has always been the only kingdom to allow female knights, ever since a noblewoman distinguished herself defending the independence of Caithness against Megalos and was knighted by the King. Numbers of female knights vary between knightly orders, but one order is mentioned having one female in five and another with one in ten. Also, a number of Caithness noblewomen prefer hawking as an entertainment to needlework. All of which works fine; Caithness is an easygoing country with room for both Proper Ladies and Spirited Young Ladies. A Load of Bull: Minotaurs look like outsize humans with bull heads, but eat other sapient species and are extremely violent Blood Knights who often go berserk in combat. Some, however, manage to overcome their brutal nature towards other lifeforms enough to instead turn Psycho for Hire. Caithness is mostly lower in magical power "mana" than other lands, but has some patches where magic works quite well. Its wizards tend to move into those to set up shop "often building towers on these sites, some of which have been detailed in published material. Ytarria has been kept at a late medieval level of technology and social development. The other nations of Yrth appear to have similar organizations. They are always female; they interbreed with humans, elves, or orcs to produce more medusas or occasional male babies with recessive medusa genes. Unfortunately, the petrifying gaze thing means that they are widely treated as monsters, which may in turn be enough to explain their mostly negative view of other races. One online article describes an island village ruled by a noble family whose womenfolk are all, unbeknownst to the outside world, medusas. One is located off the southern coast of al-Haz. The necromantic citystate of Abydos, which is ruled by necromancers, liches, and the undead. The

snake-haired medusas are all female. They mate carefully with human, elf, and orc males to produce offspring. Their children are usually medusas, but some are boys with a recessive medusa trait. Word of God invoked says that Yrth also has euryales, a small all-female reptilian race, whose eggs are fertilized by eating their dead, and sthenos, a much bigger all-female reptilian race, produced by a virus that infects human or orc or elf women, and spontaneously transforms them if they are violently injured. Our Centaurs Are Different: They live in small nomadic herds across the plains of al-Wazif, al-Haz, Cardiel, and the Orclands. Our Dwarves Are All the Same: Very much so, from the beards to the underground kingdoms. They are also well known as artificers and merchants. Some dwarven renegades actually end up becoming warlords in the Orclands, dominating orc tribes. Our Elves Are Better: They survive in villages hidden away in the various forests of Ytarria, with their largest communities being in the two massive woodlands known as the Great Forest and the Blackwoods. They are a little more dexterous, smart, attractive, and magically talented and physically weaker than humans on average, though, and they can be extremely long-lived.

Chapter 2 : GURPS Fantasy: The Magical World of Yrth by Kirk Tate

GURPS Fantasy provides the GM with a complete world background - history, religion, culture, politics, races - everything he needs to begin a GURPS campaign. This is a complete revision and expansion of the material that appeared in the first edition of GURPS Fantasy.

Contents[edit] The first edition of GURPS Fantasy delivers the GURPS magic system and the background to the campaign world; with over spells and 20 colleges of magic, the magic system is wide, varied, and detailed. Snatched from Earth the Crusaders still wage war on their ancient enemy, the Saracens, simultaneously contending with a wide range of ravaging monsters. Extensive commentary on the countries of Yrth and plenty of staging tips are included. The rules cover magic spell-point system and spells over , character creation, nonhuman races, magical creatures, and monsters. The campaign setting describes the world of Yrth focusing on the country of Caithness , several other lands of humans and dwarves, plus data on culture and customs. It includes a color map. The Magical World of Yrth, , second edition - is actually a completely new product based on the campaign-setting material in the first edition. The world of Yrth is described in much greater detail; the descriptions of the various kingdoms take 70 pages. The chief religions of Christianity, Islam, and Judaism receive much more attention, and there are a lot of guidelines on how to set up an Yrth campaign, such as what elements to include in a game, and what to emphasize and what to play down. A two-color map is included. Example races are provided for all the standard fantasy Tropes as templates. Yrth setting [edit] Note: As a result, many of the societies and cultures are reminiscent of a Crusades-era Earth, albeit with magic. One significant difference this brings is that, unlike many fantasy settings, Yrth has many of the major Earth faiths as its core religions, including Christianity , Islam , Hinduism , Buddhism , Judaism and others. The Banestorm started about 1, years ago when a group of "Dark Elves" completed a magical ritual designed to banish all Orcs from Yrth. The spell backfired horribly, and instead brought people from other worlds. Although the majority of Banestorm strikes occurred shortly after the initial backfire, giving the world its fantasy-medieval flavor, occasional flare-ups have occurred since then. For instance, in the 16th century a number of humans were transported to Yrth from France, bringing with them dangerous knowledge of Protestantism, and gunpowder. The latter has since been suppressed due to concerns by the Empire of Megalos about too much technological progress. Themes of Yrth[edit] Yrth was designed such that each region enables a different flavor of campaign. Araterre, for instance, is a seafaring nation inhabited by the descendants of those brought to Yrth from France in the 16th century. Light or no armor, swashbuckling, and courtly intrigue are the rule of the day. Sahud is the Asian mish-mash country, and would be suitable for a wuxia style game, or even something akin to Legend of the Five Rings. Some countries are almost entirely human-dominated, and others are mixed, while there are still some area completely under the control of Elves, Orcs, Dwarves, or Reptile Men. Major regions of Yrth[edit] Al-Haz: Sunni Islamic Araterre - Island nation. Nominally Catholic, practices tolerance of other religions. Catholic The Nomad Lands:

Chapter 3 : Eric's Dominion: GURPSLand

GURPS Banestorm is a Fourth Edition GURPS worldbook. It covers the Banestorm campaign setting. Banestorm the current campaign name for the Yrth setting first presented in *Man to Man* as the world that Castle Defiant was located on.

Edit The world of Yrth was home to several sentient races and sub races. The main 4 races being Dragons , Elves, Dwarves and Orcs. The last three share a common religion and it is speculated that they are different branches from a common ancestor. Or any of a number of other speculations that fall between these two. It should be noted that prior to the publication of Banestorm, Sea Elves were simply Elves who lived on the coasts and worked the seas. Banestorm makes them a water and air breathing race which largely lives under water. The Dwarves moved underground and their surfaces dwelling cousins became Gnomes. Possession of the land surface was a constant war between Orc tribes and Elven communities. Over time a group of Elves dedicated themselves to the task of protecting Elves from Orcs. They considered the other races to be inferior and beings not worth dealing with, took the attitude that traditional Elven ways were Superior and thus unchangeable and they then changed a major one of those Elven traditional ways by altering plants and animals with magic to make them better protectors of Elven forests. To describe this casting as an epic failure is to be horrendously understating the event. The Elven lands in the west became the Great Desert. Similar but less potent disasters struck at other points where supplemental casting was being done. And peoples and animals from other worlds began appearing in vast numbers. Of the Sentients, Humans and Dolphins from an Earth that may not be our historical one - Sentient Dolphins is an indicator. Had not more than half the Elven population on the continent of Ytarria been erased from existence by the appearance of the Great Desert, the newcomer problem might have been put under some sort of control earlier on. By the time things did settle down, Humans pretty much wound up running most of things. The Orcs are largely penned up in the North west, protected by the Desert. The Elves retain the Great Forest, the Dwarves, their northern mountain holdings, but not the southern ones. Goblins and Halflings have generally integrated within Human nations. Only a few regions are not under at least nominal human or humanoid control. Djinn in the Southwest, ruled by Elven spirit beings fused into human bodies, is the largest of such by area. The Ring Islands, where magic is very unstable and powerful mystical beasts rule the jungles, which lie to the southeast of Ytarria. Anything else lies beyond Ytarria and that area is specifically reserved for individual GMs to detail. Infinite Worlds Edit Yrth exists as a parallel world to Earth, and is known to Infinity as a Fantasy parallel in Q5 , with a divergence point that probably occurred when the Pangean supercontinent existed.

Chapter 4 : GURPS Banestorm | Project Gutenberg Self-Publishing - eBooks | Read eBooks online

The GURPS fantasy world of Yrth is actually older than GURPS itself. It first appeared in as the setting Banestorm theinnatdunvilla.com Author: Alex Fernandez.

Chapter 5 : GURPS Fantasy - Wikipedia

And Chapter Seven, "Campaigns on Yrth", offers thoughts on the different game styles that are especially suited to Yrth (High Fantasy, Low Fantasy, Sword and Sorcery, etc.) and then presents several campaign seeds for use, ready-made.

Chapter 6 : GURPS Classic: Fantasy - Steve Jackson Games | GURPS Third Edition | theinnatdunvilla.com

It covered the Magic System and the World of Yrth, the GURPS official fantasy campaign setting. The second edition dropped the magic (covered in GURPS Magic) and just covered Yrth. It was released early in the GURPS Basic Set Third Edition Time frame.

Chapter 7 : List of creatures by book | GURPS Wiki | FANDOM powered by Wikia

GURPS FANTASY The Magical World of Yrth specifically for the GURPS Basic Set, Third Edition. Any page reference that begins with a B refers to the GURPS.

Chapter 8 : GURPS Banestorm

GURPS Magic - All the spells from the Third Edition GURPS Magic and GURPS Grimoire, plus dozens of all-new spells, in the ultimate tome of magic! For GURPS stats on the Yrth city of Tredroy (plus information on how to use that information), check out GURPS City Stats.

Chapter 9 : GURPS Banestorm by Phil Masters

GURPS Banestorm revises the setting material from that book, advances the setting date in parallel with the real-world publication dates, and updates the rules material from GURPS 3rd edition to 4th edition. Additional information on Yrth has appeared in various published scenarios, magazine articles, and secondary supplements.