



# PYRAMID

Issue 3/16 February '10

## HISTORICAL EXPLORATION

### AN AGE OF SAILS

by Kelly Pedersen

#### THE VIKINGS IN THE ATLANTIC

by Graeme Davis

#### THE FOUNTAIN OF YOUTH

by Andy Vetromile

#### MINDING YOUR MANNERS

by Alan Leddon

#### LANGUAGES, CULTURE, AND THE COMMON TONGUE

by Demi Benson

#### CITY OF THE CAESARS

by J. Edward Tremlett

# STEVE JACKSON GAMES

Stock #37-2616

# CONTENTS

**FROM THE EDITOR** ..... 3

**AN AGE OF SAILS** ..... 4  
*by Kelly Pedersen*

**CITY OF THE CAESARS** ..... 13  
*by J. Edward Tremlett*

**MINDING YOUR MANNERS** ..... 17  
*by Alan Laddon*

**EXPEDITION LOG** ..... 20

**LANGUAGES, CULTURE, AND  
THE COMMON TONGUE** ..... 24  
*by Demi Benson*

**THE VIKINGS IN THE ATLANTIC** ..... 27  
*by Graeme Davis*

**THE FOUNTAIN OF YOUTH** ..... 32  
*by Andy Vetromile*

**RANDOM THOUGHT TABLE:  
YOU CAN'T EXPLORE NEW WORLDS  
WITHOUT PROPER PERMITS** ..... 37  
*by Steven Marsh, Pyramid Editor*

**ODDS AND ENDS** ..... 39  
*featuring Murphy's Rules*

**ABOUT GURPS** ..... 40



## 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

COVER ART

*JupiterImages*

INTERIOR ART

*Greg Hyland*

# IN THIS ISSUE

Gather the crew and scrape the barnacles off the hull; this issue of *Pyramid* is ready to set course for the open seas!

Our first destination is *Pele-1*, an alternate timeline for the *GURPS Infinite Worlds* setting, in *An Age of Sails*. Discover a world in which Asia made contact with the New World before the Europe – and learn about a mystery that spans four worlds.

Discover the rumors surrounding the land of Patagonia and its fabulous lost *City of the Caesars*. Learn the background on the city's "creation" and the various (unsuccessful) attempts to find it. This generic article contains a treasure trove of ideas on what the City could be, possible tie-ins to other odd phenomena in the area, and ideas for contemporary campaigns.

Each contact with a new civilization means a new culture. *Minding Your Manners* offers insight into the perils of personal interactions plus numerous suggestions on how to represent the alienness of exotic locations.

With new civilizations often come new foreign phrases to frustrate frontier fortune-hunters. *Languages, Culture, and the Common Tongue* presents new optional *GURPS* rules for languages and cultural familiarity.

When exploring, being first often matters most – and it's possible the Vikings were the first Europeans to cross the second-largest ocean. Graeme Davis, author of *GURPS Vikings* and *GURPS Middle Ages 1*, provides an overview of some of the lands these hearty travelers explored in *The Vikings in the Atlantic*. It includes numerous adventures seeds suitable for those with and without Viking blood.

Perhaps the most famous locale explorers might seek in the New World, the *Fountain of Youth* describes the rewards and pitfalls of putting one or more magical water sources in a historical campaign.

This issue's *Random Thought Table* discusses the distinctive and exciting features of exploration campaigns. What will you do today?

Your explorers already have character sheets, but what about the campaign? Keep track of your journeys with the *Expedition Log*, blank forms waiting for you to put quill to ink.

As always, *Odds and Ends* offers a few bits we can't cram into the cabin, including some laughs with *Murphy's Rules*.

Editor-in-Chief ■ STEVE JACKSON  
Chief Operating Officer ■ PHILIP REED  
Art Director ■ WILL SCHOONOVER  
Asst. Managing Editor ■ MONICA STEPHENS

e23 Manager ■ STEVEN MARSH  
Editorial Assistance ■ JASON "PK" LEVINE  
Production Artist ■ NIKOLA VRTIS  
Prepress Checker ■ WILL SCHOONOVER

Page Design ■ PHIL REED and  
JUSTIN DE WITT  
Marketing Director ■ PAUL CHAPMAN  
Director of Sales ■ ROSS JEPSON