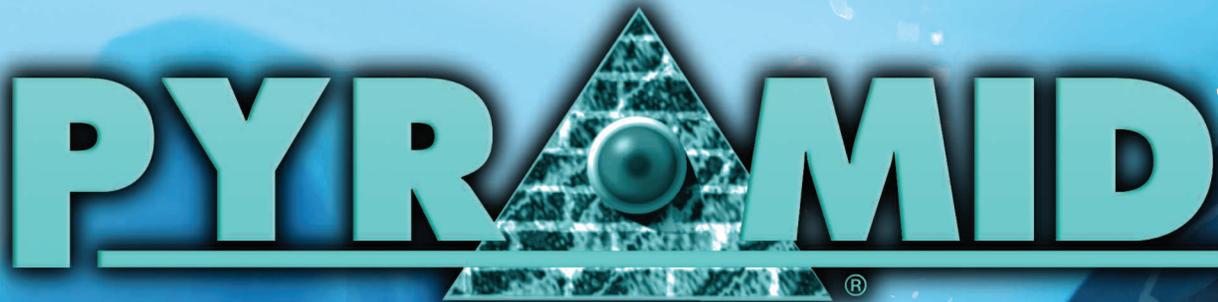


PYRAMID[®]



Issue 3/26 DECEMBER '10

UNDERWATER ADVENTURES



GURPS FATHOM FIVE

by Roger Burton West

THE WRECK OF THE SAVOY

by Ken Spencer

THE YONAGUNI MONUMENT

by J. Edward Tremlett

THE OCEAN'S LORDS

by Alan Leddon and Bekki Leddon

THE FUTURE OF THE U-42

by Timothy J. Turnipseed

THE HOTEL NETHUNS

by Andy Vetromile

STEVE JACKSON GAMES

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*You can't cross the sea merely by
standing and staring at the water.*
– Rabindranath Tagore

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

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INTERIOR ART
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IN THIS ISSUE

For all of us, water is in our blood – literally. The sea can be the birth of new adventures, or death in a blue-green grave.

In the same way that water is the foundation of all life, so too do aquatic adventures need to be built on firm ground. To that end, *GURPS Fathom Five* collects, updates, and expands on the rules needed to explore – and fight! – beneath the waves. Grab your scuba gear, and dive right in.

No doubt many a sleepless night has been devoted to which is scarier – ghosts or sharks? Both sides of the debate get new evidence in *The Wreck of the Savoy*, an adventure with *GURPS* stats and enough danger and mystery to rattle Davy Jones' Locker.

Too spooky for you? Then come back to the real world – *The Yonaguni Monument*, to be exact. This actual enigma might be natural, human-made, or constructed by *other* forces. Regardless, this generic article provides a great springboard suitable for any undersea-exploring adventurers.

While beneath the waves, beware the eight-limbed entities who seek to exact revenge on the surface-dwellers who have harmed their habitat. The *GURPS* ghastlies presented in *The Ocean's Lords* might be reasoned with in time – but they're definitely not *armless*.

With all these unreal threats presented so far in this issue, there's one modern-day realm that's perhaps even *less* realistic: reality television. In *The Future of the U-42*, a routine security mission leads to the unraveling of a six-decade mystery – and the fate of New York may hang in the balance.

After all this excitement, what could be more relaxing than a stay in a luxury hotel? Well, perhaps *anything*, if it's *The Hotel Nethuns*. This near-future wonder is a hotbed of diplomacy and intrigue. The billions of gallons of water behind the walls of this deep-sea destination may be its least dangerous feature . . .

Finally, we wring out the towel with a few more drops of fun that wash up on every issue, including a watery *Random Thought Table*, a swimmingly fun *Murphy's Rules*, and other odds and ends.

This issue's thrills aren't out of your league, so *water* you waiting for?!

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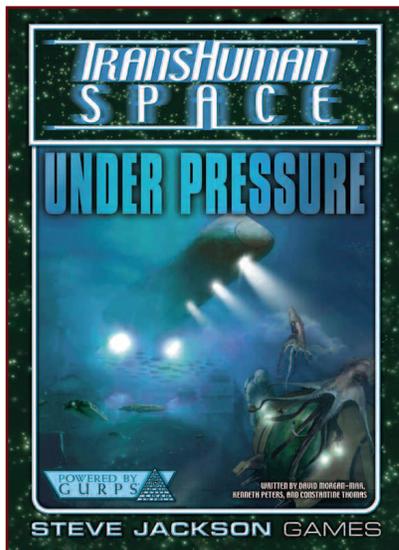
FROM THE EDITOR

I'D LIKE TO BE UNDER THE SEA

In some ways, this is an odd theme. The application of the articles herein run the gamut from realistic to horrific to action-packed to espionage. Cynically, a theme of "underwater" threatens to have no more cohesion than a theme of, say, "chocolate."

Still, if you mention "underwater adventures" to players, it's likely a common set of themes and a collective atmosphere will form in their minds. From *20,000 Leagues Under the Sea* to *The Abyss* to *The Deep* to *Waterworld* (okay, maybe not *Waterworld*), they all promise a certain flavor – primarily "man against nature," "the futility of imposing one's will on an elemental force," etc.

In addition, the articles in this issue all work well together. Obviously, the rules in *GURPS Fathom Five* (pp. 4-8) can be useful in any aquatic adventure. But the Hotel Nethuns (pp. 28-35) feels like it could be located next to the Yonaguni Monument (pp. 15-18); the heroes, having solved the mystery of the *U-42* (pp. 22-27) could be invited to investigate Fisherman's Cove (pp. 9-14); and so on. In fact, it might be interesting to have a campaign revolve entirely around aquatic-based issues, and otherwise have the theme ping-pong



wildly. Horror, action, espionage? Who knows? All that's certain is that it will involve the fearless crew of the [YOUR SHIP NAME HERE]. Anchors away!

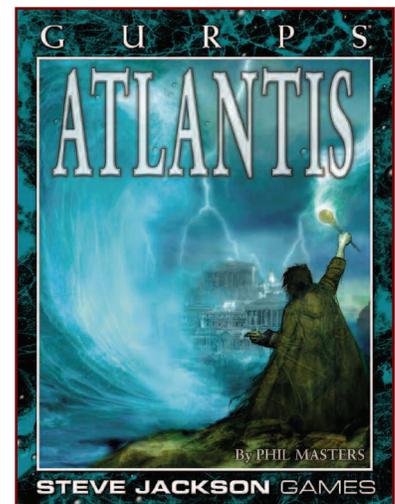
(And, having formulated the thought in my head, I confess that I'm more than a little interested in a chocolate-themed issue . . .)

WRITE HERE, WRITE NOW

Do you think we made a big splash with this issue? Or do you think we're wet behind the ears with anything we're doing? If you want us to *sea* what you think, send a note to pyramid@sjgames.com, or start a conversation with other aquatic adventurers at forums.sjgames.com.

If you'd like to get your feet wet and try your hand at writing for *Pyramid*, our Writer's Guidelines can be found at sjgames.com/pyramid/writing.html and the wish list is at sjgames.com/pyramid/wishlist.html

(Also, would-be writers are welcome to submit the quotes that will appear in their issues. We can't pay you for them – they're not your words! – but they make your article look better, and it's a big help to us. Oh, and completely unrelatedly, big thanks to Andy Vetromile for supplying us with a bunch of quotes that were used for this issue!)



Additional Material: Steve Jackson, David Morgan-Mar, Kenneth Peters, Sean Punch, David Pulver, and Constantine Thomas

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