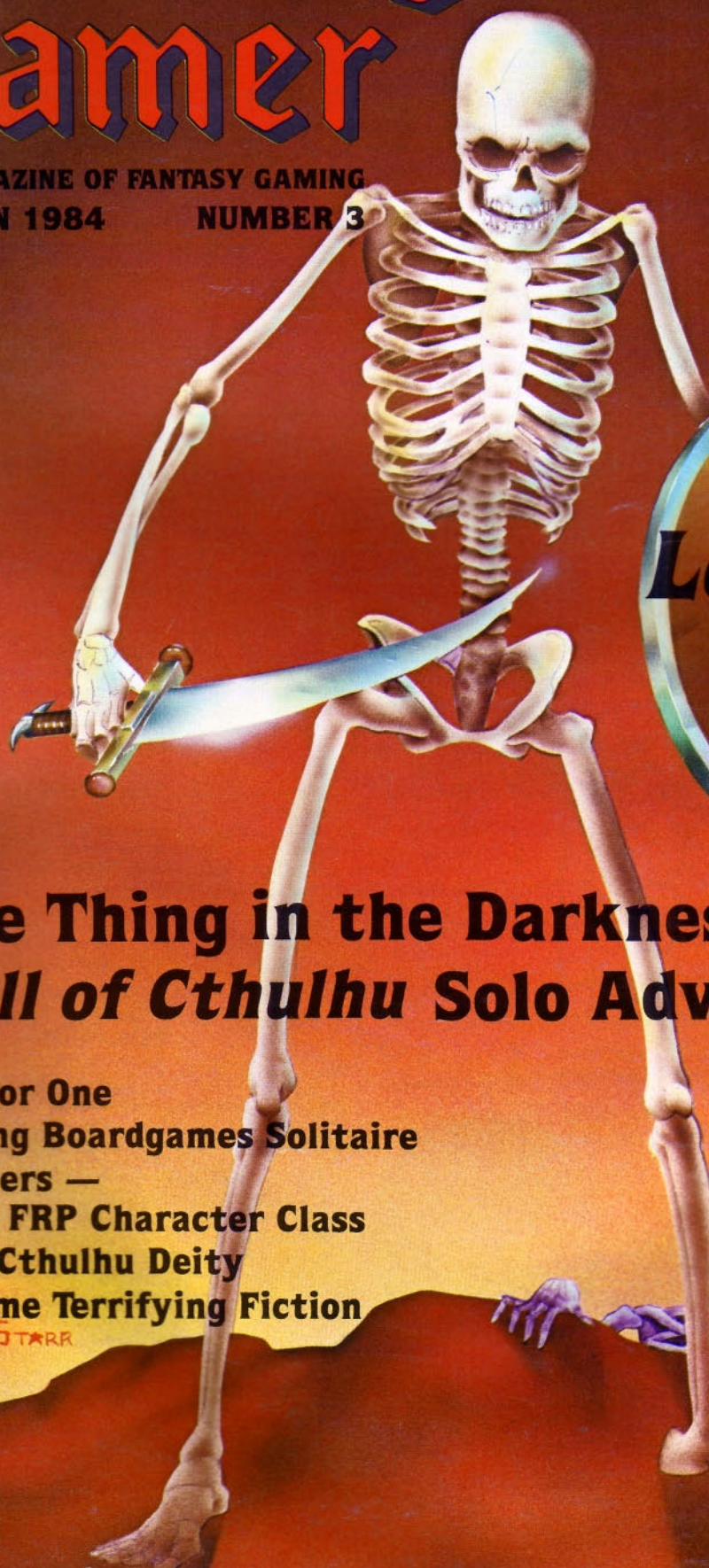


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# Fantasy Gamer

THE MAGAZINE OF FANTASY GAMING  
DEC/JAN 1984 NUMBER 3



**Lost Worlds  
Featured  
Review**

## **“The Thing in the Darkness” Call of Cthulhu Solo Adventure**

**Three For One  
Playing Boardgames Solitaire  
Stranglers —  
a new FRP Character Class  
A New Cthulhu Deity  
And Some Terrifying Fiction**

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# Fantasy Gamer

DECEMBER/JANUARY 1984  
NUMBER 3

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# PBM Update:

## or, why we're so short this time

*PBM Update is a little short this issue. The problem is that Schubel & Son is the only company sending us update information on fantasy PBMs. We're well-stocked on modern-day and space-oriented play-by-mail game (check any issue of Space Gamer and you'll see what we mean), but when it comes to fantasy games . . . nothing.*

*Here's what you can do to help: If you work for an outfit which runs fantasy-oriented play-by-mail games, send us periodic updates of events in your fantasy worlds. The format for submissions is described above. If you play a fantasy PBM, convince your gamemaster to send us update info . . . or write us yourself!*

*We want to fill this space as badly as you do, but we need your help. What do you say?*

—Schubel & Son—

### The Tribes of Crane

*Crane I:* The forces of the Dark Union, under the burden of fighting costly, large-scale campaigns at Trantor, the North Pole, the Blue Forest and around the city of Quid, appear to have collapsed. In addition, there appear to be major disputes within the Dark Union hierarchy that have factionalized the command structure. In fact, it appears that the entire Dark Union empire has collapsed and ceased to function as armies retreat or disband. With the collapse of the Dark Union, the forces loyal to the High Kinglord can concentrate on eliminating the rebel Blood Trust and the Cult (who recently appointed a new Viceroy).

Shortly after the capture of the city of Olla, First Empire forces, personally led by Khan Sigma Khan, attempted to enslave the city's entire population (over 3,500 people). Large-scale riots erupted and heavy street fighting ensued. The riots were ruthlessly crushed by the First Empire warriors of the 1st and 13th Fax Divisions and the entire city population was placed in chains and removed from the city. Their eventual fate is unknown.

*Crane II:* The war between the Halton Factor (with their Tatinn Alliance allies) against the Western Alliance of Tribes appears to be reaching a climax. After an extended blockade, a powerful Halton Factor army laid siege to the city of Yang while the Tatinn laid siege to the capitol city of the Western Alliance of Tribes — WAOT.

In the siege of Yang, the Halton Factor was able to breach the city walls, but powerful attacks by the defending forces and a relief column successfully drove them from the city. Much of the Halton Factor army was destroyed in a great victory for the Western Alliance of Tribes.

At the siege of WAOT, the Western Alliance was not so lucky, as a powerful Tatinn army rolled over the city's formidable defenses to capture the city. With the fall of WAOT, Tatinn forces are expected to reinforce the Halton Factor for a second siege of Yang.

In eastern Crane, the port city of Cas was the site of a widespread revolt and uprising that eventually overthrew the city leadership of Sea Shaman Edmond and Councilman Cybor. The revolts resulted from gross negligence on the part of the city leaders. For nearly two years, the city had been closed to trade, greatly angering the city merchants. In addition, vital city services were neglected and city defenses were not maintained despite a well-stocked city treasury. With the success of the revolt, Cas, one of the most important trade centers in the area, is once again open.

*PBM Update reports on professionally-moderated play-by-mail games. Notices are monthly. Copy deadline is 60 days previous to the first of the month for the issue in which the notice is to appear. (Deadline for the February issue is December 1.) All copy should be typed and double-spaced. Notices should not exceed 200 words in length. FG reserves the right to edit copy as necessary.*

## Convention Calendar

January 6-8: DRAGONCON. SF/F gaming con. Portland, ME. Contact Michael Ayotte, Dragon's Keep, 93 Ocean St., South Portland, ME 04106.

January 13-15: CRUSADER CON III. Gaming con. Contact The Auraria Gamer's Club, Metropolitan State College, 1006 11th St., Box 39, Denver, CO 80204.

January 13-15: ESOTERICON. A con of the Esoteric Arts. Contact Anne Pinzow, P.O. Box 290, Monsey, NY 10952-0290.

February 4: EMERALD CONQUEST '84. Board-games, miniatures, and role-playing. Contact EmCon '84, 2180 Ohio, Eugene, OR 97402.

\*February 10-12: WARCON '84. Role-playing, boardgaming, miniatures. Contact Warcon '84, MSC-SPO, Texas A&M University, College Station, TX 77840.

February 17-19: BOSKONE XXI. SF con. Contact Boskone XXI, NESFA, P.O. Box G, MIT Branch Station, Cambridge, MA 02139.

February 17-20: DUNDRACON VIII. (Gee, we'd love to tell you what is going on at this con, but the sponsors forgot to tell us.) Contact DUNDRACON, 386 Alcatraz Ave., Oakland, CA 94618.

February 24-26: WISCON 8. SF con. Contact SF-3, Box 1624, Madison, WI 53701-1624.

February 25-26: GAME FAIRE '84. Gaming con. Contact Shannon Ahern, Book and Game Company, West 621 Mallon, Spokane, WA 99202, or call (509) 325-3358.

March 3-4: GOLD CON. Role-playing/wargaming con. Contact John Dunn, Gold Con, North Campus Library, 1000 Coconut Creek Blvd., Pompano Beach, FL 33066.

\*March 9-11: COASTCON '84. SF and gaming con. Contact CoastCon '84, P.O. Box 1423, Biloxi, MS 39533.

March 16-18: LUNACON '84. SF con. Contact LUNACON '84, P.O. Box 779, Brooklyn, NY 11230.

March 16-18: TRI-CON II. SF and gaming con. Contact North Carolina State Gaming Society, P.O. Box 37122, Raleigh, NC 27627.

March 17-18: CENTCON 84. Gaming con. Contact Chairman Ronald E. Vincent, 471 Commonwealth Ave., New Britain, CT 06053.

\*March 29-April 1: AGGIECON XV. SF con. Contact AggieCon XV, P.O. Box J-1, College Station, TX 77844.

*SJ GAMES and FG will be attending the conventions marked above with asterisks.*

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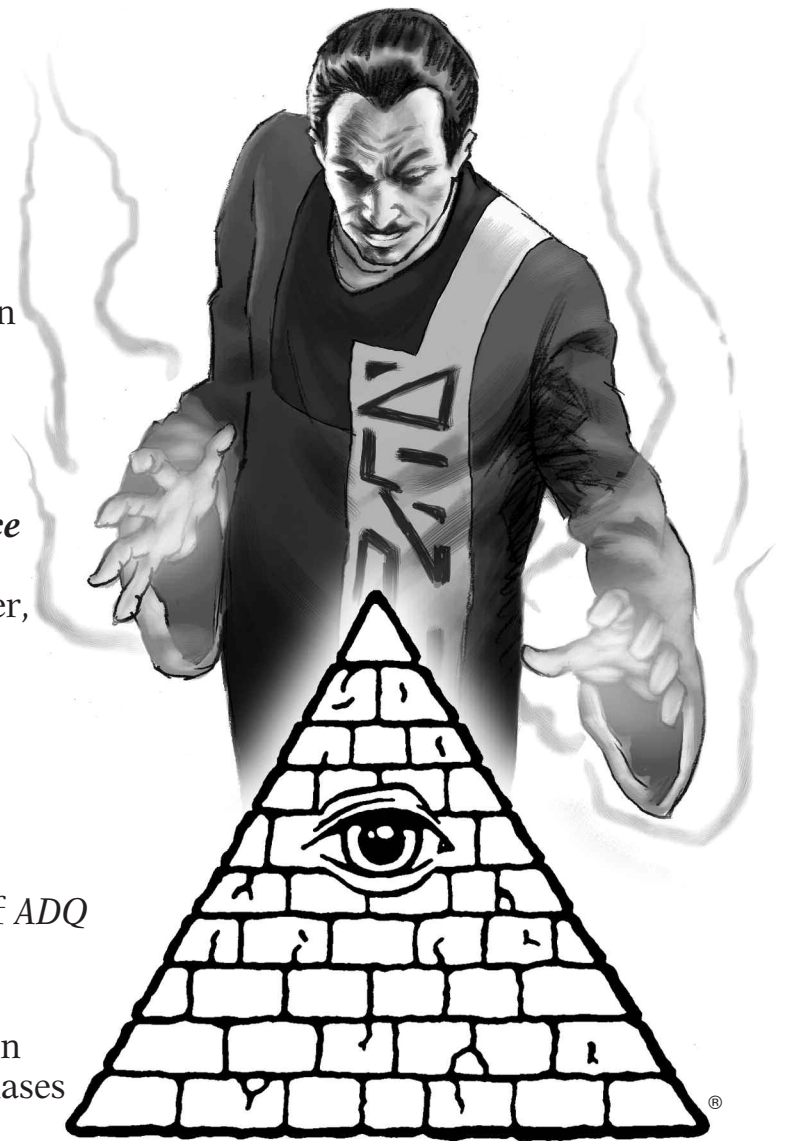
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