

Fantasy Gamer



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FEB/MAR 1984 NUMBER 4

**Dragonriders
of Pern
Featured Review**

THE SOLIMAR QUEST
Generic Fantasy Adventure

VAMPIRE TRAP
Fiction by Timothy Zahn
plus TFT Gaming Notes by Steve Jackson

Solo Undead

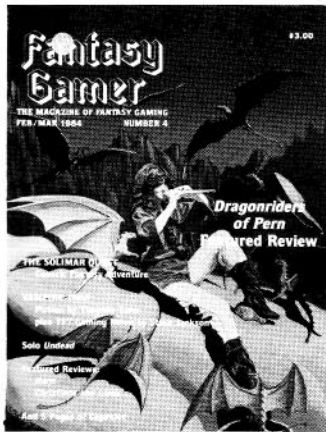
Featured Reviews:
Harn
Christians and Lions

And 5 Pages of Capsules

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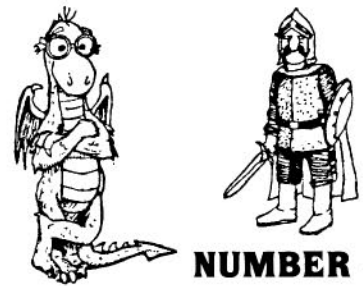
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ADVENTURE GAME

The Solimar Quest * W.G. Armintrout & Bill Jackson
 A fantasy adventure in which the prize the players seek is godhood 14

FICTION

Vampire Trap * Timothy Zahn
 Djinn sword meets vampire in a battle . . . to the death? 24

ARTICLES

Christians and Lions Designer's Notes * D. Woods & S. Davidson 12
 TFT Gaming Notes for "Vampire Trap" * Steve Jackson
 Djinns in *The Fantasy Trip* 28
Solo Undead * Steve LaPrade
 The life of a vampire can get pretty lonely. Here's how to cope 30
The Thing in the Darkness Keeper's Notes * M. Costello & W. Spector
 Everything you always wanted to know about "The Thing" 32

REVIEWS

Harn * Steve Jackson
 A featured review of Columbia Games' new fantasy world 3
Dragonriders of Pern * Aaron Allston
 Mayfair Games' boardgame adaptation of Anne McCaffrey's SF novels . . . 7
Christians and Lions * Scott Haring
 Christians? Lions? Irreverent? You bet! 11
 Capsule Reviews 36
 GAMES: *City States of Arklyrell*. SUPPLEMENTS: *Big Rubble*, *Pursuit to Kadath*.
 MINIATURES: *Dark Horse Miniatures*. PUBLICATIONS: *The Armory's Guide to Fantasy Miniatures, Weapons and Assassins*.

COLUMNS

Murphy's Rules * Ben Sargent 33
 Letters 34
Blood On My Typewriter * Christopher Frink 35
 Keeping Posted / PBM Update 44

THE VILLAGE IDIOT

News Briefs 42
 New and Upcoming 42
 Convention Calendar 43
 Advertisers Index 44

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PBM Update

Keeping Posted

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. 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.

Welcome to "Keeping Posted," our new regular PBM column. "Keeping Posted" isn't a normal column — one staffer won't be writing it every issue. It's open to anybody who's interested in PBM and can coherently express themselves. Even if you hate play-by-mail there's room for your opinion too!

Beginning next issue, "Keeping Posted" will feature strategy articles and reviews of PBM games. For now, on with PBM Update:

Schubel & Son

Company News: We are pleased to announce after four long years our third world of *The Tribes of Crane*, Crane III, which will offer new or inexperienced players the chance to enter new and unconquered worlds without old established empires or alliances. In addition, several changes were made to Crane III to improve the game system.

The Tribes of Crane

Crane I: The First Empire's capital city of Fax was recently blockaded by the navy of regade Moonfish People. The Moonfish had traded in Fax for many months and had sworn loyalty to the First Empire but they were apparently loyal to the evil Blood Trust and acting to isolate the city in preparation for an upcoming siege. The city warriors of Fax responded to the blockade by attacking the Moonfish but

were repulsed with heavy casualties. First Empire war fleets are expected to converge on the area to destroy the Moonfish and attempt to intercept the invasion fleet's transports.

Crane II: At the city of Zadar, the Dark Union city leader, Caravan Merchant Shaman Ravage, recently launched a bloody purge of the city leadership to eliminate all possible enemies and their allies. He and his allies destroyed the infamous Summers People, veterans of the original siege of Zadar, and several other enemy tribes. In addition, Ravage arrested and executed Wandering Shaman Al-Ka, War Shaman Arioch, and City Councilman Spear. Only Sea Shaman Barabbas, the original commander of the armies that had captured Zadar several years before, escaped. Barabbas has powerful allies and unless he is eliminated soon, he will seriously threaten Ravage's dominance of the city.

The Round Table

World of Angrelmar

Angrelmar is a pseudo-medieval world using imaginary geography and personalities but comparable in concept to ninth century Europe. Players operate noble families, competing churches or barbaric kingdoms with the goal of surviving generations of history. Each turn is a year of game time. Over 10 years of Angrelmar have been played to date and there are now over 80 players participating.

The annals of Angrelmar are compiled by the good monks of the Temple of Mantor on Eerie in the Book of Jammak. Here is their entry for the year 875: Again the churchmen met on the Isle of Ara to solemnize the union of the four churches into the Imperial Church. Hildric of Dragona became primate of Angrelmar and head of the Council. He appointed Divor of Hatra to be Cardinal Bishop of the Imperial Church in Angrelmar. Many secular lords attended this council, including the regent, Rathal and Prince Vicor. Vicor used this occasion to denounce his cousin, Auerlus, for oathbreaking which Vicor believed cleared his own name at the same time. The council also accepted Lady Callizar's realm into the Empire as the Principality of Shalamar. That fall, at the Feast of Alfons, the lords of the South offered a crown to their Lady Callizar. It was rumored that Duke Auerlus had become unbalanced by the denunciation of Vicor. Although he did not execute his wife for her infidelity, he did force her to watch the beheading of Duchess Mima who died for committing crimes against her husband, the late Duke Barthel. After Auerlus' bold recapture of the Smoke Isles he rode directly to Emarca and put the body of the deceased Warden on trial for various petty crimes. When he found the cadaver guilty, it was tossed

into the river. There was only the usual border warfare on the Kalatian frontier. It was rumored that the Kalatians were having internal difficulties. Duke Ardon had driven his kinsman, Val, from his lands. Val took refuge at the court of Artak. Ardon refused to aid Artak until the exiled Val was turned over to him. It was heard that Lord Morbet Mataran still remained uncrowned. To add to the problems of the Exiles, the neighboring realm of Varata began to attack their borders, claiming the throne of the Greys for the Varatan Queen, Belmella. From the Manatarian lands it was heard that Feargus of Tamra was captured by his enemy, Hasket of Kirmon.

Clemens & Associates

Terra II

With the long winter in the north coming to a close, many tribes have barely been able to survive. Some were caught in the frigid mountain passes with continuing snow storms making movement almost impossible. They saw their herds dwindle to the point where starvation was a distinct possibility.

The Mailed Fist alliance has issued a proclamation that the area west of Diwal between the mountains and the sea belongs to them. If their threat is carried out, it will mean much of the lucrative trade between Diwal and Ecaio will cease.

Heavy trading of silver in Vinchu has resulted in the price of silver being reduced. This will probably mean that more silver will be shipped to Diwal and Nayin.

The first attack upon a tribal village has occurred. Unfortunately, the village was inadequately protected. The warriors of the Wolframite tribe quickly overran the defenses and killed most of the villagers. The remainder were made slaves, and all the weapons and supplies taken.

Many tribes have chosen the path of aggression to achieve their aims. Some of those on the attack are the Ultara, Deiran, Les Trois Francais, and the infamous Raging Violet. Several tribes have found that it is not enough to just attack. To be rewarding enough to pay for the loss of life great care should be made in the formulating of attack orders.

In the southern hemisphere, the Southern Tribal Confederacy continues to grow. It is the largest alliance in the south and is gathering information rapidly. Most of the tribes in the south are hung up in the mountains that run between Halda and Wirka. Several tribes have wandered far away from the well-traveled routes and rarely see tracks of other tribes.

Graaf Simulations

Company News: We are pleased to report that participation in *Feudal Lords* is growing nicely with over 35 games in progress. We are currently starting a new game approximately every two weeks. We also offer private games of *Feudal Lords* for groups of 10 or more players who want to play together, and "friends games" for players who want to play in a game with one or two friends.

Several more games have ended since our last Update report. The game winners have been: Game 2 by Sue Kerr on turn 15, Game 3 by Peter Sleight on turn 25, Game 5 by Jon Vavrus on turn 16, Game 6 by Michael Gray on turn 20, and Game 12 by Ray Ulman on turn 15.

Feudal Lords received a very nice review in the first issue of *PBM Universal* magazine, which also had an article with some useful playing hints and strategies for new players.

—John Van De Graaf

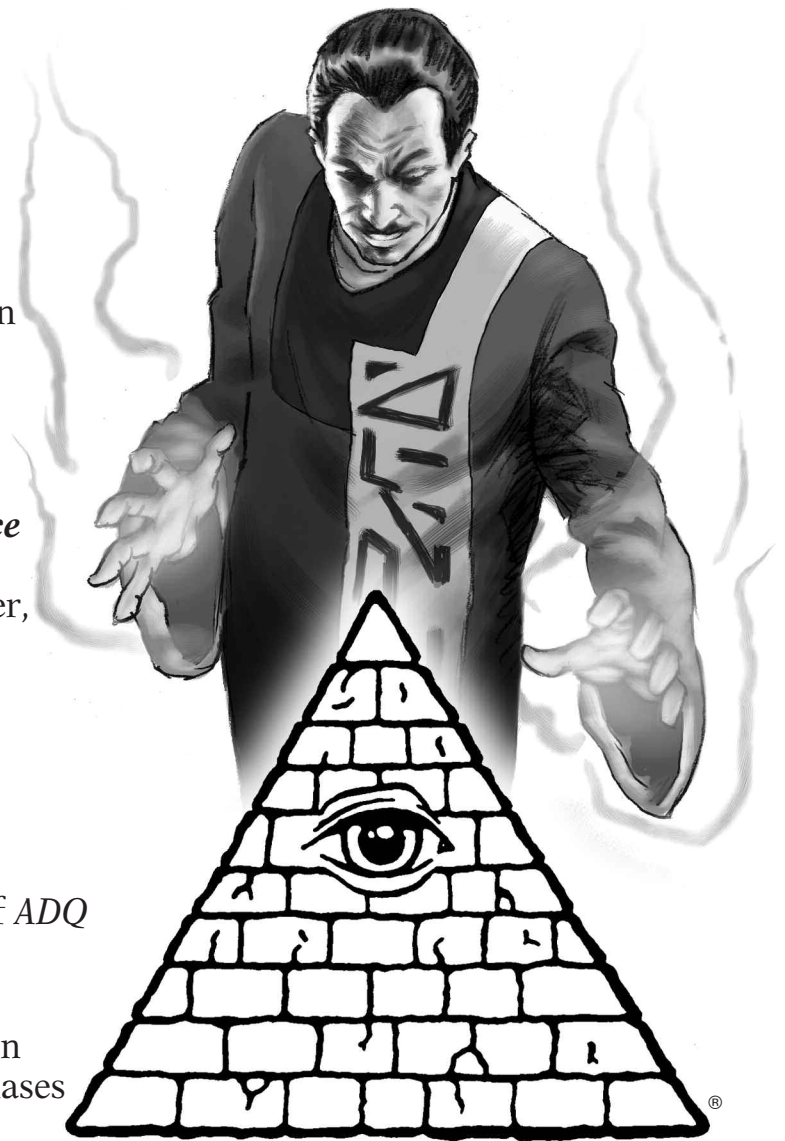
Advertisers Index

<i>Advent Games</i>	41
<i>Alnavco</i>	32
<i>Argonaut Games</i>	38
<i>Avalon Hill</i>	6
<i>Columbia Games</i>	IFC
<i>The Companions</i>	42
<i>Compleat Strategist</i>	38
<i>DAG Design</i>	36
<i>Dark Horse</i>	37
<i>Gamelords, Ltd.</i>	40
<i>Games System Inc. (GSI)</i>	43
<i>Hero Games</i>	43
<i>Iron Crown Enterprises</i>	5
<i>Merchant's Guild (Retailers)</i>	13
<i>Mystic Swamp</i>	23
<i>Nova Game Designs</i>	9
<i>The Omicron Games Company</i>	10
<i>Origins Ballot</i>	IBC, IBM
<i>Phoenix Publications</i>	31
<i>RJM Enterprises</i>	41
<i>The Round Table</i>	37
<i>StatCom Simulations</i>	21
<i>Steve Jackson Games</i>	IFM, 2
<i>Theatre of the Mind Enterprises</i>	26
<i>Victory Games</i>	39
<i>West End Games</i>	BC
<i>Zorph Enterprises</i>	29

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