

PBM

Issue 23

Unearthed

The Mysterious Realm of Play-By-Mail Gaming

23rd Slap Your Grandma Issue!



January 8th, 2023

For whom does the PBM bell toll?

PlayByMail.Net

ISSUE #23

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"My God, man! Is that PBM that you're playing?!"

Send Submissions To:
playbymail.net@gmail.com
January 8th, 2023

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A Brief Musing About Carol Mulholland

*** Due to space considerations, Charles' forthcoming article on **Hyborian War** had to be pushed back to Issue #24. It's coming, though! Thank you for your patience.



A bloodthirsty crowd roars as the gladiators enter the arena. Nervous but hardheaded team managers watch from their battle crested pavilions. Will months of training and patiently rehearsed strategy pay off with an arena victory? Or will all be lost on the jagged blade of an opponent's sword?

Apart, on the throne of honor, the Duelmaster looks on, a body of knotted muscles and scars a testimony to his honor. His visage is impassive but his thoughts boil. How long before some young warrior's sword finds his heart -- perhaps one of those he now watches? He shakes himself, casting aside dark thoughts. For the moment, he is the Duelmaster, Champion of the Games. His smoldering eyes scan the arena floor where the warriors assume their fighting stances. He raises his clenched fist and the gladiators leap forward... Victory, disgrace, or death lies awaiting on the open sand.



Name _____ ID# _____ Team Name _____ Acct# _____ Game# _____

Your Name _____ **STANDARD**

Primary Weapon _____ Off-Hand Weapon or Shield _____

vs. Light (0 ,) Armor _____ and _____

vs. Medium (,) Armor _____ and _____

vs. Heavy (, +) Armor _____ and _____

Backup Weapons _____ and _____

Strategy

Minute	1st	2nd	3rd	4th	5th	6th on	Desp
Offensive Effort							
Activity Level							
Kill Desire							
Attack Location							
Protect Location							

Armor _____

Helm _____

Training _____

Wish to Fight _____

Challenge Strategy _____

if Challenged Strategy _____

Offensive Tactic							
Defensive Tactic							

Wish to Avoid _____

Gaming Brings Its Own Surprises

Leslie Ian Jones



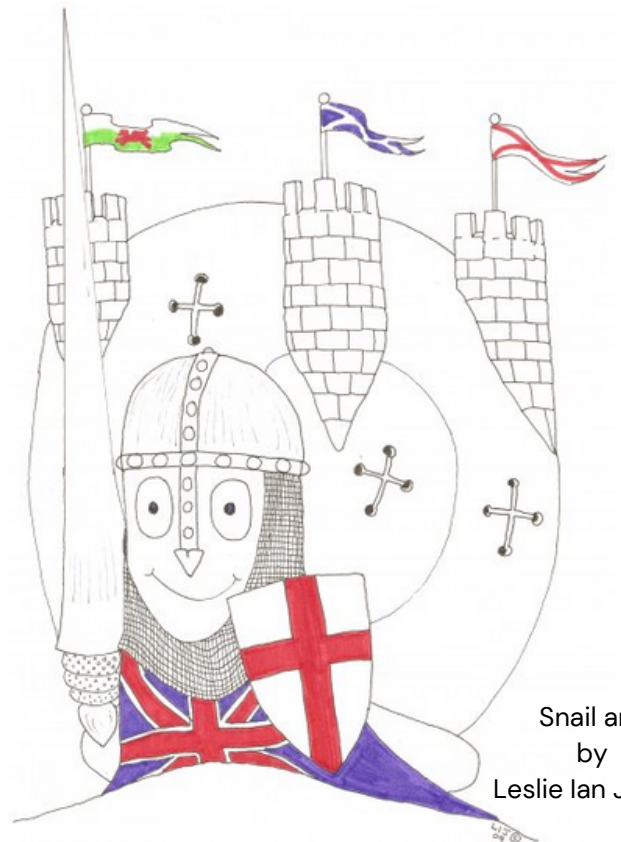
Gaming brings its own surprises. The old PBM games did so, but for me in a way I had not predicted when starting them. I had been playing one of my favourites, 'Delenda est Carthago' run by Judith Proctor of Waveney Games in Dorset. I would get many diplomas every turn.

Whilst playing the role of the Sheyhulislam of the Caliphate, one card got my attention. After weeks of chatting via the game a meeting was arranged for us to meet in person. So at the once-a-month PBM pubmeet at the Victoria & Albert in Marylebone Station, London.

I knew I was meeting a female player. To say I was nervous was an understatement. She was lovely. Chatted the whole evening and met the next day for a trip to London Zoo. Oh yes this PBMer knew how to woo the lady. Cutting a long story short. We met in September 1991 and married in March 1992. *Yes, this PBMer was a fast worker!*

That was my surprise, as I was not looking for a partner who played in just one PBM game. That's how lucky I was. The real surprise was our son, who as part of his degree in Politics & History, wrote his dissertation on *"What factor contributed to the decline of UK PBM gaming in the late 1990s and early 2000s?"* All the game rulebooks, Flagship magazines, and Eagle's Cry from Delenda helped with his research.

My gaming hobby was now history!



Snail art
by
Leslie Ian Jones.

DUNGEONWORLD

The Largest PBM Adventure Game Ever Made!

Last Character Next Character Write Message Messages View Items View Creatures View Terrain View Turn Other Details Main Menu

Runeforge Guild Dungeon: an Open Cave Area

Sir Lorgrim Axehand (10468)
Cave Dwarf Leader
Gold: 29523
Alignment: Good
Hostility: Neutral
Vision: 14
Move Rate: 6
Current: 159 out of 1
Attack: : 33
Experience: 1524
Damage: 16 to 19 (

Statistics	
Appearance: 25	Willpower: 20
Dexterity: 27	Strength: 30
Wisdom: 26	Intelligence: 10

Build Orders

Character Orders		Defences	Dam.Red.
1		Nor 83	2
2		Fire 50	6
3		Cold 47	1
4		Alch 51	6
5		Magi 46	1
6		Ment 23	1

Terrain Info
an Open Cave Area
MPs: 1
Vis. Adj: 0
Att. Adj: 0
Def. Adj: 0

Account Balance 250.0 Turn Due Monday 28 November

EQUIPMENT

[1] Head Power Metal Helmet +	[9] Over Hand Steel Gauntlets +3
[2] Neck - Nothing Equipped	[10] Finger Ring of Prot. +20
[3] Body Power Full Plate +5	[11] Back - Nothing Equipped
[4] Waist Girdle of Gold	[12] Left Arm Power Wooden Shield
[5] Legs - Nothing Equipped	[13] Right Arm - Nothing Equipped
[6] Feet Dead Man's Shoes	[14] Attack Hand Power Battle Axe +15
[7] In_On - Nothing Equipped	[15] Not Used - Nothing Equipped
[8] Over Body Malakin Robe	[16] Defence Hand Soulstrainer Net

BACKPACK

Potion of Heali [1] X 12	Ivory Token [6] X 5	Rations Portion [11] X 6	Empty [16]
Healing Ointmen [2] X 9	Ring of Prot. + [7] X 1	Potion of Heali [12] X 1	Empty [17]
Double Healing [3] X 1	Giant Fiery Gem [8] X 1	Magic Button [13] X 1	Empty [18]
Teleport Home S [4] X 1	Mirror Fragment [9] X 1	Empty [14]	Empty [19]
Re-Teleport Scr [5] X 1	Skull Sceptre [10] X 1	Empty [15]	Empty [20]

Other Info

Last Slept: 2 Last Ate: 0

Sector Info

A screen capture from Madhouse's DungeonWorld Nexus View Editor

HEROIC FANTASY

Play-By-Mail
Adventure Game



Harlequin Games



Legends: an award-winning fantasy turn-based game.

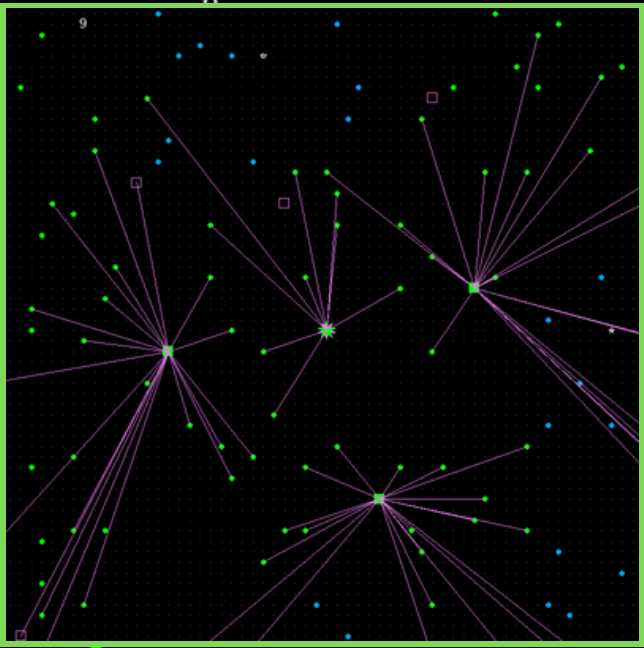
Explore and conquer vibrant and original worlds that stretch the limits of imagination and possibility.



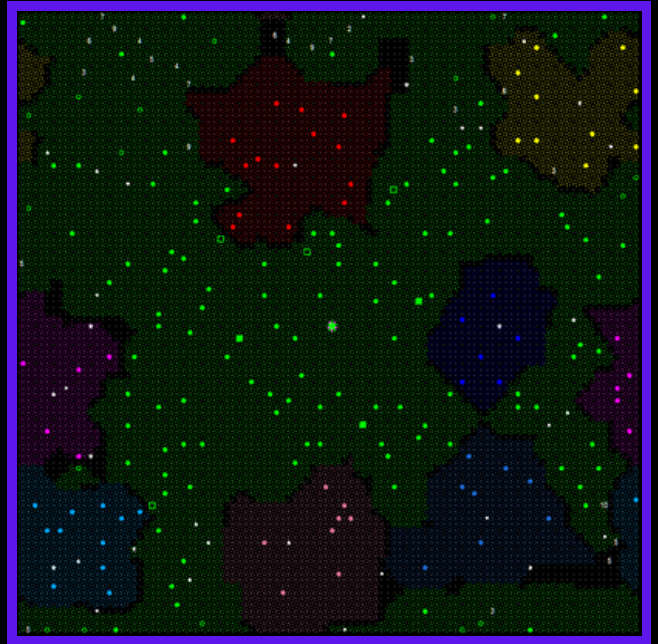
North Island 76



Explore! Expand! Exploit! Exterminate!



Galac-Tac



**Galac-Tac is a
single unit level,
science fiction war game.**



Civilize

A First Look

Troy Hooper

Civilize is an open-ended, postal PBM in the tribal genre, currently in the beta playtest. The player controls a group of around 1,000 individuals, which having been split from some unknown main tribe, has to find its own way in a strange land. The writings of Two Crows, their interim leader, give some flavour:

“It has been some fourteen moons since we parted ways from our forefathers and foremothers, cast alone in this new land. Though we say ‘alone’ this is not true, there are other people, and monsters too, that also inhabit this place. The people we have met, so far, have been happy to trade for what little we have to offer. The monsters, strange lizard-faced creatures our young warriors have named ‘Kobolds,’ are, however, less friendly.”

Set in what the game moderator calls the Bone Age (an imagined era that predates the Stone Age), items such as wooden clubs

are the standard issue, while bone spears represents the height of current technology. It is expected that, as the tribe advances into the (Paleo-/Meso-) Neolithic Age, new stone-based implements will become available. There are hints that the future may include the Bronze Age or even Iron Age eras for those tribes who can survive long enough (though do not expect to invent the wheel any time soon!).



“Limited by our skill to manufacture tools and implements, we initially struggled to feed our people. There are no verdant jungles like in the old country, instead, this land is a carpet of apparently endless plains and hills, bounded by oceans and mountains. None of this terrain readily yields up its

food, and it feels like we are having to relearn old skills just to survive.”

Survive, yes. The player will soon learn that their first year in Civilize will be about surviving. The main task will be to survive the approaching winter, the deepest being in month 11. Fortunately, you will start out in month 1, already equipped with as many Preserves (Food that has been prepared in a way that its lasts more than one turn) as you can carry, though these will not last long. Priority should be given to Hunting or Fishing for Food, which is eaten by the tribe, and any excess being lost, as it spoils. By using the Cooking skill, you may begin to convert Food into Preserves, which you should stockpile to see you through the winter months. Cooking, like most other skills, will need to be learned by the new tribe.

“Winter has lifted, and our people seem none the worse for the ordeal of the cold, wet months, thanks to the foresight of our Elders, who

advised us throughout the year. Winter will come again, as it does every year, but with each winter we survive, the better we are able to face to the next, while discovering more about the land we find ourselves in.”

In Civilize, the player manages resources each turn, which primarily are the people. Each turn covers one month of the year, and for which the people are allocated to tasks such as Hunting and/or Fishing for Food, to Defence should fate send Kobolds (or worse) in your direction. Additionally, the tribe may undertake activities like Cooking, Weaving or Bonecrafting (if you have the skill and the materials), as well as exploring the surrounding land.

From my initial understanding of the game (playtest version), there will be three distinct phases of play. The player is not required, nor obliged, to move to the next phase, assuming their tribe has qualified to do so:

Survival - The period of keeping the tribe alive and getting through (at least) the first winter intact. Take this as a warning: fail to prepare, and your tribe will starve to death. It is expected that

population, through attrition, will be reduced during this phase.

Acculturation - Once the basics of survival have been mastered, the tribe may begin to develop culturally, making it a more attractive to people who may wish to join the tribe, restoring and expanding the population lost during the Survival phase. Among other ways, a tribes’ culture is expanded by interacting with the (NPC) settlements that may be encountered.

Civilisation - As the tribe develops culturally, it may wish to exchange its nomadic lifestyle for something more settled, which will open up access to new skills and opportunities. One requisite for settling will be to clear the region of hostile forces (mostly Kobolds!), before staking a claim.

I am looking forward to reporting more as the playtest develops, and in the fullness of time, it being open to regular postal players.

Troy Hooper
(playtester)



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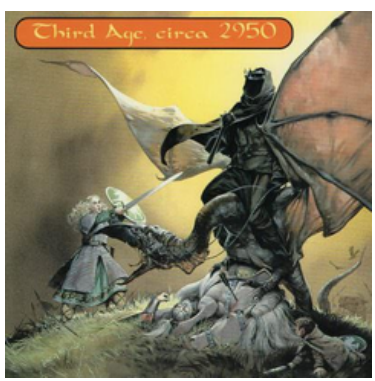
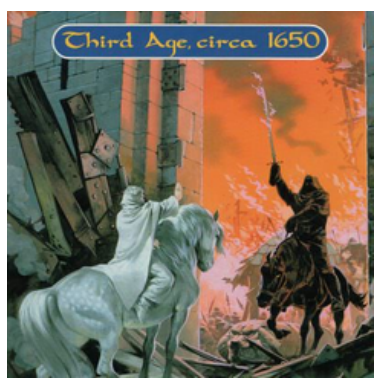
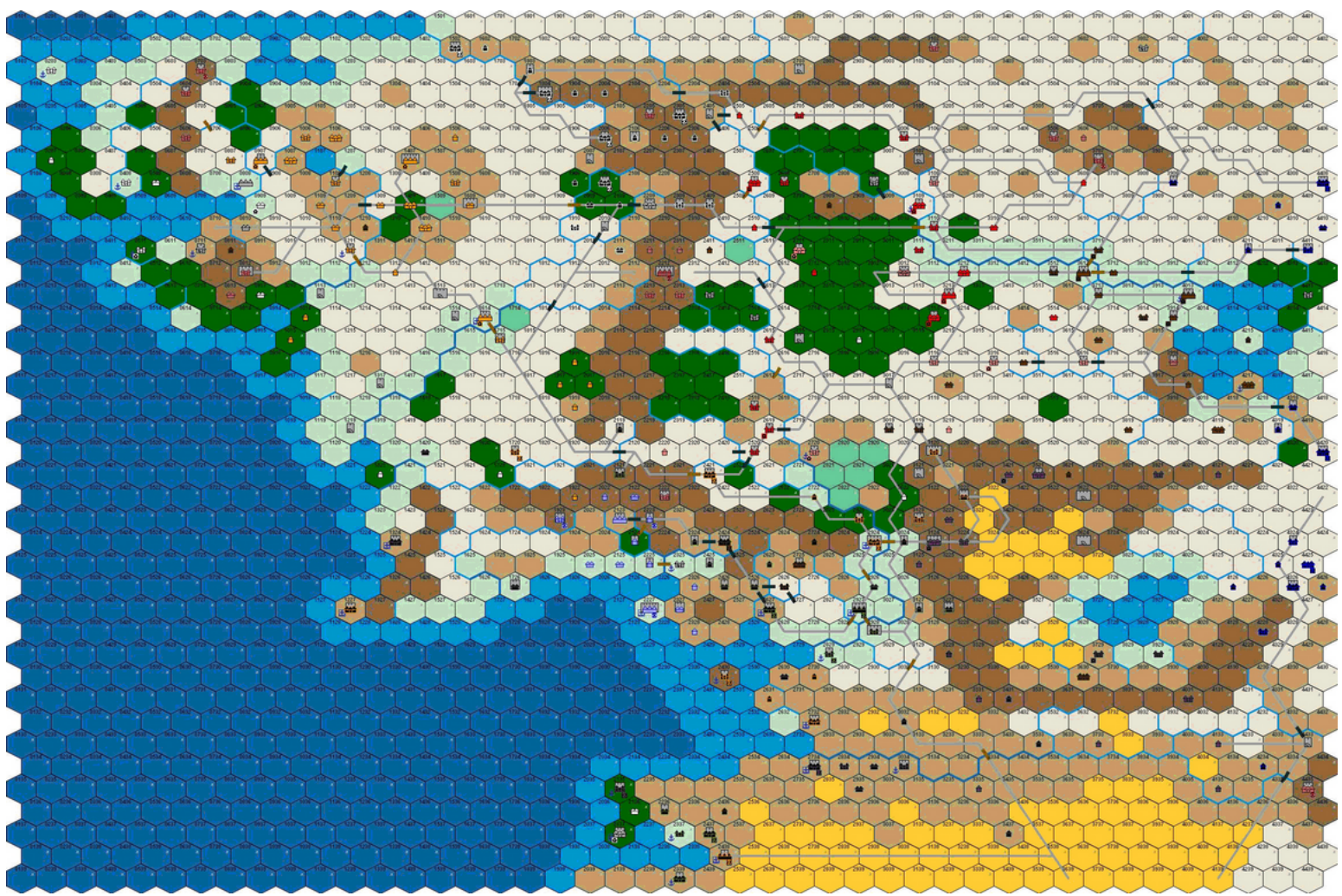
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Star Fleet

Strategic Campaign in the High Arena

WARLORD

0105	0305	0505	0705
		SN+SN	
0106	0205	0405	0605
		ES+AF	
	0206		
0107	0306	0506	0706
	0207	0406	0606
		PG+AF	GP+NF
	0307	0507	0707
			PL+NF
	0208	0407	0607
0108	0308	0508	0708
	0209	0408	0608
0109	0309	0509	0709
	0209	0409	0609



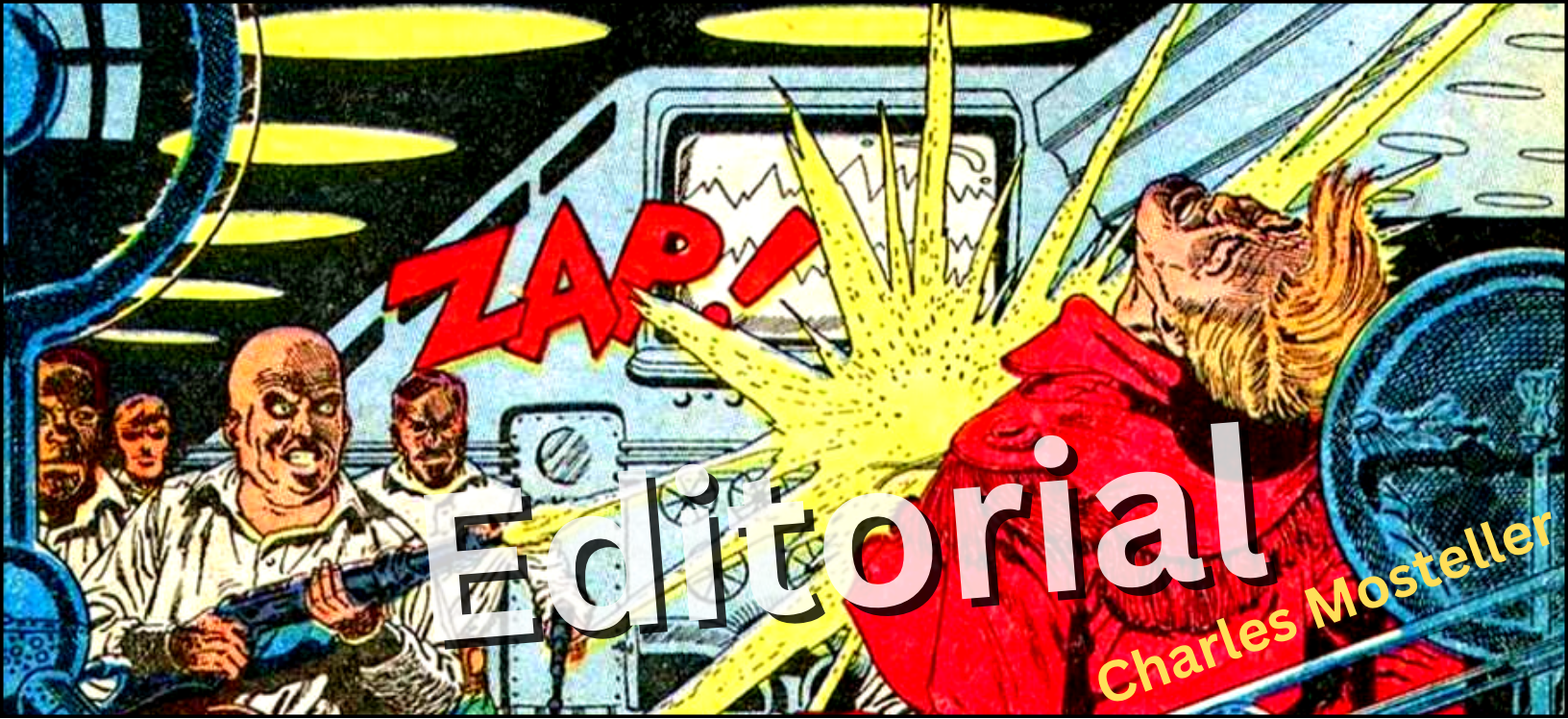
**Build your fleet and race for
for domination of the
Lesser Magellanic Cloud.**

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30-1213: The LiftPort, Inc (410) and Harsh Reality (638) Corporations decided to have it out today over in hex 30-1213. In a 3 turn battle, the attacking fleet (F-POL (M) "Masterson" and G-BDD "Spinecrusher") destroyed defender (T-NDD "Aryx-1"). LiftPort, Inc, the attacking Corp, had a total AF of 54 versus a DF of 32.

Can you say retaliation?



ZAP! We're back with another new issue of PBM Unearthed. But are you prepared for what we've brought your way from the realm of play by mail gaming?

Since the last issue published, I've heard from numerous different people, including **Glenn Harrold**, **Leslie Jones**, and **Troy Hooper**. It's always good to receive feedback and articles. Glenn thanked me for my work and efforts and patience with PBM Unearthed, and assured me that he's not the only one who recognizes the value that I give to the community. If you're out there reading this, Glenn, then know that I really do appreciate your support and your kind words. It's always nice to be appreciated.

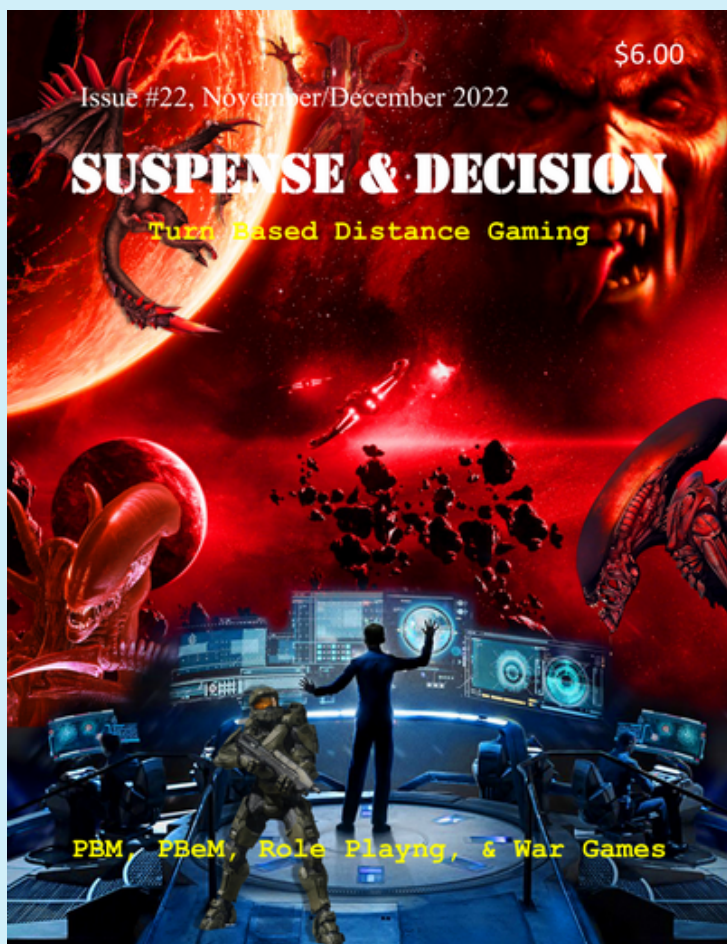
While browsing the PBM Discord, I caught sight of some other nice words being said about PBM Unearthed, and I have excavated them and included them elsewhere in this issue. Just look for some colored boxes that feature comments by **Andy**, **Fungus**, **werewolf_punch**, and **Fenrisk**.

Andy "volunteered" to help me with a side project. Yeah, that's right, people, there's stuff going on in the background that you don't even know about.

The enthusiasm shown for the PBM Discord is right on the money. It's actually been more popular than PBM Unearthed, and people are using it and enjoying chatting with

one another. It's good to see a whole bunch of different people getting use out of it. It's still not as busy as it could be, but it's come a long way from very humble beginnings. If you haven't checked it out, yet, then click [here](#).

Jon Capps has another issue of **Suspense & Decision** about to publish. On January 7th, 2023, he posted an update on the **S&D** blog, saying that he hopes to have it wrapped up by the 15th. If you haven't subscribed to it, yet, then you can do that [here](#).



I know that I often try to drum up some submissions from our readership, but Jon Capps can always use some help, too. Don't forget about him. He would love to have you send him an article or some feedback or just something else that he could include in new issues of **S&D** that he publishes. He's also specifically asked for GMs to send him some comments for his **Spokesmen Speak** column! Click [here to e-mail him](#), right now!

I know that sometimes the issues of **PBM Unearthed** get a little thin on the reading material, so this issue, I included a special treat - I stumbled upon **Red Herring** magazine. I don't think that I had heard of it, before. So, I included a whole page of links in this issue that you can click on, and read a whole bunch of different PBM articles from the 1990s.

I couldn't get the links to link to the exact pages, but I did include the exact page numbers to aid you in quickly finding your way to the old play by mail articles contained in the sixteen issues in question, which were authored by none other than **Tim Lomas**. *Enjoy them!*

Guild House
This square is the guild house of one of the in-game guilds. Walk onto it for a description. Issue an 'L 2' order on it for more info on the guild.

Shallow Water
Wast-deep or shallower water fills this square. Some combat modifiers and low damage are possible. The square can be moved over as if it were 'open'.

Bottomless Pit
A terrible black pit fills the square. This terrain is impassable and should be treated like a wall.

Portcullis
A stout iron portcullis is here. Normally, these are open and can be treated as an open square. Rarely, they are closed. Look around the area for more info.

Bed
There is a bed in this square. See the rooms 'look' description for the state of the bed. The square can be moved over as if it were 'open'.

Stairs Down
There is a flight of stairs leading down. See the rooms 'look' description for more info. The square can be moved over as if it were 'open'.

Stairs Up
There is a flight of stairs leading up. See the rooms 'look' description for more info. The square can be moved over as if it were 'open'.

Courtyard/Market
This square is part of a courtyard or market area. Buy and Sell orders can be issued here as shown in "Courtyards" in this guide.

Locked Door
There is a locked door here. The square cannot be entered or passed until a rogue has unlocked the door.

Magical Trader
One of the enigmatic Magical Traders is here. Magical Traders very seldom move. All Buy and Sell orders can be issued while on a Magical Trader.

Wall / Sheer Rock
This square is completely blocked by a wall, or sheer rock and cannot be entered or passed through.

Unlocked Door
This square is filled with an unlocked doorway. It can be treated exactly like an open square for movement and combat purposes.

Crawlspace
This corridor is a rough low crawlspace. It can be treated like an open square, although hidden combat modifiers with long weapons do apply.

Treasure Chest
There is a treasure chest here. You can attempt to open it using a 'Z 60' order, although this can be very dangerous for the untrained. The square can be moved over as if it were 'open'.



MADCENTRAL.CO.UK

DUNGEONWORLD

The Largest PBM Adventure Game Ever Made!

DungeonWorld is a character-based multiplayer turn-based fantasy adventure game.

It is set in an epic world full of monsters, mayhem, swords and sorcery.

You can play DungeonWorld completely for **FREE** with a single character, or play commercially with as many characters as you like.

Whichever way you choose, all players are in the same continuous shared world. It's the biggest game of its kind on earth! *Enjoy!*

Private Land
This square marks the edge of some private land owned by a noble or lord. It costs 2 Move Points to cross. Issue an 'L 2' order for info on the owners name.

Road
This square is a road. Travel on it costs 1 Move Point. Roads are useful for faster travel between cities and places of interest.

City, Castle or Keep
This square is a city, castle or keep of some kind. It costs 1 Move Point to cross. Some of these can be entered. Issue an 'L 2' order to do so.

Dungeon Entrance
This square is a Dungeon Entrance. It costs 1 Move Point to cross. Issue an 'L 2' order to enter the Dungeon.

Magical Place
This square is a magical place of some kind. It costs 2 Move Points to cross. Issue an 'L 2' order on it for more info on the magical place.

Broken Land
This terrain is a harsh open area covered in cracks, pits and ravines. It costs 3 Move Points to Cross.

Town or Village
There is a town or village here. This square costs 1 Move Point to cross. Some of these squares act as limited traders. A few (but not many) can be entered using the 'L 2' order.

Light Forest
This terrain type is woods or light forest. Hunting/Foraging is usually good here. Vision is reduced slightly if you end your turn in Light Forest. It costs 2 Move Points to cross.

Steep Hills
This terrain is tough going. Steep Hills make for slow progress, but do increase your vision when you end your turn on them. They cost 4 Move Points to Cross.

Gentle Hills
Pleasant rolling hills which slow progress a bit but increase vision when you end your turn on them. Gentle Hills cost 3 Move Points to cross.

Heavy Forest
This sort of terrain is hard to travel and often teeming with danger. Heavy Forest decreases vision when you end your turn in it. It costs 3 Move Points to cross and can hide IDs of characters in it.

Mountains
This terrain type is impassable. To cross a mountain range you must first find a pass of some kind.

Open Land
Can be fields, farmland, wasteland or just about any other sort of open area you can imagine. Open Land costs 2 Move Points to cross.

Body of Water
Water comes in the form of streams, lakes, shallow and deep rivers. It costs 4 Move Points to cross, although some types are impassable without a bridge or boat.

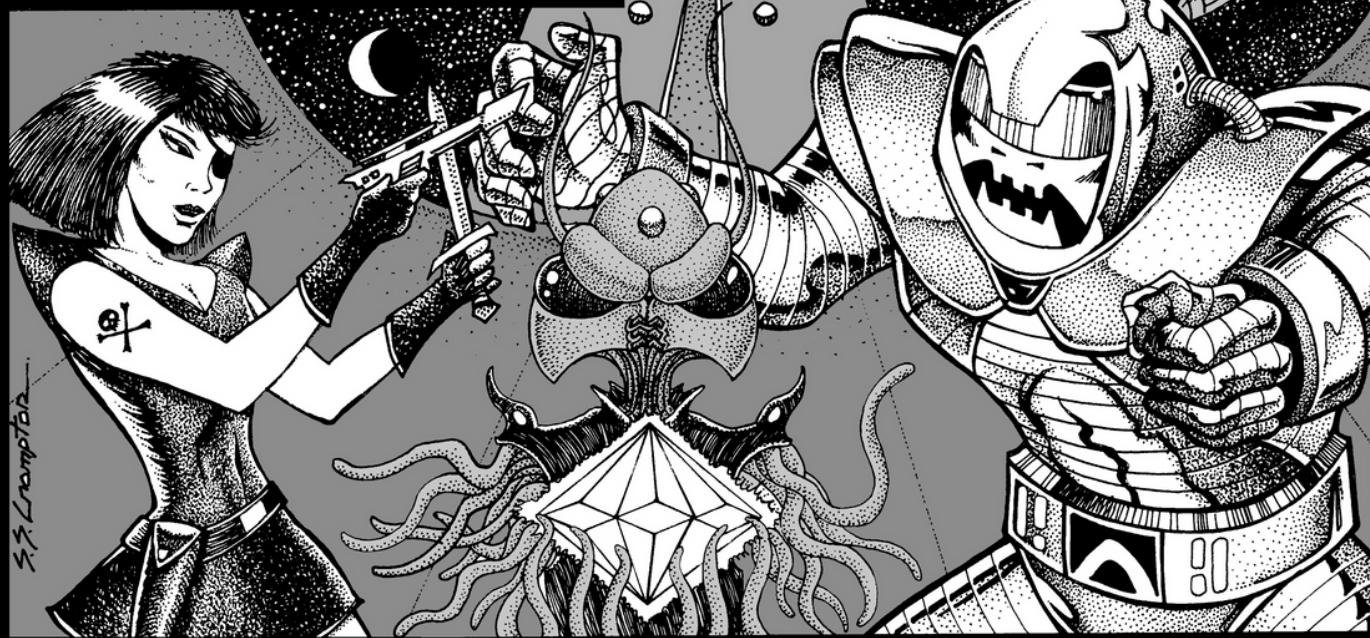
* The idea for the planet-destroying, robot Berserkers comes from stories written and copyrighted by Fred Saberhagen, and is used with his permission.

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PBM Discord Chatter

Happy New Year @GrimFinger, thanks for the new issue.

Although I'm relatively new to pbem (2 years so, just a nipper), I've seen lots of positives, recently, particularly as a result of you setting up this Discord server.

It's great to see the chat in other games, as it gives you a real insight as to whether it's a good fit. As soon as I saw the term 'spreadsheets in space' for Takamo, I knew I had to give it a whirl.

TribeNet is alive and well, and looking forward to a new code relaunch (@Drused being another pbm hero alongside @Raven Zachary).

As published in your magazine recently, there's also an exciting new game on the horizon by @Fungus. Lots to be excited about in the small sphere I am involved in, and I'm sure there is more to talk about, more widely.

Some things need both effort *and* time to show results. You're putting in the effort... *just let it have a bit of time, too.*

Andy

01/08/2023

PBM Discord Chatter

I see the magazine (like this Discord, and the PBM forum before it) as an invaluable oasis in a desert of disparate games. Something that links everyone together, however tenuously. Just being here is a valuable thing. Most people don't write articles. Most people don't play more than one game, but we're all grateful for the efforts of anyone who helps to bring the community together and inform us about developments in our hobby.

Fungus

01/08/2023

PBM Discord Chatter

The PBM scene right now is like life growing under the Arctic ice. It's there, but people might assume it's a dead place unless there are scientists working to publicize what's going on there. PBM Unearthed is like one of those journals documenting the life that's growing. If it wasn't around, I probably would have walked right over a lot of activity under my feet and never knew it existed.

werewolf_punch

01/08/2023

Suspense & Decision



PBM Discord Chatter

Regarding the actual challenges addressed by Charles in Issue #22, I imagine publishing PBM Unearthed often feels a bit thankless. And I know people like me, who often don't hesitate with critiques, can make it seem all the more difficult. But it's obvious that PBM Unearthed, like Suspense and Decision before it, is doing a world of good for the hobby, and is fueling a community that its members truly value. I still think the once-a-week publication schedule for PBM Unearthed is a bit insane, though I admit, I always enjoy seeing a new issue come out. If it seems overwhelming, I recommend a less frequent release schedule. Better that than to see it disappear completely.

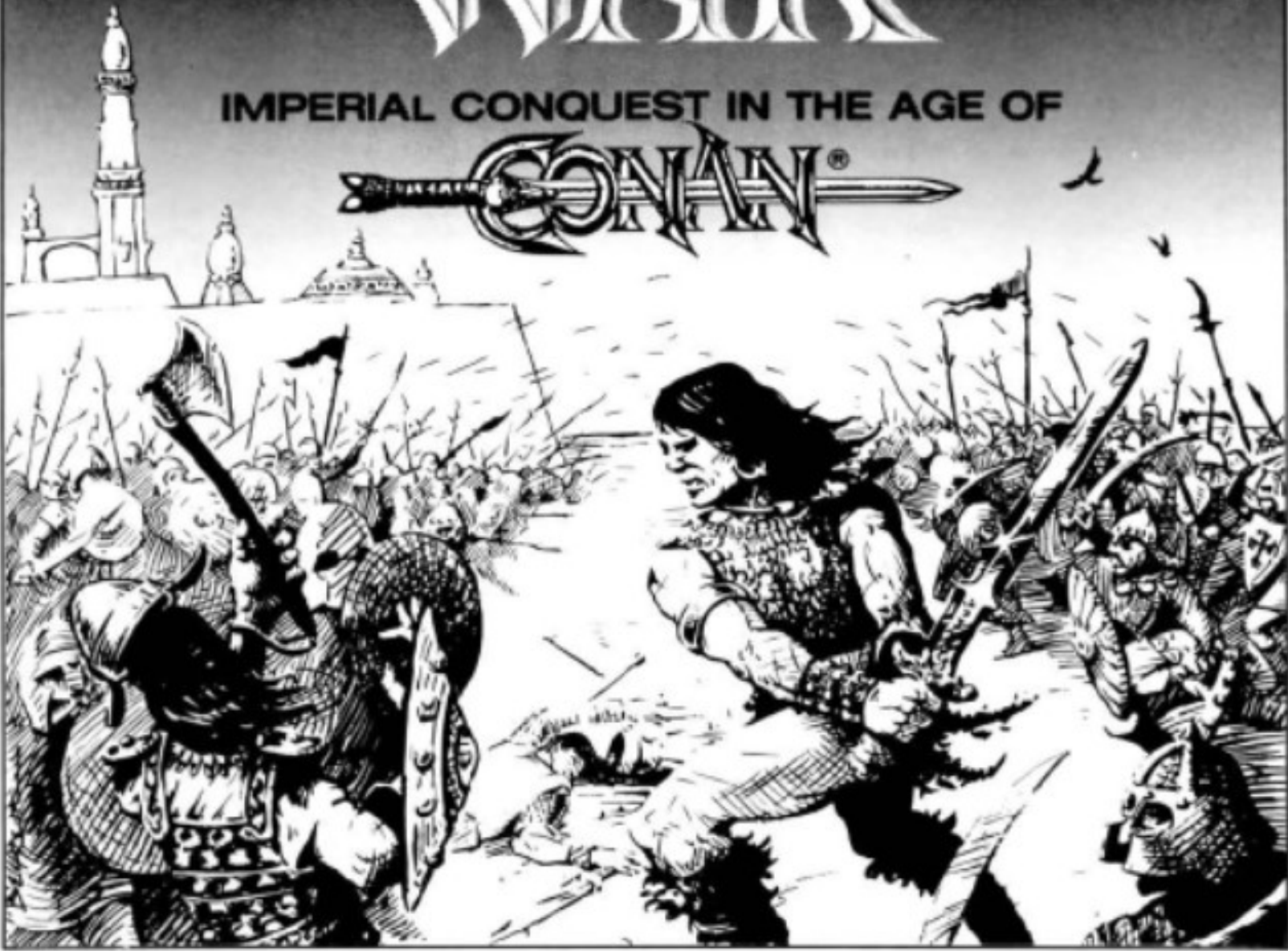
FenrisK

01/08/2022



HYBORIAN WAR™

IMPERIAL CONQUEST IN THE AGE OF



ONLINE ONLY

ATLANTIS

Information that previously
appeared on this page has been removed
01/12/2023



"All the News
From Clans to Print"

Clan News

Global Edition

Fire Warnings: The fire threat has passed.

VOL. DCCCXX . . . No. 59

820-08, 29 DECEMBER 2022

clannews@outlook.com

FREE



Vincent van Goat: the one-eared Clan News mascot

The Clutch

Welcome to a new issue of Clan News. We've survived the three-week break and we're back on track for a new turn next week!

It's been a tough holiday break for your Clan News editor. I've just recently recovered from a seven-day long bout of COVID, followed by a trip that included both a mandatory evacuation of the airport terminal due to a suspicious bag (creating a massive traffic jam), followed by a canceled flight home due to inclement weather. I was stuck in Los Angeles for three extra days, which turned into a nice vacation extension, but it also made Clan News late this week. Sorry about that. It's good to be home and back on schedule again.



I'm always looking for more clans to be interviewed and we could also benefit from more caption contest entries and clan notices. As a reminder, you're paid in-game for being interviewed and submitting any clan notices. If you win the caption contest, you're paid for that, too!

Until next time...don't forget to feed your goats.

Raven Zachary, Yáahl, Clan 540



Image by Charles W. Bartlett via Wikimedia Commons

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Contribute

Submit your content to Clan News. Contributors are paid in-game. See the last page of this issue for more details.

Clan News Issue #60 deadline:
9 January 2023 @ 8:00 UTC

Notices

Another mysterious message, some comics, and a few trade notices. A selection of great (and paid!) notices in this issue.

Check out this month's clan notices starting on page 8 of this issue.

Turn Deadline

Orders for 820-09 are due on 1 January 2023

Australian Eastern: 20:00
UK: 9:00
UTC: 9:00
USA Eastern: 4:00 / USA Pacific: 1:00



From PBM Companies & GMs



EAKING NEWS BREAKING NEWS BREAKING NEWS BI



Harlequin Games



From legends@group.io

Swords of Pelarn 28 Victory!

Congratulations to the Raven Lords. They have successfully maintained a Military Dominance victory.

The winners are:

- C101 Krenko - **Mons Johnson**
- C103 Grezno - **Mons Johnson**
- C105 Twilight Sparkles - **Sean Foster**
- C107 Mistress - **Sean Foster**
- C109 Gurganthos - **Ricco van Prooijen**
- C111 Zad - **Ricco van Prooijen**



AVAILABLE NOW

Are you a PBM company or PBM GM with something to say?

Well, then, you're in luck, because this space is available. In fact, you could have had it, this issue, but if you want your company and game news to appear in the pages of PBM Unearthed, then you've first got to actually send it in.

Yes, it's *that* easy!

Better luck next time. Send to:

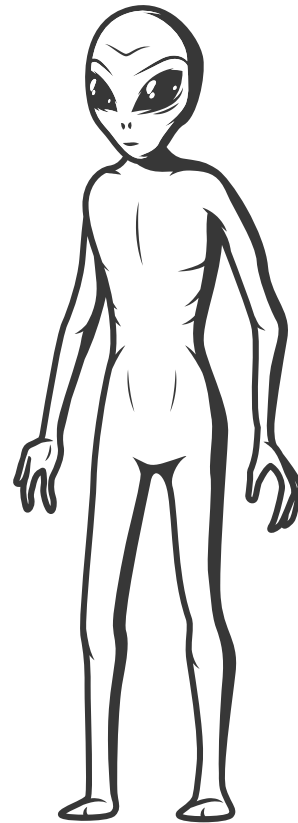
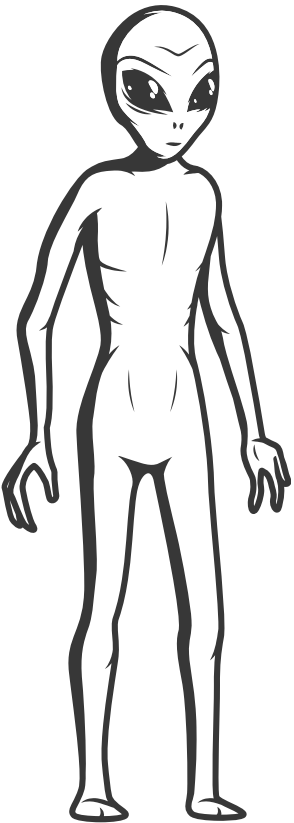
playbymail.net@gmail.com

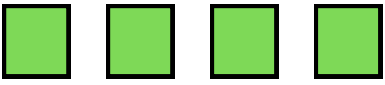
I DON'T HAVE YOUR TURN RESULTS! THE MAIL DIDN'T RUN!

YOU'RE LYING! YOU'RE ALWAYS LYING! YOU'RE ALWAYS SNEAKING AROUND AND PEEKING AT MY TURN RESULTS, YOU PBM HAG!

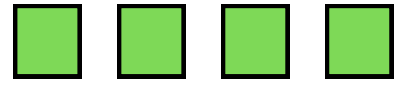


MY GOD! THE ALIENS GOT LOCKWOOD! THIS SPELLS DOOM FOR PLAY BY MAIL GAMING. WHAT WILL WE DO, NOW?!





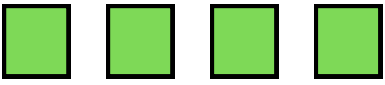
PBM Links



2300 A.D. - The Great Game
 Adventurer Kings
 Agema
 Ancient Empires
 Alamaze
 Austerlitz
 Atlantis Miskatonic
 Atlantis: New Origins
 Atlantis PbeM
 Battle Plan
 Clash of Legends
 Combat Conditional Podcast
 Company Commander
 Continental Rails II
 Covert Operations
 Dark Age
 Diplomacy World
 Duel2
 DungeonWorld Adventures
 DungeonWorld Estates
 Empires
 Engarde!
 Eressea
 Extra Time
 Extra Time: Chairman
 Feudal Lords
 Fire on the Suns
 Flagship
 Forgotten Realms

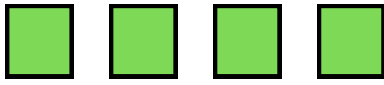
Galac-Tac
 Galactic Conflict
 Gameplan
 Gameplan Baseball
 The Glory of Kings
 Heroic Fantasy
 Hoopplan
 Hyborian War
 Ilkor: Dark Rising
 Imaginary Wrestling Association
 It's A Crime
 KnightGuild
 Legends
 Les Petites Bêtes Soyeuses
 Liminal En Garde!
 Lords of the Earth
 Middle-earth PBM
 Mobius I
 Monster Island
 Nuclear Destruction
 PBeM - Spiele
 Phoenix: Beyond the Stellar Empire
 Quest
 Quest of the Great Jewels
 Raceplan
 Regime Change
 REN1493
 Renaissance
 Riftlords



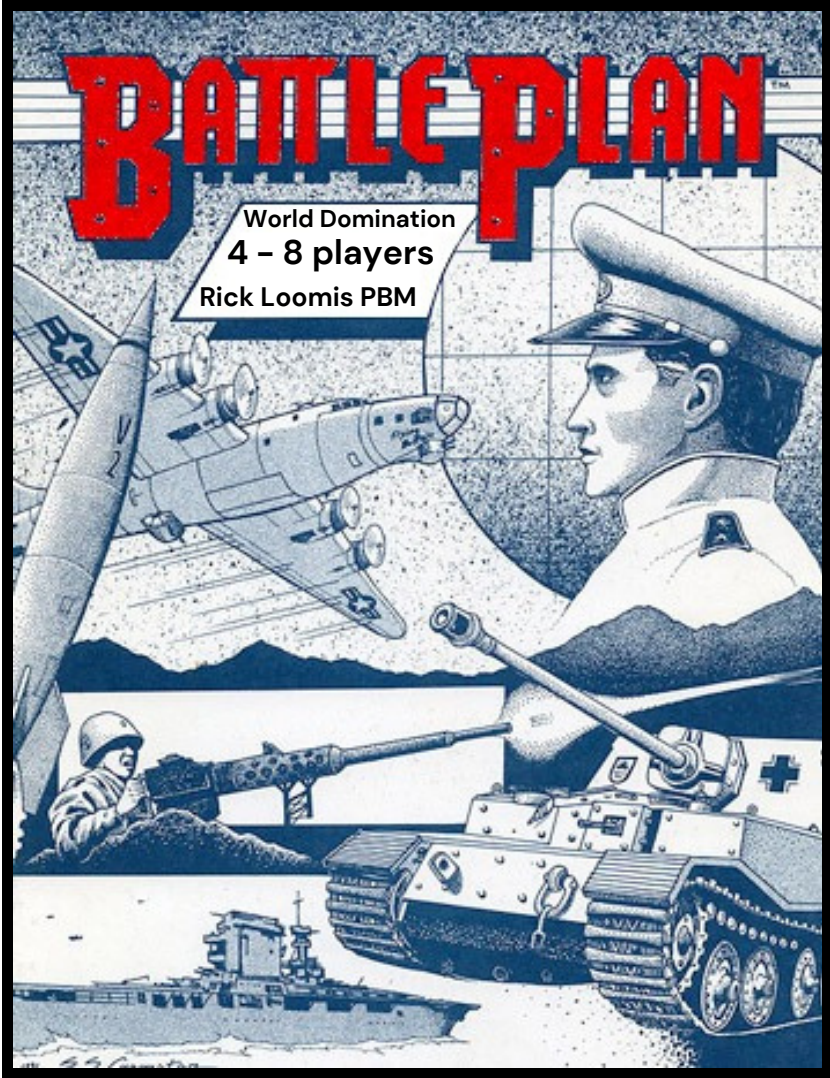


PBM Links

(Continued)



- Rome is Burning
- RSW: Retro Space Wars
- Run Chase
- Scramble for Empire
- Slapshot
- Soccer Star
- Soccer Stats
- Spaceplan
- Star Chase
- Star Fleet Warlord
- Starweb
- Stellar Conflict
- Summit PBM
- SuperNova: Rise of the Empire
- Suspense & Decision
- Takamo
- The Isles PBM
- Throne of Cofain
- TribeNet
- Victory! The Battle for Europe
- War of the Dark God
- World Wide Battle Plan
- Wraith



Other Links

- Tabletop Spirit
- To Win Just Once





I KNEW THAT WE SHOULDN'T HAVE PLAYED THIS PBM GAME! QUICK! SEND IN A SET OF TURN ORDERS BEFORE WE DIE!

LOOK AT THOSE CHOMPERS ON THAT THING!

OLLY OLLY OXEN FREE!



SINCE WHEN IS THERE A NEW PBM SHERIFF IN TOWN? YOU NEED TO DO SOMETHING ABOUT ALL OF THOSE OVERPRICED TURN FEES!

WHY ARE YOU BOYS HIDING YOUR TURN RESULTS DOWN IN THAT OLD WELL? HAVE Y'ALL BEEN CHEATING? 'CAUSE IT SEEMS TO ME AS IF THAT JUST MIGHT BE CHEATING!

KNIGHT GUILD

Miskatonic 4

Status: **Active** (closed to new players)

Atlantis Engine: v4.2.112
Ruleset: Miskatonic v1.0.35

Current Turn: #147 (March, Year 13)
Current Players: 2
Players Submitted: 0
Players Remaining: 2

Turn Frequency: All players submitted only
Time Elapsed: 5 days, 20.86 hours
Next Turn: n/a

First Player Submitted Reward: 50 unclaimed silver
Early Submitter Reward: 100 unclaimed silver (first 24 hours)

Atlantis Times:

Article Reward: 100 unclaimed silver
Rumor Reward: 50 unclaimed silver



Atlantis:
Miskatonic

ONLINE ONLY

Cisirith Dynasty [11]
Orders: No file selected. NEWS

Martiniks Trade Guild [9]
Orders: No file selected. NEWS

NEWS Password:

Atlantis Tools v1.103 (12/29/2021)



Atlantis: New Origins

atlantis-pbem.com

THE MIGHTY PEN



The Mighty Pen was always one of my favorite features in Flagship magazine. I truly hate that **Carol Mulholland** passed away. I use Canva to publish **PBM Unearthed**. How wonderful it would have been, if Carol had had such a tool at her disposal, from the very beginning of her long reign as editor of that PBM magazine from the other side of the Atlantic Pond. What I publish is a mere shell of what she would have accomplished.

Charles Mosteller

Ex|sles

Postal Roleplaying on The Lonely Coast

Exsles is a Narrative Play-By-Postal-Mail, Roleplaying-style game designed specifically for prisoners, by a former prisoner. It is set in The Lonely Coast fantasy-adventure setting, where players can run a single character or small group of characters starting a new life for whatever reason. The only rule is that the characters are starting over in a new life, with pretty much the clothing on their backs, very little experience, and a past they'd rather not talk about.

"The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, twisted forests separate the Lonely Coast from the glittering lights of civilisation. Some visitors come in search of adventure while others embrace the anonymity of the frontier. Still others, tiring of civilisation's decadence, come to start a new life. Adventurers are normally intent on battling the ferocious humanoids of the interior or on uncovering the ancient ruins and hidden treasure caches of the Old People lying forgotten in the untamed places of the Tangled Wood."

**- Foreword by Creighton Broadhurst
The Lonely Coast Campaign Setting**

The cost per turn is \$1.50 (and can accept stamps as payment), as an ex-con myself, I know how little money prisoners typically have available for entertainment after toiletries and coffee. Running this 100% hand-moderated game is a hobby, not a business, and it generates as much creative enjoyment and satisfaction for me as it does for the players. I have been running this game since 2017, while still in federal prison, so the game is well-established and runs quite smoothly.

This is a Narrative PBpM, as mentioned above, which means **it isn't about statistics, resource-gathering, or management and number-crunching**; Exsles is about **the story**, as written by both the player and myself, the Game Master. Some players enjoy writing **their characters' story in great detail**, while others simply want to give direction, or even choose from a list of options; **I tailor the game to your wishes**, writing the story of how **your decisions guide your character through the campaign setting**. Turns are processed within two weeks of receipt, and **there is no deadline** for players to respond. Each player is running their character(s) in the same setting, but not directly interacting with other players, unless so desired.

The Lonely Coast
was created by
Creighton Broadhurst
and is being used
with permission from
Raging Swan Press.

For more information, please write to:

David Fair
P.O. Box 88600
Steilacoom, WA 98388

FLAGSHIP

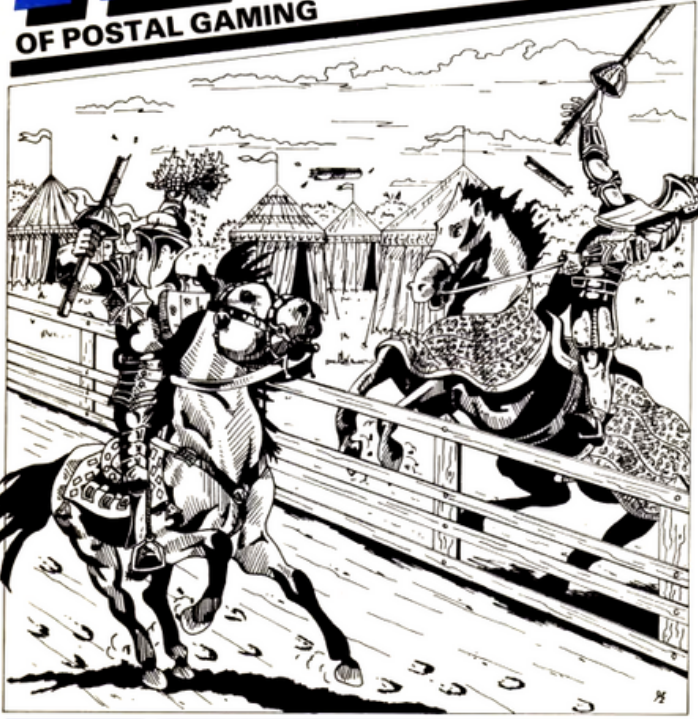
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 Adventurer Kings diary: full-scale war

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- War for Edith

General gaming news, views and reviews ...

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- Lords of the Earth
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