



CONTENTS THIS ISSUE :

EDITORIAL, Greg Stafford.....2

PAVIS NOTES, NEW MONSTERS, Steve Perrin.....7

SARTAR HIGH COUNCIL, Greg Stafford.....10

BACK TO BOARDGAMES, Glenn L. Williams.....18

MAP OF THE LUNAR EMPIRE, Greg Stafford..... 23

GODS AND GODDESSES OF GLORANTHA : DEITIES
OF DARKNESS, Greg Stafford.....24

SARTARITE MAGIC REGIMENTS, Ray Turney and
Greg Stafford.....29

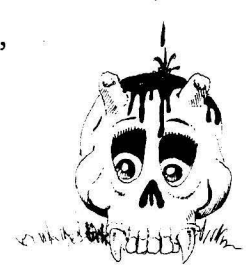
TROLL BALL, Greg Stafford.....31

ART CREDITS THIS ISSUE

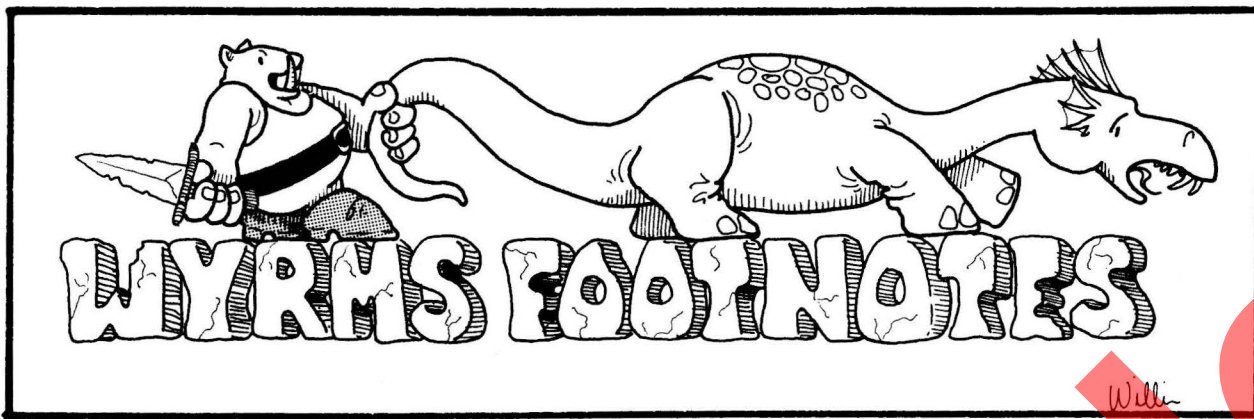
- TOM CLARK - Front Cover, 11, 21, 24, 26
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 33, 34, 36
 Steve Swenston - 4, 8, 16, 30,
 Back Cover
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OLIFF - 20 JUNE 78



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HELLO AGAIN!

This issue of WF is a Dragon Pass special, though I didn't plan it that way. However, the King Arthur's Knight's article which I'd received and planned to use had to undergo some test playing and revision. Then I received some new KAK material which I am looking over and I will try to include it next issue.

SHORT STICK FOR CHAOSIUM ON SURVEYS

I don't mean to complain too much, but gosh, it sure would have been nice if ANY of our games had been included in more of the surveys and/or contests. The Charles Roberts Awards were supremely botched up with most of the manufacturers being left off of the nominating ballot. (Not that we expect to win those popularity contests, but at least we should be given a fair chance!) Well, next year the awards will be in the hands of a different committee and so we anticipate much better results.

Should I mention that S&T neglected to ever include our '78 Origins releases in their Briefings column, even though we sent two sets of samples? Well, what should we expect...

Then Metagaming forgot to include any of our new games except RUNEQUEST on their latest survey, and RQ was listed as a boardgame! That hurt because I've always considered that poll to be the fairest and most indicative of our particular field. *sigh*

At least we got included in the Strategists Club (TSR) ballot and the HGWells award ballot. My thanks to whoever compiled those ballots. (However, isn't it time somebody put in a category for FRP? Finding RUNEQUEST and Gamma World on the "Best Rules for

Miniature Figures" is amusing but highly inaccurate.

Well, enough bitching for now on that subject. I will just have to make official sounding noises I guess. And who knows, with some fan support we might even make a showing!

GAME DESIGNER'S GUILD

There is a fledgling organization forming called GDG. It is formed from the game designers of the industry for purposes of raising the quality of games. (Non-designers once had an Associate Membership available to join but it was dropped from the charter because too few attended the meeting this year at Origins.

This year the GDG held their annual awards selection by simply having each member list their estimates of the best five game designs. The games with the most votes won. This is a superb method of voting, and any winners should be very honored to have been chosen by their fellow professionals.

Note on the list that Lynn Willis' LORDS OF THE MIDDLE SEA (published by CHAOSIUM last summer). Congratulations!

Other than the election and my quitting there's never been much of interest to come from the guild. I quit because of that reason, and also because their bimbo president is an unspeakably rude boor whose offenses are too much for me to ignore.

If you are a designer and are interested in receiving their annual newsletter full of Randy Reed rot, send your name, credentials, and \$15 to Randy Reed, 2803 Goodwood Rd., Baltimore, MD, 21214. (and better luck than I had.)

OTHER ANNOUNCEMENTS OF MISC. NOTE

JACK RADEY is a close friend who has just completed two major projects. The more important one is the birth of his son Erik (and let's not forget to give Ina her full due on this!). The second is the completion of his game KORSUN POCKET. It is a 4-board 2400 unit-counter game about a famous German/Soviet struggle in 1944. I helped test play it and I can give it my total recommendation. It has several excellent shorter scenarios as well. The graphics are superb and will set the historical gaming world on its ear for its quality (again, congratulations to Ina for the hard work on that!) It is only \$24 and worth every penny. If interested, contact PEOPLES WAR GAMES, 3972 Gardenia Pl., Oakland, CA., 94605.

STEVE SWENSTON has plenty to crow about. He was a special guest at the Fantasy Symposium Feb 15-18, '79, and recently made several important drawing contracts at Westercon '79. You'll remember Steve's excellent work from WB&RM and other fine CHAOSIUM products. Also, we are VERY pleased that our latest book, CULTS OF PRAX, features a color cover by Steve. Also, Steve has recently released a fine portfolio of drawings titled WOMEN OF THE WIND. Elsewhere this issue is an illustrated announcement about it.

I recommend it highly if you are like me and enjoy illos of naked women with wings.

JUDGES GUILD AND CHAOSIUM have completed contract negotiations to allow them to manufacture play aides and scenario packs for RUNEQUEST. I have not allowed them to use my Glorantha as a base for their RQ, but it is no secret that most campaigns do not restrict them to my tiny world! Congratulations, and we all look forward to a plethora of fine material from them. Paul Jaquays is currently working on a scenario, as are others.

ISAAC BONEWITZ must have finished his latest Green Magic spells. Not only is AUTHENTIC THAUMATURGY back in print again but his original thesis on magic has just been reissued. It is his book, REAL MAGIC, and I recommend it without reservation to anyone interested in the subject. It is available for \$6.95 (plus postage and tax) from Creative Arts Book Company, 833 Bancroft Way, Berkeley, CA., 94710. Also, persons interested in the latest occult happenings are urged to subscribe to Isaac's PENTALPHA JOURNAL & DRUID CHRONICLER, or PJ&DC as we call it. Often naive, sometimes silly, PJ&DC is an excellent source and contact. It is only \$5 for 8 issues, available from Randall Millen Registry, 921 Colorado Ave, Palo Alto, CA., 94303.

ORIGINS '79 AWARDS

CHARLES ROBERTS AWARDS

- "Best Pre-20th Century Game"
Source of the Nile, Discovery Games
- "Best Twentieth Century Game"
To the Green Fields Beyond, SPI
- "Best Fantasy/Future Game"
Mayday, GDW
- "Best Physical Systems and Graphics"
Cross of Iron, AH
- "Best Professional Magazine"
Fire and Movement, Baron Pub
- "Best Amateur Magazine"
Perfidious Albion
- "Best Amateur Game"
Source of the Nile, Discovery Games

H.G.WELLS AWARDS(For Miniatures)

- "Best Historical Line"
Ral Partha:Days of the Empire
- "Best Fantasy/SF Line"
Ral Partha: Fantasy Collectors Series
- "Best Vehicular Line"
GHQ: Modern Micro Armor
- "Best Miniatures Rules, 1978"
Fire & Steel (GDW)

GAME DESIGNER'S GUILD AWARDS

- (alphabetical order)
- Lobositz (Frank Chadwick)
- Lords of the Middle Sea (Lynn Willis)
- Operation Crusader (Frank Chadwick)
- Source of the Nile (Russel Maker & David Weseley)
- To the Green Fields Beyond (David Isby)
- SPECIAL HALL OF FAME: Tactics II

WHAT'S NEW? Recent Releases from CHAOSIUM

DIFFERENT WORLDS is surging ahead. It is coming out regularly, on schedule, and #4 will be released at Gencon. It is NOT A CHAOSIUM HOUSE ORGAN. This makes it unique in the FRP field. Professionally produced with contributions from the leading designers and writers in the field. Take a look: it is new and different.

RAIDERS & TRADERS, by Don DuPont

Bronze Age Donald is at it again. This game is a strategic scale (1 turn is a generation!) economic game set in the ancient Aegean basin. Includes war of course (Poor economics much of the time), trading and diplomacy, optional god and oracles, etc. Has the prettiest map in the game world yet, including ours! Just \$11.95.

REICH, by Jonathan Michael

A diplomatic game dealing with the unification of Germany in the 19th century. Several decks of cards keep the game hopping but diplomacy is the key. Can be won in one round of combat and invasion, but will take a long time for someone to get that strong. Another full color map, money counters die-cut, etc. Only \$11.95 from us.

SNAKE PIPE HOLLOW, by Rudy Kraft and Greg Stafford

The latest RQ scenario Pack, set in the worst end of Dragon Pass. Many possible scenarios to drag your characters there, enough monsters to scare the breastplate off a weaponsmaster, NPCs, three "cave" maps, one overland map, encounter charts for all of them, and designed for many many uses and reuses. For just \$4.95.

CULTS OF PRAX, by Steve Perrin and Greg Stafford

The missing part of RQ. This is a 100 page book listing cult details for fifteen different cults. Four are barbarian gods worshipped in Prax, four are Invader Deities with few other cult contacts in Prax, four are Lightbringers, and three are non-human deities (ie-troll & elf). Over 50 new rune spells, battle magics, and skills. A must for Gloranthan RQ players or others wishing to find a base to take off from. Just \$8.95.

Women of the Winds

A Portfolio by Steve Swenston

Limited Edition:
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A Quality Product
Six Prints, 10"x13" each
Sent in an illustrated folder and envelope

Pinsom Productions
2800 Occidental Road, #25
Santa Rosa, California 95401



PLATE IV

AFTERMATH

Send check or money order for \$7.50 (each portfolio) \$

All six plates watercolor by artist - \$35.00 extra

California residents add 6% sales tax

\$1.10 postage and handling (each portfolio)

TOTAL \$

SP#3- MILITIA & MERCENARIES, by Ray Turney

The latest in computer-generated character/monster books. This is probably the most valuable since it is all humans which can be used for PC or NPC situations. Includes a whole range of types and qualities of warriors and soldiers. Just \$2.

SLIGHTLY DELAYED-Will Be Right Out!

FOES, Intelligent Monster Stats, by Ray Turney

Listings for at least seven of every type of intelligent monster found in Runequest. This will be about 100+ pages long, and have enough monsters for several years worth of mayhem. Estimated to be worth over 30 hours worth of rulling monsters. Just \$8.95.

IN THE WORKS Projects ongoing at the CHAOSIUM

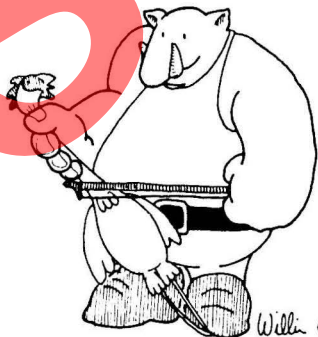
DEFINITE- This category means we have the final or near-final manuscript, or else we are currently test-playing the design if it is in-house.

ENGAGE & DESTROY - This is the HO & Micro-scale armor rules which we've been working and reworking. This will not be an ordinary set of rules, but will also serve as a convenient handbook for armor enthusiasts everywhere. Includes data on typical tank formations, tactical maneuvers for crossing rivers, bounding, etc., as well as scenarios and, of course, the usual charts, data tables, and so on. By Chris Kurzadknwski.

WHITE WOLF, Miniatures and Campaign Rules for an Elric Campaign
by Steve Lortz

These are coming along very nicely. Last issue I called the rules Proud Prince of Ruins. Includes land and naval warfare, and aimed at ELRIC fans rather than hard-core wargame fans.

PANZER PRANKS, or Everything You wanted to do in a Wargame but Couldn't
by Steve Lortz, development by Lynn Willis
This is the STOMP of historical wargaming. It will be a "teeny weeny" game too. Perform such miracles as saving up Movement Points (or leaking them if damaged!) Shear off a Zoc, combine Range-of artillery. Plus national specialties like the American Tank which can break down into a cannon, motor cycle team, and coke machine. A playable game too! Laffs from those crazy guys that brought you WWII.



DARK TROLL PLAYING
CHICKEN

HEROES! The Chosin Reservoir Campaign
This is my historical game mentioned last issue. It deals with the breakout of the First Marine Division from Chosin in December, 1950, where they were encircled by 10 Chinese divisions. This is a diversion from our normal fantasy, but we need the escape!

BOXES BOXES BOXES

We are planning to make the Great Leap Forward and begin producing boxed games for CHAOSIUM. We have not determined which ones will be included, but so far the list looks like this: HEROES, WB&RM (3rd Ed.), RUNEQUEST, and three others. These are planned for a January release and will continue afterwards.

PLANNED- This category includes items which we are sure will be out, but cannot set a date as of yet. This means it is sporadically tested, or the manuscript needs much revision, testing, and so on.

ALL THE WORLDS MONSTERS 3, by Steve Perrin and Jeff Pimper
This has been frustratingly slow in coming, but the delays have been unavoidable. But we would like to have this done by December.

HERO WARS, The History of the world of Runequest, by Greg Stafford
This is my book for Glorantha history, geography, and so on. It is coming slow-ly, but some of the artwork has come in again and it promises to be a blockbuster.

UNTITLED, previously "dark star", by Lynn Willis
This will be our first 'outer space' SF game. The original concepts have been scrapped and a new development shows great promise to being the way we want it. Like all of Lynn's games it has many innovative aspects to its design.

MASTERS OF LUCK AND DEATH, by Greg Stafford
As previously mentioned I scrapped the first two versions of this because it didn't feel right. However, it is coming nicely along and I hope to have it done by Origins '80 next year. (Wish me Luck!)

SHADOWS DANCE, by Greg Stafford

This is frustrating me to death. I haven't figured out what to do for sure and waver between including in into NG (which is up for reprint soon) or making it a mini-game. If you have an opinion, please contact me!

KING ARTHUR SOURCEBOOK, by Phyllis Ann Karr

This is a book for Mallory fans, or anyone with a love of King Arthur. Lists ALL the major knights, places, magical items, spells, castles, ladies, villians, and so on. The last part of this is still being rewritten but it is superb. Worth waiting for and worth reading and rereading.

BASIC RUNEQUEST, by the staff

This is going to be about \$5 and be a very abbreviated version of RUNEQUEST. We'll excerpt the basics (ie-Perception will be there as a skill, but none of the perception-based skills will be separated) to make it a simple training system suitable to give to a new player in your campaign to become familiar with the system, suitable for playing with younger people (ie-like my kids), suitable for adapting to other systems, and so on. It will also include a basic scenario pack which can be played solo as well.

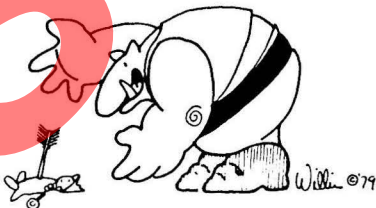
THOUGHTS TAGGED ON AT THE LAST SECOND

WHAT EVER HAPPENED TO BROKEN TREE INN?

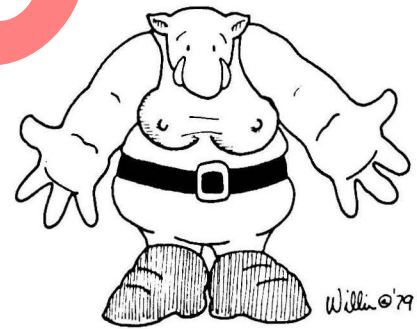
A couple of people have asked this question. It stems from the fact that some early advertising we sent out stated that the latest Scenario Pack called SNAKE PIPE HOLLOW would include a section called and about the Broken Tree Inn. As you may have guessed, it isn't in the book.

The reason is simple if you go and count the pages of the book. When the ms. was in typed form we thought it would take up less spacethan it finally did. Since our limit for a \$5 book is 48 pages we had to cut something. The Inn was a separate part and the easiest to excise.

It will eventually appear. Either Rudy will use it in another of the Scenario Packs he wants to make or else it will show up someplace else.



DARK TROLL TELLING
DEAD BABY JOKE



DARK TROLL
BUSTING OUT

ARE YOU INTERESTED IN SUBMITTING TO CHAOSIUM?

If so then we are interested in hearing from you too. We are interested in publishing new games, scenario packs, FRP accessories, artwork, and so on.

We pay professional rates. Our standards can be determined by looking at our product line.

Write for free guidelines. Queries concerning specific or general desires are always welcome.