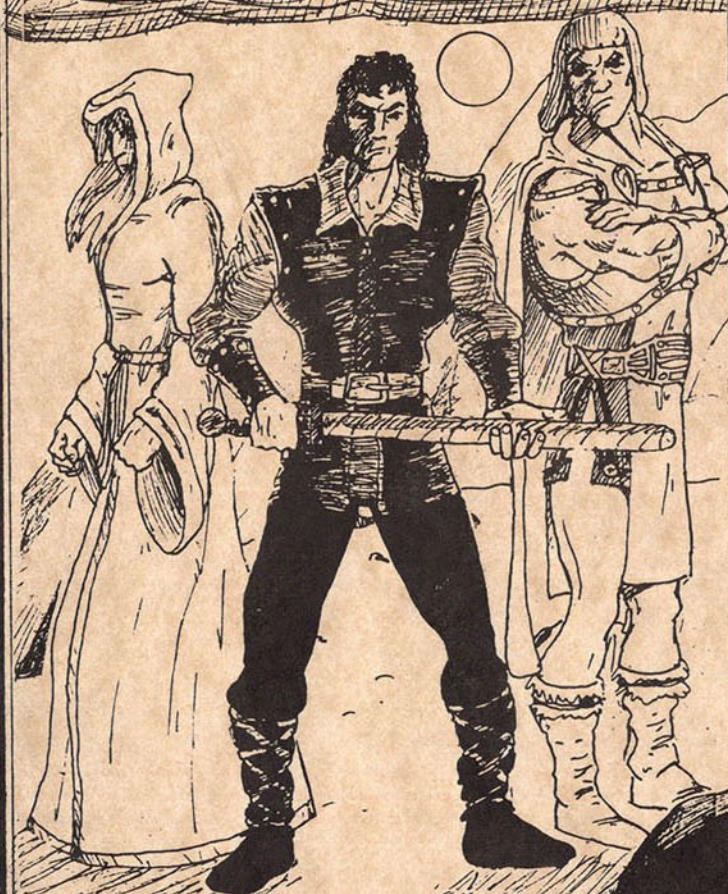


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The Adventurers' Guild

Sword & Sorcery



Rulebook

The Adventurers' Guild

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Forward

Greetings to all very hardy adventurers! The tome you now hold in your hands is about an FRP game unlike any you've ever played before! You don't need miniatures for this game, because it is played in 1:1 scale. You don't play a character from a sheet of paper, either. You assume a character and dress the part! Inside you will find the basic rules and everything else needed to enjoy the most exciting FRP game ever! As you learn this game, let your imagination go, and you'll have fun beyond all limits!

A note to the female reader: To avoid awkward expression, "he" and "him" are usually used in this tome, but they are used in reference to either sex. To all ladies, then: Go show those men how goblins are smashed!

Now on to a part of this tome I must ask you to read, although I pray it is never needed.

WARNING

"This game is a physical activity played outside, and as such, has many risks involved. Proper precautions should be taken and all safety warnings in this book followed."

"The Adventurers' Guild assumes no responsibility nor liability for any injuries, physical, mental or emotional, received, or allegedly received, due to the playing of the game, "Swordtag", or any variation thereof."

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1: Introduction

OBJECTIVES OF SWORDTAG

The goals when playing a Swordtag campaign are much like the goals of any FRP game, albeit, necessarily much more simplistic. There is the adventurers' group and there are the monsters, organized and led by the TM (Tagmaster). The players in the monster "group" usually play many different parts in one session, for example, the adventurers' first encounter might be with a band of wimpy goblins (played by the monster players, of course). The goblins will probably go down in defeat, but the monster players will go on to play other monsters or evil NPCs.

Besides the combat involved, there will be an objective or two to reach for. These are set up ahead of time by the TM, who also develops the storyline. Objectives might include finding lost objects of many sorts, tracking down some nasty archfiend, a search for rare magical components, or a treasure hunt!

HONOR

As some areas of this game are a little ambiguous, a code of honesty is called for. Players must not cheat, for there are times when it would easily be possible. It's something like rolling your dice, getting a bad result, and lying about it. Not a good thing to do among your playing comrades! So wizards should faithfully read their spells in entirety, combatants faithfully record hits to their person and priests don't fudge the time until allowed to heal again. This will make it more fun for all involved.

A word on monsters' actions: The game is centered around providing an exciting and enjoyable adventure for the adventurers' party, therefore, they should get the breaks. Anytime there is a toss-up, for example, an unsure hit in combat, the monster involved or the TM should give it to the adventurer. The reason for this is that if all the adventurers are slain, then the rest of the adventure goes to waste and the game ends. However, this is not to say that the monsters should throw the game to them, for that would cause loss of the excitement. The monsters should present a stiff challenge which can be met if the adventurers work well together.

BASIC GAME OVERVIEW

Combat is played out using fake weapons of pipe insulation over dowel rods. A hit by any type of weapon (except magical), anywhere on the body (except the weapon arm), causes 1 point of damage. Warriors, for example, start out with 8 points or life points (lp). Combatants call out, "Hit!", when they are struck, and mentally lower their lp total by one.

Magic is played with a point system. Priestly works and monks' psionics are handled similarly. One adventurer should have a watch, for these characters replenish their spells, etc., on the hour, every hour.

Spells and holy works are read from books, thus, they take time. Psionics are instantaneous. For all, little balls are used to throw at another when attempting to make him the victim. This simulates a victim possibly avoiding (saving against) a spell effect. If he is not hit, he has saved.

SAFETY

There are many safety precautions throughout this tome. Follow them carefully. In addition, we have added a "Safety Factor" or "SF" rating to many ideas and procedures. This is a simple system. A "1" rating means that we have found no danger (to the best of our knowledge), and a "10" rating means that there is danger involved in using this particular section of the rules or this idea. If you are a minor, you should let your parents know what you are planning, and make a decision on what should and should not be used.

Table 1.1: Safety Factor

1. Completely safe, barring freak accidents
3. Intelligent use will prevent any accidents
5. Caution is advised
6. Warning, minors should consult parents before using 6 or above
10. Possibly dangerous, carefully consider value to your game

IMPORTANT SAFETY GUIDELINES

- NEVER, NEVER bring knives, hatchets, machetes, axes of any sort. Never even have them near. Repeat, NEVER. Consider this: Nighttime. A thief is going to backstab (in game terms) an unsuspecting victim. The victim, who was cleaning a fish, is startled and swings around with his fishing knife. Get the idea?
- Always wear a face-protecting helmet.
- A groin protector is advisable.
- Never swing at an opponent's head or groin.
- Never use a weapon with any hard surface exposed.
- Never fight near campfires. Actually, it is strongly advised not to even use fires of any sort during play.
- Never swing at an unsuspecting opponent. Thieves' backstab and waylay abilities are completed with a dub or a light poke.

2: Your Character

The following table lists the professions available and their corresponding abilities. You are always free to add more, but just be sure that they are balanced and playable within the game.

Table 2.1: Swordtag Professions

Profession	Life Pts.	Spells, etc.	Armor	Weapons	SF
Warrior	8 and 3	no	any	any	3
Woodsmen	8 and 3	no	light	any	4
Knight	9 and 3	no	plate	any	3
Thief	6 and 2	no	light	under 3½' 1	4
Mage	4 and 1	yes	none	staff, dagger	2
Priest	5 and 1	yes	none	staff, dagger	3
Crusader	7 and 2	yes	any	any	3
Monk	6 and 2	yes	none	staff, dagger polearm	6
Bard	6 and 2	yes	light	under 3½' 1	2

Notes On Table 2.1:

In the table, the life point statistic is utilized as follows: The character starts out at 1st sk. lev. with the number before the "and". As each new sk. lev. is attained, the second lp stat is added on to the total. These life points are also modified by armor worn, helmet worn, and the optional strength test modifier.

THE PROFESSIONSWARRIOR

The warrior is the strong, scrappy fighter who arose out of common folk stock. The player becoming a warrior should be fairly well built and in shape. He should be able to use his weapon well.

WOODSMAN

The woodsman is a hardy type who is also quite proficient in swordplay. While the woodsman can use any weapon and armor, he usually prefers to keep them light and handy to aid in his stealthful

approach. The woodsman is adept at stealth, pathfinding, trail-blazing, forestry, nature observation and herb lore. The woodsman is able to concoct an herbal healing potion if he can find a certain predetermined plant or berry. This plant is chosen by the TM and relayed to the woodsman before play begins. The preparation time is 15 minutes and the potion will heal each who drink from it 2 points. The potion will heal 4 characters. A character can benefit from this potion only once every four hours.

Woodsman Potion SF 8

WARNING- The preceding section should only be used if the TM and the woodsman are VERY knowledgeable with the plants of the area. Only unquestionable sources should be used, for example, blackberries, raspberries, wild strawberries, or mulberries.

WOODSMAN POTION, ALTERNATE

Pick the berries, etc., but do not actually do anything with them. Also, nothing, other than water, actually ever need be ingested.

Woodsman Potion, Alternate SF 3

The player becoming a woodsman should be the natural outdoors-type, dedicated to preserving nature and adept at the skills needed to look authentic. The player should actually practice scouting, climbing and spying.

WARNING- Although woodcraft is part of a woodsman's repertoire, it can never be actually practiced during the game, since it involves sharp instruments. NEVER bring axes or knives!

KNIGHT

The knight is the noblest of the professions. He is a well-trained fighter and adherent of the chivalric code. He is courteous and brave, never relenting or surrendering to an enemy. The knight wears the finest of clothing and armor. He usually wears some sort of symbol to identify his liege or cause.

The knight has the ability to heal 3 points per hour as opposed to two. The knight must never attack from behind or attempt to surprise his opponent. The knight also does not attack weaponless opponents unless they are monsters who don't use weapons. The knight does not use missile weapons.

The player becoming a knight should be idealistic and well-practiced in swordplay.

THIEF

The thief uses stealth, trickery, duplicity, or whatever is useful to accomplish his ends. One of the thief's abilities is the backstab. This is accomplished by successfully dubbing the opponent's back without him knowing that the thief was about to strike. A successful backstab causes damage equal to the weapon's damage (usually 1 pt.) plus the sk. lev. of the thief. Upon the completion of the dubbing, the thief announces, "Backstab, x points."

Another ability is the waylay. This ability is gained at 3rd sk. lev. The thief must once again be undetected, and he must strike (dub) at the back of his opponent's head. A "blunt" weapon shorter than 1' must be used. Success renders the victim unconscious.

The player becoming a thief should dress in dark colors for night, or browns and greens for daytime play. The player should be adept at stealth and climbing. He could actually practice sleight of hand, hiding, and camouflage.

MAGE

The mage is the most mysterious of the professions. He is weak in combat, having low life points, no armor, and a poor selection of weapons. Even for a mage, a helmet is advised to protect the face from inadvertent blows.

The mage uses magic spells read from his spellbook. This is his strength. He is also able to use any magical creations. A mage is allowed to cast 6 points of spell/levels per sk. lev. per hour. He may cast any spell by reading it from his spellbook. To make time-

3: Combat

In Swordtag, combat is played out with a simple, yet effective and realistic system. Hits taken are subtracted from a character's total life points. Certain spells can also damage a character.

LIFE POINTS

In the last chapter, you saw how many life points (lp) are acquired depending on your profession. Your total life points are also affected by hits taken, healing (natural and divine), offensive spells taken, the optional strength test rule, armor worn, and/or helmet worn. The lp total that you have when the game is begun is your maximum. Nothing, short of sk. lev. advancement or certain holy works, can cause that maximum to be exceeded. At all times, you should keep a mental running tally of your lp status.

EFFECTS OF ARMOR

The easiest way to simulate the protection that armor gives is to award bonus life points. These lp are awarded only at 1st sk. lev. and are only retained while the armor is worn. There are no effects as far as blows hitting or not hitting armor, as this would be hard to rule on in most cases. A hit is a hit, no matter where.

Table 3.1: Bonus lp Due To Armor

Armor Type	Bonus lp
Padded, Quilted	1
Leather	2
Studded Leather	3
Ring Mail, Chicken Wire Armor- (simulated chainmail suit)	4
Cardboard On Chicken Wire Or Leather- (simulated plate)	5
Paneling On Chicken Wire Or Leather- (simulated stronger plate)	6

HELMETS

A helmet of some sort is strongly advised. Anyone wearing one gains an additional lp. This bonus award is compensation for the fact that helmets reduce fighting effectiveness by cutting down peripheral vision.

WEAPONS AND OTHER DAMAGE

Normally, except for magical ones, weapons all cause 1 point of damage, regardless of where or how hard they hit. Keep swinging speeds to about 60% of maximum to ensure a safer game for all. There is never any need to "go all out".

Magical weapons usually cause 2 points of damage, very rarely 3! Certain professions can cause greater damage- thieves and monks, for example. Certain spells or magical wands can cause damage from 1 point on up. In all cases of damage of more than 1 point, the one causing it must call out how much, so that the opponent doesn't become stymied.

UNCONSCIOUSNESS AND DEATH

Unconsciousness occurs whenever a player is reduced to 0 lp or less. An unconscious character loses blood and lp at a rate of 1 lp every 5 minutes. The player must lay motionless, indeed, he must play his part! Death occurs if a character is reduced to -6 lp. If a character in no way can be brought back from the dead, he should join the monsters' side for the rest of the session. He might be an undead. This avoids his having to sit out the rest of the game, which would be terribly boring!

In Swordtag, there is no instant death.

HEALING

Natural healing is acquired at the following rates:

Table 3.2: Natural Healing

Activity	Amount Of Healing
1 hour of rest	2 lp
1 hour of walking	1 lp
1 hour, a lot of fighting	0 lp
1 hour, knight, any activity	3 lp

Natural healing is had on the hour, every hour.

Other things that can cause healing are spells, holy works, psionics, potions, and various magical items. See the respective sections for details.

4: Magic, Etc.

VERBAL CHANTS

In Swordtag, all magic spells and holy works require a verbal chant of a set length dependent upon a spell's or a work's level. The chant may be said as quickly as possible while keeping the enunciation perfectly clear. Here is a sample chant for the 1st level holy work, "Blessing":

Gloria Dei Thummin	Gloria Dei Thummin
Troas Tyre Uzalha	Troas Tyre Uzalha
Vei Thaddim Tetrarch	Vei Thaddim Phylan

Notice that there are six phrases of three words each. A 2nd level work (or spell) will have 12 phrases. A 3rd level- 18 phrases and so on. Some works and spells have chants listed with them. For the others, you'll need to devise your own chants. Phrases may be repeated. For magic spells, spidery and unique sounding words are best, while the Latin language fits very nicely for holy works. Psionics are mostly instantaneous, therefore, they require no chants.

HOLDING RULE

A mage or priest may elect to cast and "hold" a spell or work to release its power when needed. Only one such spell or work may be held at any one time, and it costs twice its normal point value.

MATERIAL COMPONENTS

Many magic spells require material components in conjunction with their chants. The component is "used up" each time the spell is cast. The mage usually throws it over his shoulder.

Holy works simply require a holy symbol or holy water for a few. Psionics require no material components.

THE BALLTHROW

In Swordtag, a "save" is simulated by the caster of a spell, holy work, or psionic power attempting to hit his intended victim with a little ball. If the ball hits, the caster is successful, otherwise he is not. Some items to use for your ballthrow are golf wiffle balls, ping pong balls, wadded-up tape balls (cheap), large dried beans, or a cat's play balls. The caster should have a large, easily accessible pouch for his supply of balls (these pouches are available from the Adventurers' Guild). Balls should be picked up and re-used. This not only prevents littering, but it cuts down on cost.

DURATION

Unless otherwise specified, most spells, works and psionics last the duration of a single melee.

SPELLBOOKS AND HOLY BOOKS

Players who use spells or works will need a small book in which chants and notes about spells or works are recorded. Many types will work; player creativity is urged.

FAMILIARITY

All players should be at least vaguely familiar with the spells to be used and the system for handling them. After chanting a spell and successfully hitting a target with his ball, the caster will phrase very quick directions to his victim. Examples: "You are commanded to sleep!" or "You have just taken 2 points of magical damage!" or just "Take 2!"

When the monk uses a psionic power, he must also give directions to his victim or recipient.

5: Other Rules

KNOW THE RULES

Usually, each player in a Swordtag session carries a copy of this book. That way, if he finds himself alone and unsure of a rule or spell effect, the rulebook can be consulted. A copy of this rulebook is very important to mages or priests, so that they have the details of all their spells or works.

MONSTERS

The players who are on the monsters' "side" must act the part of many different creatures or NPC's during the course of an adventure session.

One of the monsters will be the tagmaster. He designs and is in charge of the whole adventure session. He keeps control over the game, acts as referee, and leads the monsters. It is the tagmaster who tells the monsters what particular creature they will play in an upcoming attack. He also informs them as to their abilities, life points, fighting prowess and treasure amount carried.

The tagmaster carries a small notebook to keep track of player characters' experience points and a list of monsters that he plans to use. Other notes about the adventure are kept here, too.

Monsters may wear knapsacks in which they keep extra costumes, props, water, and "gold" pieces for later monsters. An important rule is that monsters' knapsacks may not be searched or taken by a player from a slain monster. The reason for this is that, gamewise, that pack isn't really there. What any particular monster actually has in the game will be carried in pouches. These, of course, may be searched.

Even though adventurers should be able to take slain monsters' weapons, to be realistic, this cannot be done in the game for obvious reasons.

A tip for adventurers: After slaying a group of monsters, don't hang around the place where the "dead" monsters lay. It gets very tiresome for the monsters to have to play dead for a long time. Always move on. Then rest, heal, and eat, if needed. This allows the monsters to regroup and keep the adventure hopping. Monsters: Never talk or move until the adventurers are gone! To do so ruins the fun and realism.

HOLY WATER

Holy water is used by priests for some of their works. It may also be thrown upon evil monsters to cause 2 points of damage. To simulate holy water, the player must mix water with a bit of fine perfume. SF 2

POTIONS AND RULES

The effects of a potion are simulated by taping a simple description of the potion to the bottom of the flask, such that the writing is placed up against the bottom surface. Potions are always dyed dark colors; thus, the potion must be consumed in order to view the description of its effects. The imbiber must then act or play accord-

ingly. SF 4

WARNING- Potions should never contain anything other than water, food coloring and possibly a flavoring (mint, soft drink, vanilla, etc.). No herbs, plants, nor substances of animal origin should ever be used.

RATIONS

Food that is brought should somewhat fit the medieval feel. Some ideas are: French bread, cheese, beef jerky, apples, carrots and potatoes for stew, nuts and berries, dried fruits, or grilling meat (watch spoilage). A waterskin fits better than a canteen.

TREASURE

Coins, gems, and other treasure found by a player character are kept by that player until play resumes, for that specific character. As an option, if your group's coin supply is low, you could implement a tallying system in which players turn in their supplies of coin after each session and gain a credit on the tallying sheet. This could be seen as the characters placing their treasure in a bank, as the treasure is always theirs to spend, if needed.

Coinage in the Swordtag system is made of poker chips spray-painted in the appropriate colors. For ingots, use painted dominos.

Table 5.1: Swordtag Coinage

10 Copper Drubes.....	1 Eagle
10 Silver Eagles.....	1 Noble
10 Gold Nobles.....	1 Crown
1 Platinum Crown.....	2 Gold Ingots

For a simpler system (to make and use), use only Eagles and Nobles.

THE TOWN RULE

Designate a starting point as the adventure area's "town". This is where the adventurers usually begin. The characters may return to this "town" at any time to buy goods or services. This is where various imaginary specialists live and ply their trades.

Table 5.2: Services At The Town

Weapon Repair-	5 NO	(have duct tape available)
Get A Spell Cast-	20 NO	x spell level
Get A Holy Work-	10 NO	x work's level donation
Identify A Potion-	15 NO	(have an empty jar available) (1)
Appraise A Gem-	1 NO	(2)
Appraise A Piece Of Jewelry-	10 NO	(2)
Sell A Gem or		
Change Money-	90%	of value (have coins available)

Notes On Table 5.2:

- (1) The player need only pour his potion into the empty jar, read the description, and then return the potion to his flask. This simulates an alchemist analyzing the potion for him.
- (2) If the TM decides to have gems (or any other non-coin valuables), then he needs to make a set of index cards, one card for each color or other identifying mark of the valuables. The mark or color is identified on back; thus, the player getting an item appraised must pick the appropriate card, turn only it over, and check the value (or function, in the case of a magical item).

6: The Adventure

WHERE SHOULD YOU PLAY?

Some ideas on where to play follow:

- Parks. Ones that are out of the way.
- Reserves. As long as it legal to be there.
- Mountains. Be familiar with area and avoid cliffs. SF 8
- Canyons. Know flood precautions for your area. SF 9
- Seashores. With tree cover nearby.
- Small Islands. Well defined playing area border. SF 10
- Sand Dunes. Tree cover should be nearby.
- Farms, Meadows, Other Private Land. Get permission.

When choosing a place to play Swordtag, be on the lookout for easily definable borders. This is very important, since too large a playing area causes a lack of encounters. Running a controlled, serial type of adventure also helps to produce encounters. Staying on trails, when present, is another good idea.

If natural borders are not available, then set out artificial ones, such as small flags. In conjunction with this, all players should carry maps of the area with the border drawn in.

Regardless of the area you play in, public or private, always practice good conservation and abide by all regulations. Never litter or pollute!

WHEN SHOULD YOU PLAY?

Daytime is the better and safer time to play Swordtag, at least for beginners.

If you play at night, be extra cautious. Campfires are not recommended. Everyone should have a light source (see GRIFFON magazine, Issue #1, Swordtag Corner, "Building The Perfect Lantern"). Equipment should not be left laying about, for you will lose it. And that is from experience!

When playing out combat, set several lanterns about the perimeter of the melee. Don't ever fight in total darkness. Attempt to keep the action within the circle of light. An opponent driven out should be allowed a moment to get back in.

A tip that particularly applies to nighttime Swordtag, but is good anytime, is to stay with the opponent originally engaged until his defeat. The melee will quickly turn into a confused jumble if combatants constantly switch opponents, take open back shots and/or run about wildly. Of course, it is not realistic to restrict any of this, but you will find the game to be much more enjoyable if this tip is taken.

THE ADVENTURE

In designing the adventure, the TM should keep in mind relative simplicity and a definite goal. Some possible goals can be:

- Find a lost artifact
- Retrieve components for a wizard
- Defeat an evil leader
- Hunt a bounty
- Search for hidden treasure

SURPRISES

The TM should strive to make up storylines and attacks that surprise and entertain the adventurers. The monsters should attempt at least a few ambushes. If you play at night, the monsters can make a game out of stalking the adventurers. The adventurers could also turn the tables and stalk the monsters!

TM CONTROL

The TM should have some idea of where the adventurers are at all times. The TM can provide a map of the area with important locations marked. If the adventure is planned around these locations, then more TM control will be had, which is all the better.

SPECIFIC ADVENTURE IDEAS

The following are some adventures ready to play to get you started in the great game of Swordtag!

THE SWORD OF LUNGRAND

For this you need an area with lots of old farm buildings. Be sure to inspect them beforehand for dangers. The idea is that while the party is searching these "ancient fortresses of evil" for a lost magical sword, the monsters organize ambushes in the shadows.

QUELLON'S COMPONENTS

An ancient mage contacts the adventurers with the request that they retrieve certain items from yonder forest, dark and forboding. He needs them for a special potion and offers a reward. Here's what he needs:

- a live insect
- a berry
- a piece of quartz
- sand from Dark River
- a feather
- a flower
- a vine
- a spike from the locust tree

This adventure must be adapted to your area. Feel free to add items, delete items, be more specific, items carried by monsters, items disclosed by riddles, or items from specific locations on your map (this helps TM control).

7: Equipment

DESIGNING YOUR WEAPON

The basic weapon design in Swordtag consists of a 3/4" wooden dowel rod, bamboo pole, or dowel covered by plastic pipe over which foam pipe insulation is slipped. Use the thickest foam you can find. It is sold at lumberyards and hardware stores. The sword is then wrapped securely and completely in gray duct tape. It is important to never have any dowel ends exposed. The ends must always be well padded and taped over.

From this basic plan, many different weapons and individual flourishes can be developed. We have had swords of all types (which are probably the best all around weapons), flails (SF6), throwing daggers, staves, hammers and many others.

THE BASIC SWORD

Look at figure 1. Note the dowel rod and the foam slipped over it. Leave about 10" at the handle end. At the point, the foam should run out 2-3" past the dowel rod. Look at point a. Here is where you need to attach the foam securely to the dowel. Place eight strips of duct tape here lengthwise to cover at least 5" each of the foam and the dowel. Look at point b. You need to reinforce the 2" where there is no dowel. Stuff a small rag in here. Next, wrap another rag around the end, covering at least 6" of foam. Use a small piece of tape to keep this in place.

Look at figure 2. At point b, several 18" long pieces of tape have been wrapped over the end, completely covering all rag material. Note that a hand guard assembly has been placed on the sword. Use heavy string at point a to secure it, then go over that with tape. The two thin dowels forming the assembly are brought together at the points c and tightly strung. Next, cut small pieces of foam and place over the ends at points c and d. Secure with tape.

Now complete the final taping. Begin at the top with gray duct tape and spiral down to the hand guard. Then completely cover the guard and handle in black duct tape. Other than your own personal touches, the sword is ready!

Some possible flourishes to add include:

- feathers or strung beads hanging off the end of the handle
- streamers on the ends of the hand guard
- a leather or fine cloth wrapped handle

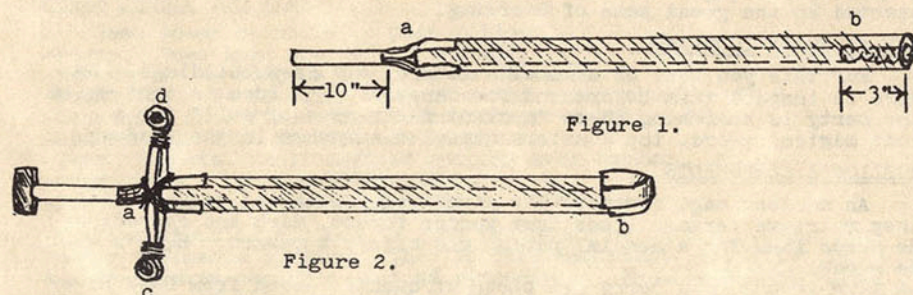


Figure 1.

Figure 2.

OTHER WEAPONS

Using the basic design of the sword, you can develop many other weapons. Just be sure that each is completely padded and covered with duct tape. Here are some suggestions for other weapons.

Battle Axe- form the axe "head" out of flat foam or foam-covered cardboard. Tape abundantly.

Bow- look for a good sized play or toy bow and arrow set.

Dagger- use the sword design, but make it only 18-20" long.

Flail- form the flail head out of foam-covered dowel. Attach with soft rope.

Hammer- form the head out 4-5" thick foam and secure in tape.

Holy Water Sprinkler- a type of flail. Attach a rubber or plastic ball onto the end with soft rope.

Polearm- attach appropriately shaped foam to end.

Slingshot- use with ping pong balls, etc.

COSTUMES

Tunics, capes, tights and robes are the order of the day. The Adventurers' Guild offers the best-dressed Swordtagger plenty of tunics, capes, garments, mages' and clerics' robes, and even simulated leather armor! If you or your mother has sewing talents, perhaps you can make your own costume. It's not easy, but it can be lots of fun.

A simple cape can be made out of about any cloth with some sort of clasp in front. A simple tunic can be made from a 2' x 7' rectangular piece of cloth with a hole cut in the center to go over the head. A belt completes the tunic. A pair of sweat pants or tights of the appropriate color are useful to simulate breeches. Boots, black shoes, or mocassins are always better than tennis shoes for the medieval look.

ARMOR

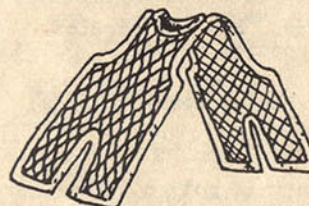
Armor is not really needed to play Swordtag, but it is nice to have since it gives additional life points and actually can soften blows a little.

Padded armor can easily be made by attaching any sort of padding (rags, etc.) to the inside of a neutral colored T-shirt. You could either duct tape them in, or sew them in.

Chainmail can be simulated with chicken wire. SF 10

WARNING- Constructing a tunic of chicken wire must be done with the utmost care. Loose ends of chicken wire are sharp and dangerous!

Construct what amounts to a tunic. Cut out arm movement allowances as shown. Cut a leg movement slit. Then you must fix every single sharp end by wrapping it around a nearby unbroken link. Finally, fold two layers of duct tape over the cut edges along their entire lengths.



"Chainmail"

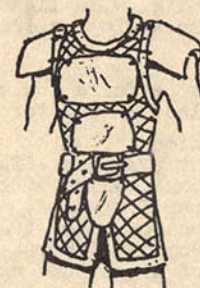


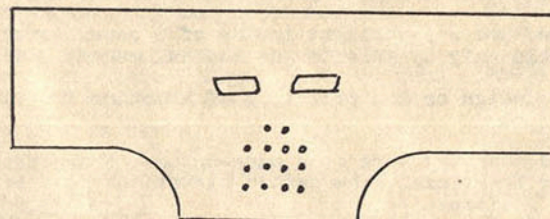
Plate Armor

Making cardboard plate is simple after constructing "chainmail". Simply apply the plates to the tunic and attach by tying down with string through small, poked holes. See the illustration. Both this armor and the preceding "chainmail" should be worn with a belt at the waist to prevent shifting around.

HELMETS

Everyone, including mages, should wear a helmet of some sort. Your main concern is to protect your eyes and nose from inadvertent blows. Here are some ideas:

- start with an old football helmet
- start with an old construction helmet
- make a great helm out of cardboard, thusly:



Cut out the pattern shown. The eye slit may be shaped any way you like. You will have to position the eye slit yourself through trial and error or by measuring. In addition, you may have to adjust the helmet size or even cut shoulder allowances.

Score the piece vertically in about ten places and fold it into a cylinder. Duct tape the joint. Trace the top of the helmet onto cardboard and cut out this piece. This is the top. Attach with duct tape around the outside. Attach two or more pieces of foam to the inside of the helmet. This is to keep the helmet snug. Again, some trial and error will be needed for individual helmets.

SHIELDS

You can make a shield out of wood, paneling, or cardboard. Just be sure to pad it well. One of those plastic or metal saucer sleds works quite well, and looks good, too. You can cover your shield with cloth and a symbol, especially if you're playing a knight.

8: Magical Items

TM inventiveness is encouraged when creating a "magic" item to place with a treasure. The item should have some aspect which would have it be labeled "magic" by those in an ancient fantasy setting. Aspects such as a glow, a lighting, runes, or even a moving part are appropriate. The following items are some ideas to get you started.

POTIONS

Most potions' effects are self-explanatory. See the section, "Potions and Rules" in Chapter 5 for general potion rules.

- All-healing Potion
- Potion Of Combat (various effects of strengthening combat skills)
- Potion Of Healing (various strengths)
- Potion Of Monster Control
- Potion Of Poison (or other trapped potions)
- Jug Of Random Potions (there are 4 drinks in this potion. There are also 4 layers of directions on the bottom. When a drink is taken, the first instruction is removed, read, and followed.)

RINGS

Rings can be made with fake gems to look very impressive.

- Ring Of Acid (that toy ring with the water bulb for squirting people, various strengths)
- Ring Of A Wish
- Ring Of Healing (wearer heals twice normal rate)
- Ring Of Life (bestows 1 to 4 extra life points to wearer's total)
- Ring Of Strength (wearer does 1 point extra damage per hit)

STAVES AND WANDS

- Staff Of Healing (usable only by priests and crusaders)
- Staff Of Light (use a simple electric circuit, bulb, and hidden switch usable only by priests, crusaders, mages and bards)
- Staff Of The Snake (attach a toy snake on top, staff poisons those hit by it, various effects, usable only by priests, crusaders, mages and bards)
- Wand Of Light (easy to make, use a flashlight inside of a paper towel tube with adornments, usable only by priests, crusaders, mages, and bards)
- Wand Of Poison Gas (SF 10, design on the principle of shooting flour)

CARDS OF FORTUNE

Using either a shortened standard deck or a made-up one, characters may draw a card. Baneful or beneficial, the card's directions must be followed. A suggested deck follows:

- King Of Diamonds...principle weapon becomes magical
- Queen Of Diamonds...gain a sk. lev.
- Jack Of Diamonds...gain two new spells or 100 nobles
- Ace Of Diamonds...get two wishes
- King Of Clubs...permanent death
- Queen Of Clubs...madness, attack friends
- Jack Of Clubs...lose a sk. lev.
- Ace Of Clubs...permanently lose 6 life points
- Joker...permanently gain 2 life points OR draw again

DICE OF DEATH DEALING

Use a giant size die. This magic item is rolled towards a monster with the following effects:

- 1...monster takes 6 points of damage
- 2...monster is killed
- 3...monster is killed
- 4...monster is killed
- 5...nearest friend is killed
- 6...user, nearest friend are killed, monster becomes double strength

9: Spell Lists, Etc.

In the following spell, etc. lists, some abbreviations are used. Here they are along with what they mean:

- LV... level
- DU... duration
- SV... save allowed, method of save, or method of implementing
- MC... material component required
- EF... who, what or where is effected

MAGES' SPELLS

1st Level Mages' Spells

Darkness I

- LV 1 MC piece of coal
- DU melee EF one creature
- SV ballthrow
- Creature affected must extinguish all light sources that he may have.

- Noktos nurek pikan
- Pilvan nurek docan
- Silvos luren lucan (repeat)

Frozen Foot

- LV 1 MC locust needle or "silver" nail
- DU melee EF one creature
- SV ballthrow
- Creature affected has one foot connected to ground. He may pivot on this foot, however.

- Fiskai drouma kaulou
- Vina ousta takai
- Minsou isha proklou (repeat)

Lightbeam

- LV 1 MC (flashlight)
- DU melee or 5 min EF as desired
- SV none
- This spell allows the caster to produce magical light (i.e. he gets to use a flashlight).

- Sola syva phrax
- Desta diva phrax
- Sala chisa dalax (repeat)

Magic Dart I

- LV 1 MC none
- DU instant EF one creature
- SV ballthrow
- Creature hit by a magic dart receives 1 point of damage.

- Asp surat pyrtu
- Puhl stas ruhstas
- Crus melok aspan (repeat)

Magical Protection

- LV 1 MC small fine pane of glass (plastic)
- DU special EF one creature
- SV touch
- Recipient of this spell gains a force field around him which absorbs 2 points of damage per sk. lev. of the caster. After this, the spell is dispelled.

Order

- LV 1 MC none
- DU depends EF one creature
- SV ballthrow
- Caster issues a one word order which victim must heed. Die, etc. is not allowed.

Ray Of Acid

- LV 1 MC (small squirt gun)
- DU instant EF one creature
- SV special
- Using this spell, the caster is able to cause a stream of acid to issue forth from his finger (simulated by the squirt gun- he is allowed one trigger pull). Creature hit by the Ray Of Acid receives 2 points of damage.

Silence I

- LV 1 MC mock-up of a gag of fine material
- DU melee EF one creature
- SV ballthrow
- Victim is unable to make any noise whatsoever, including speech.

Sleep

- LV 1 MC fine sand
- DU melee EF one creature
- SV ballthrow
- Victim below 4th sk. lev. or 10 lp falls asleep. Only jostling will awaken him.

Touch Of Power

- LV 1 MC piece of wire
- DU instant EF one creature
- SV special
- This spell is simulated by the caster using one of those handshake buzzers to "shock" the victim. If he is successful, the victim takes 2 points of damage plus 1 per sk. lev. of the caster.



Othersheal

LV 1 SV touch
DU perm. EF one creature
Monk is able to heal body damage by 1 lp. This psionic takes 2 minutes to complete.

Panic

LV 1 SV ballthrow
DU melee EF one creature
Victim drops all action at hand and blindly panics, usually running away.

Psionic Dart

LV 1 SV ballthrow
DU instant EF one creature
Victim receives 2 points of damage.

Rage

LV 1 SV ballthrow
DU melee EF one creature
Victim falls into a mad fury, attacking whomever is nearest.

Selfheal

LV 1 SV none
DU perm. EF monk
Monk heals himself with his mind for 1 lp.

2nd Level Monks' PsionicsBrainpause II

LV 2 SV none
DU 5 sec. EF entire melee
All minds in the area pause momentarily. Any spells, etc., being cast are lost.

Force Of Will

LV 2 SV ballthrow
DU depends EF one creature
Monk issues a one word order to victim, who must heed. Die, etc., is not allowed.

Ignore

LV 2 SV none
DU special EF entire melee
All, including friends, will completely ignore monk indefinitely, until each is either touched or attacked by the monk.

Psionic Arrow

LV 2 SV ballthrow
DU instant EF one creature
Victim receives 4 points of damage.

Spell Haven

LV 2 SV none
DU melee EF monk
Monk becomes immune to all spells or works.

BARDS' SONG-SPILLS1st Level Bards' SpellsCharm

LV 1 SV ballthrow
DU special EF one creature
Creature charmed will treat bard as friend as long as bard treats creature well and sings a new song to it once per hour.

Sleep

LV 1 SV ballthrow
DU melee EF one creature
See 1st level mage spell, Sleep.

2nd Level Bards' SpellsBattlestop

LV 2 SV none
DU special EF opposing party
All opponents will cease fighting to listen intently, until attacked.

Inspiration

LV 2 SV none
DU special EF all hearing friends
Each comrade will do 2X damage on their first hit in upcoming melee.

Soothe Injured

LV 2 SV none
DU perm. EF all hearing friends
Any who listen will be healed 1 lp if they are hurt.

3rd Level Bards' SpellsBattlesong

LV 3 SV none
DU melee EF all hearing friends
As long as this song-spell continues, comrades do an additional point of damage per hit.

Monster Control

See 4th level mage spell, Monster Control.

Monster Summons

See 4th level mage spell, Monster Summons.

4th Level Bards' SpellsPoem

LV 4 SV depends
DU depends EF depends
To enact this song-spell, the bard must sing a 4 line rhyming poem on the spot pertaining to his wish. Some possible powers within the reach of this spell are:
-Heal 4 life points
-Friends 2X damage for melee
-Kill one monster
-Bestow magic weapon for melee
-Raise one from the dead for the session.

10: Monsters

In this chapter, you will see the basic Swordtag monsters, their stats and ideas on playing them. You are always free to add more (indeed, you are encouraged). Note the EP system. Monsters that basically attack physically with no special abilities have an EP award that is equal to their life points. Monsters with other attack or defense forms (such as magic), have an EP award that is half again, twice, or even thrice as much as their life points. This extra amount depends on the power(s) that the monster possesses.

Table 10.1: Monsters And Statistics

Name	lp	EP award	Intellect	Combat	Align.	Treas.
Ape	6	6	2	5	N	1
Bandit	6	6	9	3	N	4
Demon	10	15	10	6	E	4
Demon, Magic	14	25	16	8	E	6
Devil	6	9	10	5	E	4
Devil, Major	15	28	17	8	E	7
Dragon	20	40	16	10	E	10
Empusa	10	10	12	6	E	5
Ettin	12	15	5	6	E	4
Genie	8	16	18	5	any	7
Ghost	10	20	15	7	E	6
Ghoul	4	6	4	5	E	2
Giant	15	18	6	8	E	4
Goblin	2	2	6	2	E	3
Golem	10	10	2	7	N	0
Hameh	6	6	5	5	E	2
Medusa	6	12	15	4	E	5
Mummy	10	20	7	6	E	4
Ogre	8	8	7	5	E	4
Orc	3	3	9	4	E	3
Shadowman	4	4	13	5	E	5
Skeleton	2	2	1	3	N	1
Smoker	10	12	10	7	E	2
Spectre	15	25	16	6	E	8
Troll	8	12	5	5	E	4
Vampire	15	45	16	8	E	8
Werewolf	8	16	15	6	E	5
Witch	4	12	17	2	E	6
Wraith	12	15	12	7	E	5
Zombie	3	3	2	3	N	0

Notes On Table 10.1:

Relative intellect is based on a scale of 0-20, with 20 being a super-genius intellect. The combat rating is based on a scale of 1-10, as is the treasure rating. Both are simply relative.

MONSTER LISTINGS

Ape use ape costume and club-like weapon.

Bandit demands treasure or will attack.

Demon use mask and robe. The demon is immune to non-magical weapons and is able to cast one level 2 mage spell per day.

Demon, Magic more powerful demon. Immune to non-magical weapons and level 1 spells and works. Able to cast spells as a 4th sk. lev. mage.

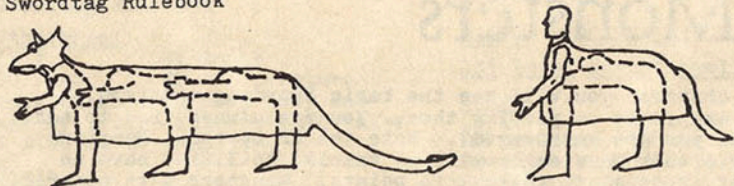
Devil use mask and red robe, smoke powders, and flash paper (SF 9).

Devil, Major immune to non-magical weapons and to charming type spells and works. Smoke powders and flash paper.

Able to cast spells as a 4th sk. lev. mage.

Dragon 3-6 players arrange as in diagram with sheet or blanket over top, and a dragon head mask. This one takes a lot of effort. The dragon's breath attack consists of a bucket of water. Anyone hit by it receives 10 points of damage.

Ettin two players in one very large pair of pants to simulate this monster. Wear a special robe or cut out sheet. Two weapons and two attacks.



- Empusa** two players arranged as in diagram with sheet over top. The empusa is a type of evil centaur.
- Genie** a lamp is found. If rubbed, the genie player throws out fake smoke and steps out of the bush. No shirt, wears ear-rings and tight. Grants a wish.
- Ghost** white sheet with eyeholes, of course. Anyone hit by a ghost loses the point of damage permanently. A ghost is able to use the level 2 mage spells, Panic and Frozen Feet, three times each per day, at will.
- Ghoul** ragged clothing, white, deathly make-up. Able to use the level 3 mage spell, Paralysis, twice per day, at will.
- Giant** takes two players, one riding on the other's shoulders, with robe covering both. Upper player combats. Or one player on stilts and a long robe or pants (both SF 10!). Able to throw boulders (big red playground balls) for 2 points of damage.
- Goblin** masks, bend knees, look wimpy.
- Golem** halloween "frankenstein" mask, move slowly with arms out-stretched.
- Hameh** a bird-like creature, wear a black cape to simulate wings, holding onto it and flapping. Attack by jumping out of low trees (SF 9).
- Medusa** make snakes out of stuffed socks. The medusa can cast a Turn To Rock spell at will with a ballthrow.
- Mummy** use medical gauze for costume. Able to cause the loss of 1 sk. lev. per hit.
- Ogre** large club-like weapon, often found at footbridges, taking tolls for passage.
- Shadowman** dress in black, attack in shadows and make hissing noises.
- Skeleton** halloween costume and mask.
- Smoker** wear a face mask and goggles, use various smoke powders, etc. This creature is an elemental.
- Spectre** use a skeleton mask and wear a robe made of transparent plastic. Anyone hit by a spectre loses a sk. lev. Anyone killed by a spectre becomes one under the killer's power.
- Troll** use a green mask, hang around swamps. The troll regains 2 life points per minute.
- Vampire** costume. Anyone hit by a vampire dies and rises as a vampire in 5 minutes.
- Werewolf** adventurers meet normal human, turns into werewolf at opportune time by donning mask. Anyone hit by a werewolf becomes one at the start of the next playing session.
- Witch** witch costume, trashcan cauldron. The witch is a 3rd sk. lev. caster of mage spells. Her cauldron brew causes 3 points of damage and enchantment to anyone splashed by it.
- Wraith** plastic sheet robe and red glowing eyes. Anyone hit twice by a wraith loses a sk. lev. Both hits must be by the same wraith and in the same melee.
- Zombie** anyone killed by a zombie becomes one.

COSTUME IDEAS

Some general and low cost costume ideas are- paper maché for masks, womens' hosiery with features drawn on as a mask, burlap potato sacks with holes cut out as tunics for humanoids, various cheap halloween gimmicks, big black trash bags for black robes. Keep an eye on GRIFFON magazine, "Swordtag Corner", for more ideas sent in by you, the dedicated Swordtaggers.

Appendix

APPENDIX A

The following is a listing of some companies which may be of interest to the Swordtag player. The Adventurers' Guild assumes no responsibility for any of these companies promises or products, except, of course, for our own products, which we fully guarantee!

Adventurers' Guild

401 New Castle Rd., Dept. S
Marshalltown, IA 50158
(Costumes, props, armor, copies of this rulebook, Swordtag Corner in GRIFFON Magazine, catalog 50¢ or two stamps)

The Troll King

PO Box 921
Westwood, NJ 07675
201-664-1561
(Armors, custom armor, steel helmets, big catalog \$3.00)

Elfn Enterprises

PO Box 494
Salem, VA 24153
(Costumes, shields, catalog \$1.00)

Olesen

1535 Ivar Avenue
Hollywood, CA 90028
213-461-4631
(Make-up, etc., catalog \$3.50)

Alcone Co., Inc.

Paramount Theatrical Supplies
5-49 49th Ave.
Long Island City, NY 11101
718-361-8373
(Make-up, wigs, ears, beards, etc., catalog \$1.00)

Hank Lee's Magic Factory

125 Lincoln Street
Boston, Mass. 02111
617-482-TRIX
(Magic, illusions, etc., call for catalog price and info)

Worldwide Curio House

Box 17095W
Minneapolis, MN 55417
(Curios, strange items, catalog \$1.00)

Marco Co.

E3
Ashburn, GA 31714
(Costume jewelry, figurines, etc., free listing)

Roussels

107-1415 Dow
Arlington, MA 02174
(Costume jewelry, catalog 25¢)

B. Jean and Co.

Box 10998-552
Austin, TX 78766
(Self-scoring IQ test, \$4.95)

The Tailor's Shoppe

Adventurers' Guild, Dept. S
401 New Castle Rd.
Marshalltown, IA 50158
(Custom designed robes, tunics, cloaks, different colors, materials, reversables, send description and we'll send quote)

APPENDIX B

The following "composition" came up during one of the last testing sessions of Swordtag. This was the song sung by a bard after a major battle as made up on the spot by Sjoran Minsk. Chords are given for a guitar, but the notes are pretty much up to you, I guess.

"Orc's Soup" by Sjoran Minsk (the real author doesn't want credit)

3/4 D	Dsus4	D	Dsus2
Across the fields/	Through the rain/	We fought hard/	We gave pain
Orcs upon us	/ From all sides /	Orcs upon us/	They fought light
4/4 C	G Em G C	G Em G	
Orc's Soup/	Orc's Soup/	From out of the blue/	The Orcs were goop

Additional Verses:

- 2) Took a maiden, that they did, cowering fiends, fight I said
But they ran, girl in tow, through the trees, I shot my bow
- 3) Through the nose, went my arrow, down the orc, with my bow
I rescued her, and got kissed, now I'm stuck, married bliss!?

The Adventurers' Guild

HAS WHAT YOU NEED FOR SUCCESSFUL SWORDTAGGING!

Order direct from the Adventurers' Guild, the originators of Swordtag! Just send the item codes, descriptions, and instructions to the Adventurers' Guild, 401 New Castle Rd., Dept. S, Marshalltown, IA 50158. No postage charges added!

- 8A...Mage's Robe S,M,L and colors white, red, black, yellow, green, blue \$45.95
 - 8B...Violet Mage's Robe S,M,L \$49.95
 - 10...Priest's Robe S,M,L and colors/symbols white/cross, sky blue/eastern cross-moons, sky blue/eye, black/red hammer, green/sword \$45.95
 - 18A...Deluxe Warriorpriest's Robe S,M,L white with purple and gold trim, satin as other robes \$84.95
 - 18B...Cotton Warriorpriest's Robe same as above except cotton blend \$77.95
 - 20...Monk's Garment S,M,L white blend with satin belt \$41.95
 - 14A...Warrior's Cape S,M,L satin, same colors as Mage's Robes \$20.00
 - 14B...Violet Cape S,M,L \$27.00
 - 13A...Crusader's Tunic S,M,L satin,same color/symbols as Priest's Robe, with exquisite trim \$15.00
 - 13B...Crusader's Tunic same as above except no trim \$11.00
 - 22...Reversible Cloak wrap-around body cloak for cooler days of adventuring, blend or satin, ask for color availability, most colors available \$55.00
 - 19A...Leather Armor Costume very leather like S,M,L complete \$99.95
 - 19B...Belt For Above \$12.00
 - 23...Ring Armor Costume very effective! Actual tight fitting metal rings on"leather" S,M,L \$150.00
 - 9A...Two Mages' Component Pouches satin \$4.00
 - 9B...Two Large Pouches satin, used to store ballthrowing items \$5.00
 - 21A...Bag O' Gold 100 simulated gold nobles in a big satin bag \$8.00
 - 21B...Bag O' Silver 100 simulated silver eagles, satin bag \$8.00
 - 21C...Bag O' Copper 100 simulated copper drubes, satin bag \$8.00
 - 24...Spellbook empty spellbook with exquisite cover, parchment look 16 pages to write your character's spells known into with mini-"course" on calligraphy \$3.50
 - 25...Holy Prayer Book much as above, except for priests \$3.50
 - 16...AG SWORDTAG Rulebook copies of this book \$4.50, order 4 or more for only \$3.30 each
 - 17A...GRIFFON Magazine one year subscription, 6 times a year, has Swordtag Corner feature for updates and new ideas sent in by readers \$15.00
 - 17B...GRIFFON Magazine two year subscription \$25.00 (save!)
 - 6B...Adventurers' Guild Membership get 10% off all purchases, 6 issues of The Crier (catalog), more, one year \$2.00
- CUSTOM ROBES and costumes! Just send complete description of what you would like and we'll quickly send back our quote!

Thanks, everybody and
Happy Swordtagging!
Guildmaster Brett Dougherty
Adventurers' Guild
401 New Castle Rd., Dept. S
Marshalltown, IA 50158