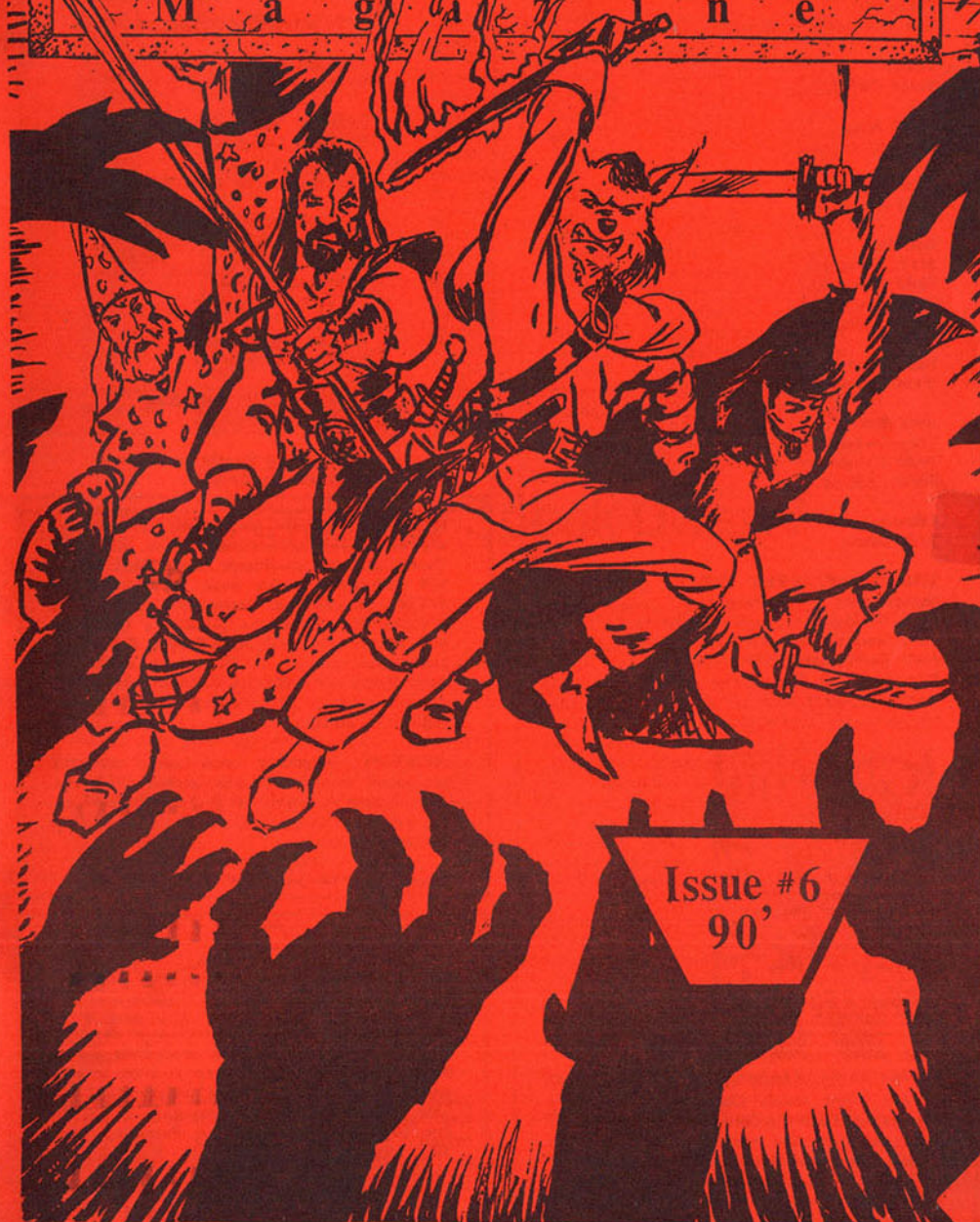


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Issue #6
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On the cover, Bjornson shows the winners of our "How Much Character Does Your Character Have?" Contest. From left to right, we have the wizard Borric (Quenton Dodd), the druid Klashuur Coldwood (Brian D. Smith), the cantorian scout Quicksilver (Jordan Peacock), and the elfen woodsman Sharek Quickblade (Jon McDonald).

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The Scroll



My fellow guildmembers, we have changed the direction of GRIFTON somewhat. You have told us that Swordtag is your game, and that you want more information on this. We have brought together some of the best new material for Swordtag into this issue. I hope you like it and find many uses for it!

Guildmaster Brett

NEW NAMES

by Shelly Adkins

Absalom	Acelin	Abberon	Aidan	Aldhem	Aldik	Aldwin
Almater	Almeric	Amica	Amfrid	Agrapa	Aneurin	Ancrat
Angharad	Anselmei	Antigon	Asketel	Astridem	Aurelian	Avenal
Aylmer	Athene	Argent	Alna	Alstaran	Ardenval	Argon
Baldric	Bardolph	Barnalas	Buret	Beryln	Blasemir	Boniface
Botolf	Bremwyn	Brynhym	Bellan	Bodel	Cadwallan	Caleb
Caradoc	Cedric	Ceirwyn	Charis	Chaunet	Chrysga	Connard
Cormac	Crispinus	Crispan	Cuthbert	Cyprian	Cyrac	Cyril
Cyrus	Challoran	Crestan	Damus	Dante	Darven	Decimar
Decimus	Desdonta	Dermot	Donatias	Donguld	Drogo	Druettes
Dulcern	Durand	Dymliar	Dellin	Dael	Dalgor	Darda
Eamon	Engar	Engelar	Elleazan	Elias	Elihu	Elkahah
Eliran	Enrid	Enoch	Eochar	Ephram	Esau	Estran
Ethais	Eubren	Ermon	Enardred	Ezra	Eryan	Fraam
Faramar	Farquel	Faustus	Furgran	Fulbert	Fulke	Gallor
Garmon	Gareth	Gamel	Garnar	Gaston	Garai	Gerlan
Gilcrest	Goddard	Gunther	Gurrand	Grimmere	Grimwall	Gunar
Gallon	Gallian	Gron	Hakon	Hamid	Hajis	Hephan
Harth	Hath	Ijan	Ianan	Ismar	Ironwater	Jabez
Jael	Japeth	Joachim	Jephthar	Jeron	Jalkor	Junng
Kenelm	Kenrik	Knudlar	Lachlan	Lamuak	Leofrik	Larkowik
Lucian	Larn	Luren	Madoc	Magnus	Mah-halka	Mathus
Mauger	Melchior	Malchus	Maclsturm	Nahum	Nigellus	Oqualan
Olaf	Onag	Osbert	Pagan	Pascol	Palinus	Phelim
Phythian	Qinnius	Rellan	Rhone	Rhondor	Rimmen	Sirrus
Siegfried	Silverand	Thorron	Troth	Thurgar	Uriah	Verenard
Warrgar	Zedekiah	Bartimus	Balfor	Barthram	Belshazzar	Boaz

Kruk! Anybody Speak Dwarf?

by Guildmaster Brett

A Dwarf, Greven Stonesplitter, and his Elven companion, Valanon, trek through a murky and forested swamp. Snakes and other reptiles of ill repute slither about them. The slime below and all around them offer an off-key symphony of evil swishing sounds and murmurs. Suddenly, there is a great splash directly in front of the companions! Out of a moss enshrouded cypress drops a huge, ugly hobgoblin! And more can be heard further away!

Shrieks the Dwarf, "Kruk! Ta ban aud dirkhka!"

The gurgling Hobgoblin, "Ha! G'shig'l gruk b'tu'u-dau tu gek!"

The Dwarf, through clenched teeth, determined, "Nin! Ri agda ta Eldph Valanon aud'l ren griphm t'yell"

What was said? What the heck is going on? Well, the Dwarf and his evil adversary are speaking their native tongues. These uncommon languages are

often resorted to when put on the spot, since they come more natural than humanspeak.

Used in Swordtag or tabletop FRP games, other languages can add a lot of flavor to roleplaying a Dwarf, Elf or other non-human. Granted, "learning" another "language" takes some time and practice, but it shouldn't be too difficult to use one in certain situations or preset encounters.

Presented here are the beginnings to several languages. You may add whatever words necessary to fill out your vocabulary. Use the feel of the given words to help invent new ones. For the sake of simplicity, sentence structure will follow English syntax.

By the way, the exchange between the Dwarf and Hobgoblin went something like this:

"Beware! The sword is poisoned!"

"Ha! I will slice the wimp's little neck!"

"No! I and the Elf Valanon will bring death to you!"

Humanspeak	Dwarven	Sylvan	Dokhar	Telkish	Ogruhk
Dwarf	Chauk(a)	Hyrma	Dah'gar	Dverns	Uung-dau
Elf	Eldph	Lios'alfa	Lis'salfar	Aliph	Thal-dau
Man	Want	Chora	Cor'gar	Maans	Dau
Dark Elf	Hluk Id	Dosh'alfa	Dokl'afar	-	Nhg-dau
Giant	Uthorn	Da'aja	Dagar	Gent	Garuk
Minotaur	Monstra	Maph'era	Maph'gar	-	Muguk
Liz. Man	Hraug	Dah'rana	Dak'tar	Kalava	Skrunga
Telk	Talken	Teal'tha	Telg(1)	Telk	Tu'ug-dau
Halfling	Wacr	Wheera	Wihg	Wharns	Tu'u-dau(2)
Ogre	Ogru	Ohgra	Orgru	Orst	Ogruk
Orc	Hlokan	Hlost	Hlar	Orvs	Oruk
Troll	Trulk	Thosa	Thar	Trul	Shuuk
King	Than	Coran	Kor'an	Keest	Garkuk
Arrow	Arkan	Arwe	Arsse	Arras	Bu'uk
Axe	Skart	Riv	Riar	Ast	Uug
Barbarian	Barban	Wyl'fra	Wyl'far	Armaans	Wug-dau
Battle	Khorth	Bas'sel	Basten	Warn	Uthor
Beast	Ghathka	Beesa	Ghas	Gorn	Ukkgh
Castle	Kraak	Larn	Laar	Uballan	Glm
Chainmail	Hauchauk	Lialyn	Linh'mal	Ranmaal	Armgor
Death	Griphm	Walan	Wagh'an(3)	Livparan(4)	Nabu'dau
Dragon	Whyrm	Wyrma	Wyrp	Druun	Druun
Dungeon	Dongon	Donja	Dongon	Dushush	Duung
Little	Thal	Li	Ghis	Lowe	Tu
Large/Big	Khan	Azul	Azst	Hist	Gar
Ghost	Jathka	Jal'ris	Jal'quar	Spestra	Spurg'uk
Goblin	Hlosk	Rusa	Rukh	Swawa(5)	Gik
Gold	Golde	Aura	Aura	Golde	Mu'uka
Horse	Dehk	Dehla	Deka	Hurs	Akka
Iron	Yan	Ferya	Fa'ran	Ran	Garga
Poison	Dithka	Pan	Korak	Poins	Pargh'rr
Scroll	Krolk	Slara	Esh'tuk	Wrol	Ruhg-tar(6)
Sword	Ban	Bern	Buran	Werds	Burk
Is	Aud	Es	Es	Zas	Shig
Have	Ka	Leh	Len	Hes	Shar
Bring	Ren	Co'un	Con	Ring	Bruk
You	Ye	Ye	Yith	Thos	Oth
I	Ri	I	In	I	G'
The	Ta	Va	F'	Als	B'
To	T'	Di	Di	Tus	Ul
And	Agda	Lhin	Lig	En	Thug
(%\$*&1)	Kruk!	Fest!	Fekkar!	Fregl	Suu'ugh!
Fire	Haal	Hel	Kar'ar	Fahrs	Gfar
Attack	Theckad	Basta	Bakka	Achash	Gruk
God	Adon	Jahl	Ja'har	Dajas	Duul
Lord	Shan	Ava	Astar	Lors	Gurk
Evil One, Devil	Drakon	Draesan	Garion	Sturas	Gar'huk
Greetings!	Jaren!	Kalal	Hanar!	Velas Wel	Ku'urga
Food	Rigan	Min	Marn	Nornst	Guk
Hark!	Krak!	Hail	Dail	Wair!	Baakul
Beware!					
No	Nin	Ne	Ne	No	Atk
Yes	Yen	Yea	Yea	Yes	Yig

Notes:

- (1) There is no Dokh word, but Telk is pronounced this way.
- (2) Literally, "little man", usually meaning "wimp". In the Ogruhk tongue, "Dau" generally serves to mean a worthless or undesirable person or object, and "Uk" means a worthy person or object.
- (3) Term for honorable death. "Shul'an is the term used to describe a dishonorable death.
- (4) Literally, "Life Stealer".
- (5) Term for a Snow Goblin.
- (6) Literally, "Rolled Paper".

The Towers of Welden

by Guildmaster Brett

The Towers of Welden are the home of the magnanimous mage, Welden the White. The tower plan could just as easily be used to set up an adventure with an evil mage. A mage should live here, though, as the tower obviously was not built to be easily defended by fighter types.

All ceilings are 10' high unless specified. The ground level doors are all barred, also unless specified.

KEY TO THE TOWERS OF WELDEN

1. Bailey Here riders and wagons are welcomed... or attacked. Heavy doors here are raised and lowered by a complex pulley system.

2. Lower Bailey Here is the service door where supplies are brought in. Some horses are also kept here in wooden stables. There is hay strewn about the floor.

3a. Armory Polearms, bows and arrows are kept here.

3b. Garde-Robe (Lavatory)

4. Guardroom

5. Main Kitchen With fireplace, well-hole, preparation tables and trapdoor with ladder leading down 10' to the pantry and scullery in the dungeons below.

6. Guardroom

7. Chapel With holy water holders and a statue of St. Arrias the Wyrmslayer.

8. Library of the Chapel The door is locked. The spiral staircase passes through here, but is accessible only via a well hidden secret door which opens only from the library side.

9a. Banquet Kitchen With a fireplace, shelves, preparation tables.

9b. Garde-Robe (Lavatory)

10a. Great Hall 20' ceiling, arched supports through middle (indicated by columns), fireplace, here banquets are held and minstrels perform. Here also, unknown to all, except the Captain of the soldiers, are many death holes to the bailey below. They are kept well hidden beneath rugs.

10b. The Dais +2' above floor of hall.

Here is where the lord mage and his family and personal guests sit. There are tapestries around the walls.

11a. Accountant's Office This area and the next two each have a 15' ceiling. Contains a desk and shelves.

11b. Balcony With throne-like chairs overlooking great hall.

11c. Storage Among other things, the accountant's records are stored here, in tall piles of stacked boxes.

12. Balcony Guards often watch over the banquets when important characters are visiting.

13. Steward's Quarters This important official gets a nice quarters complete with fine bed, tapestries, a bathing tub, a sunning window, and a fireplace. The room has a 15' ceiling.

14. Servants' Quarters Decent beds of straw, a fireplace. Sliding curtains affords some degree of privacy to different families.

15. The Armors' Quarters Two master armors bunk here. A table and bookshelves were put here so that the armors could study new types of weapons and armor.

16. Defense Chamber Here, arrows can be shot out in a wide arc.

17. Soldiers' Barracks Here, the Battlement Garrison bunks in straw beds. Armor and weapons are kept here. Just outside, on the battlement floor, is a trapdoor which is normally unlocked. A ladder leads to the hall below.

18. Inside Cone This area is 25' high and is used for storage. Pegs high up on the walls hold such items as leather, rope, and spare tunics.

19. Captain's Quarters Has a small fireplace.

20. Unused Chamber This place is full of dust and spiderwebs. Here is where the outside wrap stairway begins. This stairway has no railing.

21. Reception Room Here is where the lord mage meets with important guests or officials. The room is designed with the comfort of the guests in mind. It has a small fireplace, ornate brass oil torches, stuffed chairs, an expensive imported rug,

bookshelves, a table for business, and a small store of liquor and wine and service for same. The door to area 22 is always locked.

22. Lesser Library Less important works are kept here. There is a secret door known only to the lord mage which opens to a hollow area under the steps. Here are kept some emergency funds (in gold), about 50 rare books on ancient magic, and 10 potions of healing.

23. Byries of the Dragonhawks Here is where the mage's fiercely loyal and highly respected Dragonhawks nest. The area is full of straw, brush and nests. One ladder runs up through a trapdoor from the barracks below, while another leads up to a hole in the ceiling to the Upper Byries.

24. The Lord Mage's Bedchamber This place has a very nice four post bed and satin sheets, curtains, an imported rug, fireplace, nice chairs, and a door to the ledge outside. This ledge has a 3' high wooden railing.

25. Unused Laboratory This place was used as the lord mage's laboratory before the other tower was completed. Unknown to the mage, the place has become dangerous with the careless mixing of forgotten potions, herbs, and magicks, by servants storing items in here.

26. Upper Byries Here nest the elite officers of the Dragonhawks. Their treasure (baubles from Wellen) is also kept here, firecely guarded.

27. Greater Library This is the lord mage's main library of accumulated knowledge. There is a substantial amount of magical books interspersed among the mundane.

28. Study Here is where the mage likes to go to study his books. It is well lit by the sun. There is a trapdoor in the ceiling which opens into the inside of a cone.

29. Failure Storage Stored here are some of the mage's early failures at building constructs. Practically nobody comes here, for some of the constructs have been known to barely activate and ask questions or act insanely.

30. Porch Here is where one of the constructs, a creature which resembles a goblin and is named "Gurek", often sits, staring out the window for days at a time, pondering his fate. There is a trapdoor in the ceiling which opens into the inside of

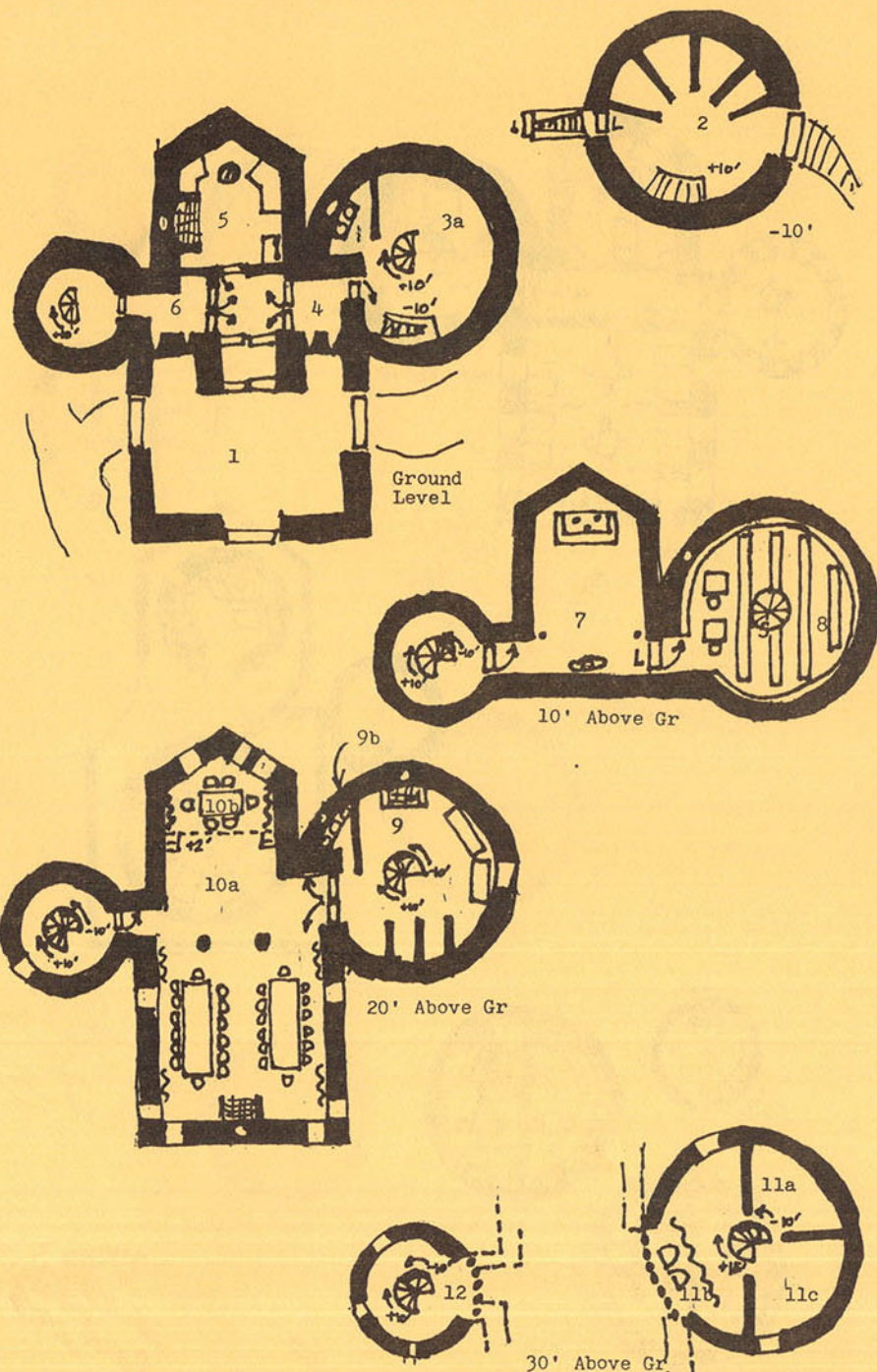
a cone.

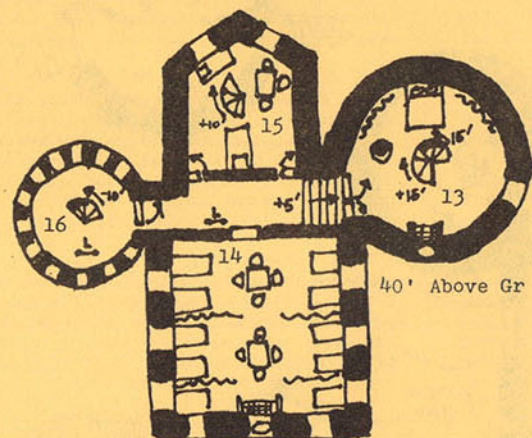
31. Inside Cone In here are kept war harnesses and lances for the long since disbanded Dragonhawk Corps. Ages ago, in the War For The Tortured, an elite Corps of agile warriors rode the Dragonhawks into battle. The Dragonhawks later decided that they would no longer carry men upon their backs, as it seemed to cause too many losses. As such, in return for their continued service, Wellen decreed that the Corps were disbanded.

32. The Lord Mage's Laboratory Here are performed great experiments in science and magic. A great hole in the ceiling lets in the purified essence of the sun from the magical focus device above in the cone. This powerful beam is aimed at the great thaumaturgical forge in the very center of the chamber. At the mage's bidding, the focus device can also collect the essence of lightning on stormy nights for use in magic.

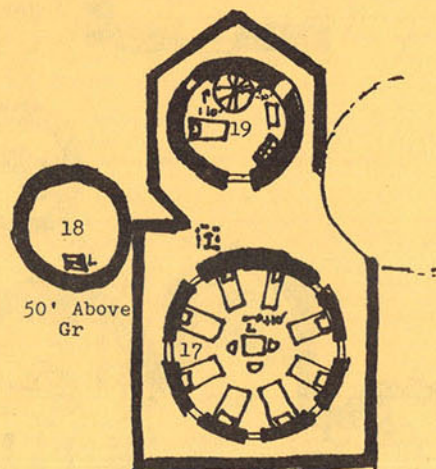
33. Inside Cone This dusty, dark place is a catchall of relics, ancient curios from long past adventures, and just plain junk.

34. Inside Cone This cone, in all, is 40' from floor to inside point. The most impressive thing to note about this chamber is that the cone piece is an incredible focusing device. There are ledges and ladders that traverse this place. There is a wide hole in the floor.

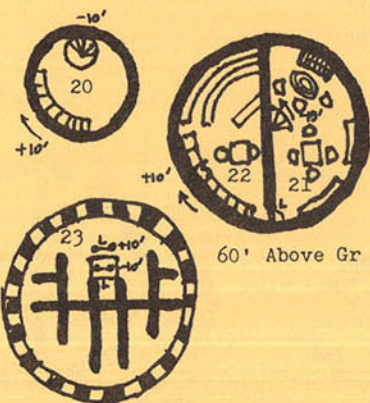




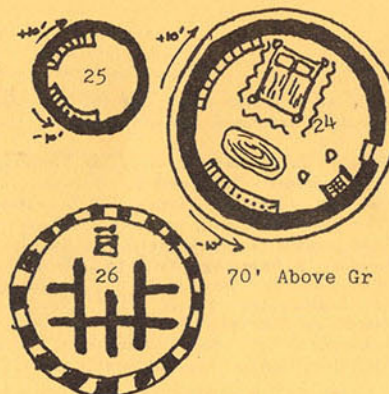
40' Above Gr



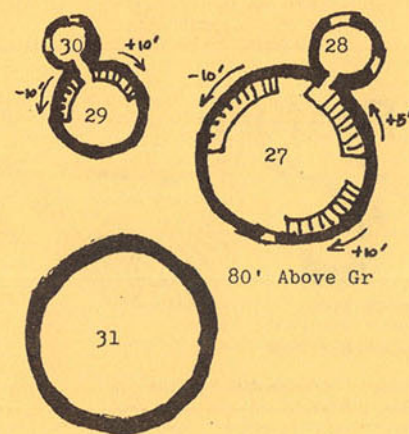
50' Above Gr



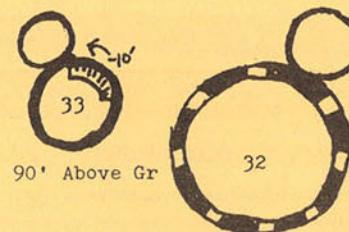
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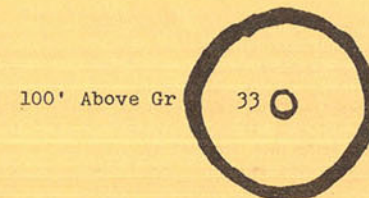
70' Above Gr



80' Above Gr



90' Above Gr



100' Above Gr

ENCOUNTER: Position 2

Elves 1p 6, Intellect 13, Combat 4, Align Good, EP Award 10 each, Treasure 2

These Elves have been frolicking in the dale. They are peaceful and very shy. They are unarmed and will hide until seen by the characters. The Elves will jaunt away if not called upon. If asked about the Archmage, the Elves' leader, called Shalm Theuristi, will help direct the characters to the meeting place. In addition, Shalm will offer the following information upon questioning: The forest is safe for travel and; No evil exists in the forest nor has it for a very long time.

Shalm will give one of the characters (preferably an Elf) a Leaf of Good Hope and tell him how to use it. The leaf is an ordinary appearing thing that heals 2 lp if held in the hand for one minute. It is useful thus only once.

If the Elves are attacked or threatened, half of their number will retrieve elfin bows secreted about the area and attack. The arrows from these Elves will do 2 pts. In addition, one of the Elves possesses an Arrow of the Long Sleep. If a character is hit by this arrow, he is effectively removed from the adventure, since he will be unawakeable for 3 days. This player will have to join the monsters if he wishes to continue participation. As far as the actual character goes, he will be taken care of by the Elves until he awakes.

MONSTER MOVEMENT

After this encounter, Monster Group A will scurry off to Positions 4 and 5 to prepare for the encounter with Latimar the Old and the Minotaurs from the past.

ENCOUNTER: Position 3

Centaur 1p 10, Intellect 12, Combat 6, Align Good, EP Award 10, Treasure 4

Like the Elves, the Centaur is peaceful and friendly, if somewhat shy. However, the Centaur is armed with a sharp longsword for protective measures. He knows the following: The forest is free of any blight; A mage is waiting for them further ahead. After talking with them for a bit, he will wish them godspeed and trot away (heading for Position 6 with the rest of Monster Group B).

MONSTER MOVEMENT

Monster Group B helps the Centaur get out of costume and then moves to Position 6 for the Vapor Fungus/Treasure encounter.

ENCOUNTER: Position 4

Latimar the Old 9th Sk Lev, 15 lp, Intellect 18, Combat 7, Align Good, EP Award 40, Treasure 7

Latimar has a Ring of Life +2, a large valuable spellbook, a magical staff, and is holding a Paralysis spell. He appears peaceful and assured. He wears a long flowing white robe with the hood up. Wisps of gray hair and beard show from underneath.

Latimar greets the adventurers:

"Greetings and well met my brave travelers! I am Latimar, the Mage of Lore and Old, the Bane of Von Yelovich. For your presence here, I give you one thousand times over my gratitude!"

"Since you seem to have accepted my invitation to quest, allow me to enlighten your inquisitive minds: First of all, your bravery is to be admired, for one thing that your journey will not be lacking is danger! Your journey will not be one of distance, but of time. As a matter of fact, it will be a journey 200 years into the past!"

"Your goal? Search for and acquire the Spellbook of Von Yelovich! That festering devil Von Yelovich is trying to use it to bring himself and his evil spawn to our peaceful time!"

(At this point, Latimar has become livid. He spits to the ground with the mention of the name Von Yelovich. Soon he calms and then continues:)

"This must not be allowed. Von Yelovich 'lived' in this very forest. You must find him and gain the Spellbook, slaying that vampire if necessary, and use it to return to the present. There is a spell in there called 'Time Travel', very similar to my spell. Von Yelovich is trying to alter it to allow travel by evil beings, which mine definitely does not allow."

"Beware! This forest was very Evil in those times! (Looking to the mage in the

party:) You are the way and the means back! Take heart, for though the reading of the Time Travel spell will tax your mind and soul to their very limits and you will likely fall unconscious, you will succeed if you read it carefully and all keep hands linked in a circle with you!"

(Latimar now gives a miniature hourglass to the mage)

"This is the material component you need to successfully cast Time Travel. Keep it safely with you!"

"My spell to send you back will last only 3 hours. If you do not return to the present by then, you are forever lost in that time, Vampire's Spellbook or not!"

(The Tagmaster will need to keep track of the three hour time limit)

"Do you accept your Quest?"

Assuming the characters do not back down at this time, Latimar will answer any questions for the characters that he can. Some of the information he might relay to them is:

-He is far too old to go with the characters (he fears his advanced years are too many for time travel).

-Time spent is of the essence.

-Indeed, Count Yuri Von Yelovich is a vampire AND a powerful mage!

-He rules all the evil creatures of the forest.

Once the adventurers are ready, Latimar will wish them Shelem ("Good Hope"), and prepare his Time Travel spell. First, he tells the characters to link hands in a circle and close their eyes to concentrate.

"Do NOT open your eyes until you hear the sounds of the spawn of that evil forest in the past. It is only then that you know you have arrived!"

Latimar the Old then casts his spell. It will take under 1 minute for him to complete the chant. Smoke powder is lit around the characters by other members of Monster Group A, who are now costumed as Minotaurs. About ten seconds later, the Monsters (hidden in the bushes around the adventurers) begin loudly growling, making beast-like noises.

The characters will open their eyes, and while still coming out of the haze of the spell, they will be set upon by the angry Minotaurs.

ENCOUNTER: Position 5

Minotaurs 1p 11, Intellect 14, Combat 6, Align Evil, EP Award 11 each, Treasure 5

The leader of the Minotaurs has a map stuffed in his tunic. The map appears to the characters as a simple treasure map on brown parchment. This map leads to a trapped treasure box located by Position 6. After the Minotaurs' defeat (hopefully!), the characters should attempt to find the spot marked by the map.

ENCOUNTER: Position 6

Vapor Fungi 1p 1*, Intellect 0, Combat 2, Align Neutral, EP Award 9 each, Treasure Special

When the adventurers arrive, they see a small wooden chest on the ground in a clearing. The box indeed holds a treasure. It contains Cards of Fortune. All others stay away from here, however, as the chest is guarded by Vapor Fungi. If any character enters the clearing and approaches the chest, he will be attacked by a Vapor Fungus operated by a monster player in a tree. Subsequent adventurers will be attacked by more Vapor Fungi. There should be no more than 3-4 total Vapor Fungi.

A tagmaster must stay hidden near the clearing to moderate if a character decides to open the chest. First of all, any character who opens the chest with his hand will see inside a small black spider and a note saying, "You have been bitten. You will be sick for the next 1/2 hour. Take 1 point of damage." A character who opens the chest with a sword or mailed fist will not be affected.

Inside is Cards of Fortune. The Cards will allow any character to draw one and only one from the deck. A symbol and instructions will be found on the drawn card. They must be followed immediately and the card returned to the bottom of the deck.

THE SEARCH FOR VON YELOVICH

From here, the search for Von Yelovich and his spellbook will lead the characters all over the forest. Following is a list of the encounters that they will face. The

two monster groups will alternate these encounters. The characters should be almost relentlessly dogged.

Ogres 8 lp, Intellect 7, Combat 5, Align Evil, EP Award 8 each, Treasure 4 (1-5 Silver Griffons each)

The Ogres will not attack immediately. They will first demand a 100 Gold Noble tax. If asked what the tax is for, one will respond, "Ten Gol' fer yer foul putty breethen, Twenty Gol' cus you be ugly, and Fifty Gol' fer yer stoopid askin'!"

The Ogres attack immediately if not paid, but will apparently leave and then waylay the adventurers if they are paid.

Demons 10 lp, Intellect 10, Combat 6, Align Evil, EP Award 15 each, Treasure 4

These Demons are attired in blood red hues and wield nasty looking flails.

Ghost 10 lp, Intellect 15, Combat 7, Align Evil, EP Award 20, Treasure 6

It is unknown to the adventurers, but a thread from the garments of a ghost is worth 100 Gold Nobles.

VON YELOVICH STALKS

At this time, one monster player becomes the vampire Count Yuri Von Yelovich for the remainder of the game. He is an exceptionally powerfully vampire and leader of the forest's evil minions.

The vampire player must be extremely stealthy so as not to give himself away too soon. He must be familiar with the casting of high level magic spells, and with the Spellbook of Von Yelovich, since he will be carrying it with himself. The Count may attempt to slay any loners or stragglers, or he may use his unique spell, Whispered Suggestion, to sow discord in the adventurers' group.

Von Yelovich will secretly follow the group around, since they are intruders in his forest, but will not openly attack them immediately. He will let his evil minions attempt to slay the characters, and assist them to this end in some minor ways.

If the following list of encounters are defeated by the adventurers, Von Yelovich will decide enough is enough. He will try to coordinate his attack with that of a group of monsters, sneaking up from behind. He will utilize the smartest attack modes, beginning with his magic spells, and following up with vampiric attacks.

Count Yuri Von Yelovich, Vampire Magi 7th Sk Lev Mage, 1p 21, Intellect 19, Combat 8, Align Evil, EP Award 75, Treasure 8

FURTHER ENCOUNTERS

These are continued encounters that occur while Von Yelovich is roaming the woods. He will certainly attempt to coordinate and organize some of these monsters, without getting directly involved until the end.

Spiders 1p 1, Intellect 1, Combat 3, Align Neutral, EP Award 3 each, Treasure 0

The Keeper of Spiders 1p 2, Intellect 13, Combat 1, Align Evil, EP Award 3, Treasure 2

This encounter will occur when the characters are attracted to a bent old man in a small clearing. He is the Keeper of Spiders and is relatively weak except for his ability to call upon spiders to attack from above.

Undead Spawn 1p 10, Intellect 5, Combat 7, Align Evil, EP Award 10 each, Treasure Special

These unliving warriors are dressed in tattered garments and utter low, painful moans as they relentlessly attack. One wears Gloves of Vampiric Strength. These leather gloves appear normal, but possess strong magic as well as a malevolent curse. Their wearer is able to cause 2 points of damage per blow, but upon each use, the wearer's strength is absorbed by the Gloves'. Thus, the wearer takes 1 lp of damage per use.

Mummies 1p 10, Intellect 7, Combat 6, Align Evil, EP Award 20 each, Treasure Special

One of these unholy creatures has a bag of gems hidden in his wrappings.

CONCLUSION

If the adventurers are all killed, the quest obviously ends at that point. Also, if the time limit of Latimar's spell expires before the group can return to the present, the adventure ends with them stuck in this evil past. A dire outlook indeed!

If the adventurers succeed in slaying Count Yuri Von Yelovich, obtain the Spellbook, successfully cast the Time Travel spell, and return in time to Latimar, they will be presented their just reward by the mage.

New and Nasty Monsters

by Assistant Guildmaster Todd

Swordtag is a game that will grow with new ideas and creations. New weapons, magical items, and traps only add to the fun of the game. Also, new monsters keep the players on their guard. Just when the adventurers think they know what's coming up around the next corner, out jumps a terror never seen before. So enjoy playing the part of the following monsters newly created for Swordtag.

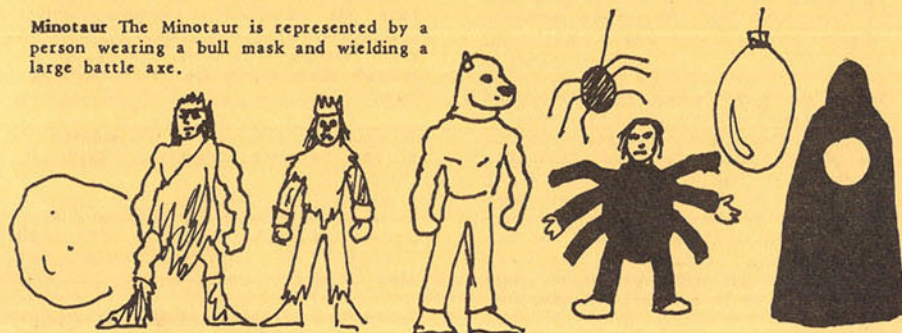
MONSTER LISTINGS

Cirxevex The Cirxevex, a rolling-boulder creature, can be represented by a very large, rubber or cloth ball. The ball is rolled down a hill for its attack. The creature usually only attacks once and then keeps rolling by.

Grundle Giant The Grundle Giant is not a race, but a single creature. It can not be harmed by any weapon except one-Gaukshtag. This weapon's whereabouts are unknown. The Grundle Giant wields a large club and wears ragged furs.

Lych King The Lych King is an undead, ultra-powerful mage. It can cast the following mage spells per day: three 1st level, three 2nd level, two 3rd level, two 4th level, one 5th level, and one 6th level. Also, Lych King's touch drains its victim a skill level. The Lych King wears torn garments and usually a crown.

Minotaur The Minotaur is represented by a person wearing a bull mask and wielding a large battle axe.



NAME	LP	EP	INT	COM	ALIGN	TREAS
Cirxevex	8	16	9	3	E	0
Grundle Giant	17	51	7	8	E	10
Lych King	15	30	19	5	E	8
Minotaur	11	11	14	6	E	5
Spider	1	3	1	3	N	0
Spider, Giant	4	8	2	4	E	2
Vapor Fungus	1*	9	0	2	N	1
Will-O-Wisp	10	20	16	7	E	5

Spider The Spider is represented by a large rubber spider. It is operated from a tree by a person with a string that is the spider's "web strand". This way the creature often will gain surprise on its victims. The Spider's bite is represented by its contact with an adventurer. Those bitten will be ill. The adventurer must roleplay being sick for an hour or until a priest helps him.

Spider, Giant The Giant Spider is played by a person in a spider costume. Anyone bitten by the Giant Spider will die within 1 hour unless assisted by a priest.

Vapor Fungus The Vapor Fungus is represented by a water-filled balloon that is operated by a person from a tree by string. The fungus does a point of damage if it touches a person. It is killed only when the balloon bursts. When it does those that are struck by the "acid" receive 5 points of damage.

Will-O-Wisp The Will-O-Wisp is represented by a person wearing completely black or dark clothing. The creature only appears at night. The person wears a florescent tape target on his chest. This makes for a darting energy sphere type of appearance. In order for the adventurer to damage the Will-O-Wisp, he must strike the glow-in-the-dark target.

SWORDTAG UPDATE

From the very beginnings of Swordtag on through to the present state of the game, many things have been learned and discovered. I will present a good lot of these items in this column.

Weapon Arm Hits

I'm not sure why, but in the original rules, a hit on the weapon arm caused no damage. Consider this an official rule change: Hits on the weapon arm are considered as any other hit. It is a good idea to have a good hand guard to prevent too many easy "slide down" hits.

Holy Health

The 2nd level Priest Work, Holy Health, should be 3rd Level. This is an official change. Player priests must make this change.

Dead Players

Numerous Swordtaggers have asked me what to do with "dead" adventurer players. Some have had "dead" players tag behind the adventurers for the rest of the game. Not a good option, as this really detracts from the rest of the adventurers' enjoyment.

In the Swordtag rules, a "dead" adventurer becomes a monster player. But as to how this was to be implemented was left up to the tagmaster. Here is a very good way to "resurrect" dead players as monsters without inviting chaos into a preplanned game.

Before the game begins, each adventurer player receives from the tagmaster a sealed envelope which is placed away in the player's pack. Contained within this envelope are instructions for the player should he be killed. The instructions indicate to the player where to go to get a monster mask and/or costume. As this player always becomes a wandering monster, the TM will not have to worry about trying to fit him into the adventure plans.

The neat thing about this procedure is that wandering monsters offer an exciting element of surprise. They may also be summoned by mages on either side of the game. Two or more wandering monsters may join forces upon meeting. If a wandering monster is slain, the player may be directed by instruction to either, 1) Assume the identity of a new wandering monster, or 2) Wait a while and take the

part of another individual monster that is of the same species as the first (essentially reusing this monster).

The Official Sword

I completely recommend using swords made with a PVC pipe core, or with dowel inside PVC core. Don't make swords with just a dowel core. These break much too often!

Encounter Scene of the Month

Picture this: Nighttime. Four intrepid adventurers pick their way towards a small clearing in the woods. There is a small green campfire in the middle, surrounded by ten candles burning at the perimeter. A damp fog hovers about the ground. There are horrible sounds emanating from all around, and there seems to be some kind of magic about the fire, for the air above it sparkles as if alive. Next, a sinister black robed figure, his satin garments fairly shimmering in the light of the flames, glides forth into the clearing. He is chanting some unholy spell ritual, weaving his spidery words as though they were strands of flax from the abyss.

The adventurers watch, mesmerized. Suddenly, there is a loud clap and flash, and smoke fills the scene. After a time, the smoke clears and three dark, immense, very menacing figures ooze into the clearing. The adventurers realize they have just witnessed a powerful monster summoning. They feel a surge of dread as these demons turn their hideous visages towards their hiding spot and move that way...

A scene like this can be the centerpiece of your Swordtag adventure. Here's how it's done:

Small green campfire: Use Green Flames Powder and alcohol to start a VERY small campfire. Be extremely careful with this.

Damp fog: Get a lot of dry ice from a meat locker and drop into water at the appropriate time, or have someone keep feeding it. Be careful with dry ice, as it freezes skin in an instant.

The horrible sounds: We've got new Horror Sounds cassette tapes that are perfect for setting the mood.

Continued on Page 17

AG CHAPTERS

by Guildmaster Brett

A lot of adventurers have been calling or writing me with the question, "I'd like to find an AG Chapter in my area to play Swordtag with, can you tell me which chapter is closest to me?" I try my best with these requests, you can bet your longsword on it, but I'm sure you will find it helpful to know all the chapters for yourself.

Though not all AG chapters play Swordtag, nor are chapters required to, a majority of them do. So try contacting one or some. Just be sure that if you call, don't call collect! An angry AG chaptermaster wielding a foam battle-axe can be deadly!

CURRENT AG CHAPTERS

AG Chapter 3: Gamers' Fellowship
Chaptermaster William Coonradt
3016 Cox Ave
Schenectady, NY 12306
Ph: 518-377-9000

AG Chapter 4: Shadowspawn
Chaptermaster David Mitchell
Rt 2 Box 222C
Quinlan, TX 75474
Ph: 214-356-3044
Comm: Innovative Swordtaggers

AG Chapter 5
Chaptermaster Jeff Maxwell
2019 Dorchester
Troy, MI 48084
Ph: 313-649-0282
Comm: Looking for new Taggers

AG Chapter 6
Chaptermaster Jeremy Broome
B 5/6 Cav 12th AVN BDE
APO, NY 09457
Ph: (Germany)

AG Chapter 7: Brotherhood of Dryden's Keep
Chaptermaster Ken Swanson
B Co 38th SIG BN
APO, NY 09035
PH: Germany 0731-732810

AG Chapter 8: Northern Knights
Chaptermaster Danny Williams
PO Box 781
Newport, VT 05855
Ph: 802-334-2845

AG Chapter 9: Wolverine Legion Patrol
Chaptermaster James Doyle
46 Lincoln St
New Britain, CT 06052
Ph: 203-827-9779
Comm: Had the first Swordtag "Castle"

AG Chapter 10: Lords of Discipline
Chaptermaster James Yang
26 Rambling Brook Drive
Holmdel, NJ 07733
Ph: 201-946-9088

AG Chapter 11: The Wielders
Chaptermaster Jason Youngdale
1702 Greenbriar Dr
Portage, MI 49008
Ph: 616-381-2111

AG Chapter 12: Warriors of the Sacred Dawn
Chaptermaster Gordy Hunter
1171 Donegal
Casper, WY 82609
Ph: 307-577-5136
Comm: Mountain Swordtaggers

AG Chapter 13: Radical Roleplayers
Chaptermaster Joe Gilbert
1050 New St
Santa Paula, CA 93060
Ph: 805-525-8368

AG Chapter 15: The Highlanders
Chaptermaster Zack Rodgers
Box 880313
Steamboat Springs, CO 80488
Ph: 303-879-1930

AG Chapter 16: The Dominators
Chaptermaster Tom Skinner
35375 Tall Oaks
Sterling Heights, MI 48077
Ph: 826-9451

AG Chapter 17: Dreamscape Challengers
Chaptermaster Alex Iwanow
85 Tices Lane, Apt 76
East Brunswick, NJ 08816
Ph: 201-257-3182

AG Chapter 18: The Dragon's Den
Chaptermaster Ron Cotton
4303 Lockwood
The Dalles, OR 97058
Ph: 503-296-2821

AG Chapter 19: Knights of the Underworld
Chaptermaster Chad Fisher
25 Horseshoe Dr
Sinking Spring, PA 19608
Ph: 215-670-5205

AG Chapter 20: Guardians of the Ethereal Keep
Chaptermaster Greg Rebis
307 Ventura Dr
Sanford, FL 32773
Ph: 407-323-3466

GRIFFON

AG Chapter 21: Riders of the Apocalypse
Chaptermaster Lord Jason Nathaniel Mark
116 Chestnut St
Branford, CT 06405
Ph: 203-488-0795
Comm: Run large Swordtag games

AG Chapter 22: The Spread Eagle Lich Lords
Chaptermaster Bryce Harrington
17305 Timothy Way
Gladstone, OR 97027
Ph: 503-655-9671

AG Chapter 24: Dragon Knights
Chaptermaster Nathanael Johnndrew
Rt 2 Cham. Rd Box 294B
Hamilton, NY 13346
Ph: 315-824-3260

AG Chapter 25: The Ironball Cult '90
Chaptermaster Hank Gorbysky
10 Hickory Lane
Garnerville, NY 10923-1906
Ph: 914-354-2986

AG Chapter 26: ABMG
Chaptermaster Ian Dower
59 Congreve St
Boston, MA 02131
Ph: 617-327-1597

AG Chapter 27: Freon Frenzy Fellowship
Chaptermaster John Burzenski
16 Hazel Ave, Apt 1
Farmingdale, NY 11735
Ph: 516-293-4974

AG Chapter 28: The Knights of Xavier
Chaptermaster David Brock
612 1/2 Brock
Denison, TX 75020

AG Chapter 29: Brotherhood of True Mettle
Chaptermaster Chris Goetzke
4296 Sandstone Dr
Eagan, MN 55122
Ph: 612-454-5846

AG Chapter 30: Questmere Keep
Chaptermaster Zane McGlade
Rt 3 Box 14
Council Bluffs, IA 51503
Ph: 325-0225

AG Chapter 31: Equalizers
Chaptermaster Steven W Davis
HHB 56th FA CMD
Attn MED SEC
APO, NY 09281

AG Chapter 32: Red Branch
Chaptermaster Jeremy Oneail
160 Ocean Dr
Seabrook, NH 03874
Ph: 603-474-2454

AG Chapter 33: The Gamesmaiths
Chaptermaster Eddie Burns
PO Box 3124
Petersburg, VA 23805
Ph: 804-733-3872

AG Chapter 34: The Dragon Warriors
Chaptermaster Robert Tomaszewski Jr
23086 Melrose
East Detroit, MI 48021
Ph: 313-775-5572

AG Chapter 35: Wetland Warriors
Chaptermaster Frank Hark
197-09 46 Ave
Flushing, NY 11358
Ph: 718-423-2587
Comm: Swordtag this summer

AG Chapter 36
Chaptermaster Brian Olmstead
217 W Elm St
Manchester, IA 52057
Ph: 319-427-2349

AG Realm 37: Defenders of the Sacred
Eight Corners
Realmsmistress Rebecca Andrews
56 Lovers Lane
Bristol, VT 05443
Ph: 802-453-5011

AG Chapter 38: Order of the Black Guard
Chaptermaster Jason Selwitz
42 Saratoga Blvd
Gloversville, NY 12078
Ph: 518-725-1721

AG Chapter 39: Circle of Neutrality
Chaptermaster Billy Rawls
3266 Fairhaven Rd
Rock Hill, SC 29732
Ph: 803-329-2656
Comm: Impressive Swordtag mages

AG Chapter 40: Seekers of the Sought After
Chaptermaster Gabriel J Morales
8620 SW 4 St
Miami, FL 33144

AG Realm 41: Ultimate Chaos Warlord Dudes
Realmsmaster Tony "Terminator" Rowe
28820 Loretta Ln
Canyon Country, CA 91351
Ph: 805-251-4736
Comm: Large group, innovative Swordtag,
Plan inside building adventure

AG Chapter 42
Chaptermaster James B Wilson
7402 MUNSS Box 7
APO, NY 09232

AG Chapter 43: The Dungeoneers
Chaptermaster Sean Mohrhoff
726 West Mountain Rd
Sparta, NJ 07871

AG Chapter 44: The Middle Kingdom
Chaptermasters David & Yvonne McGrew
2270 S Hooker Way
Denver, CO 80219
Ph: 303-934-2107
Comm: New Swordtaggers, IFGS veterans

AG Chapter 45: Knights of Codra
Chaptermaster Jim Jarvis
6402 Del Monte Way #61
Houston, TX 77057
Ph: 713-785-0946
Comm: Will tagmaster Swordtag events

AG Chapter 46: The New Reavers
Chaptermaster Asaf Kashi
170 Park Ave
Ironia, NJ 07845
Ph: 201-927-9149

AG Chapter 47: Orcslayers
Chaptermaster Stuart Lin
937 Coronado Dr
Costa Mesa, CA 92626
Ph: 714-751-3877

AG Chapter 48: The Misfit Adventuring Co.
Chaptermaster Addam Fritz
2661 Anchor St
Port Hueneme, CA 93041
Ph: 805-985-2816

AG Chapter 49: Southwestern Warriors' Guild
Chaptermaster Kevin Horner
14165 NE 21st
Choctaw, OK 73020
Ph: 605-390-8743

New Spells for Swordtag

SPELLS

by Guildmaster Brett

Not all of these spells should be made generally available to player mages. They may be discovered through adventuring and capturing villains' spellbooks. One, Time Travel, is a special spell that may be used only by the TM or with prior consultation and approval by the TM. By its very nature it cannot be used spontaneously.

Luck

LV 2	MC Lodestone
DU Special	EF One Creature
SV Ballthrow	

Recipient will automatically make his next Save or get the first strike in the next melee. The material component is not expended by this spell.

Portend

LV 2	MC Tarot or Cards
DU Special	EF One Creature
SV Touch	

This spell takes two minutes to perform. The recipient becomes aware of both: 1. His future in regard to his next two opponents in combat, and, 2. His future in regard to his next two Saves. The recipient must then act out his fortunes as they were spelled out to him. The mage should make a show out of reading the various cards and portents before announcing the results. Equal chances are given each results.

Card: Sun Meaning: Bright Future Combat: Will first strike next two opponents Saves: Will automatically make next two saves

Card: Moon Meaning: Promising, but Ultimately Disappointing Combat: First strike next opponent, but be first struck by second opponent Saves: Make next save, but automatically miss second

Card: Flames Meaning: Take Heart, Future Will Improve Combat: Be first struck by next opponent, but first strike second opponent Saves: Automatically miss next save, but make second

Card: Void Meaning: Doom Befalls You Combat: Be first struck by next two opponents Saves: Automatically miss next two saves

Whispered Suggestion

LV 3 MC Magic Essences
 DU Special EF One Creature
 SV Ballthrow or Touch

Victim receives an implanted suggestion that will trigger in a given amount of time, as determined by caster. Caster must first clear the suggestion with the tagmaster before use.

Good Luck

LV 4 MC "Diamond Dust"
 DU Special EF One Creature
 SV Ballthrow

Recipient will automatically make his next two saves OR get the first strike on his next two opponents.

Pseudovampire

LV 4 MC Vampire Blood
 (fake, of course!)
 DU 1 Hour EF One Creature
 SV Touch

This spell causes recipient to gain vampire-like powers, while retaining his own mind and body. It is somewhat dangerous, though, as there is a 20% chance per use that the recipient will die and become a real vampire, forever lost to the realm of the living.

The pseudovampire will possess the following abilities:

-Will do 2 pts of damage per blow

The sparkling above the fire: A person in a tree above the fire throws Diamond Dust onto the fire. It glitters in the light.

Loud clap and flash: The AG Wand of Firebursts is the cause of this phenomenon. The effect is really impressive, yet harmless.

Smoke fills the scene: Condensed Smoke does the job perfectly. This smoke is safe. Two individuals light the powder in small trays on either side of the clearing.

Immense monsters: Construct small stilts and have monsters practice walking with

-Will be able to use two spell-like powers similar to the spells Darkness I and Hypnotism. These powers may be used a total of three times in the hour.

Spell of Doom

LV 4 MC Onyx Ring
 DU Special EF One Creature
 SV Ballthrow

Victim will automatically miss his next 3 saves and will be hit by the next 3 physical attacks. The material component will not be expended in this spell.

Latimar's Time Travel

LV 6 MC Fine Hourglass
 DU 3 Hours EF up to 6 creatures
 SV Touch

All who wish to travel with the caster must link hands in an unbroken circle for the full duration of the chant. This spell allows only the travel of non-evil beings to the time period selected by the mage.

NOT TO LEAVE THE PRIESTS OUT...**Benediction**

LV 1 MC Holy Water
 DU Special EF One Creature
 SV Touch

Recipient will automatically make his next save or get the first strike in the next melee. This work's only restriction is that the recipient be of the same alignment as the priest.

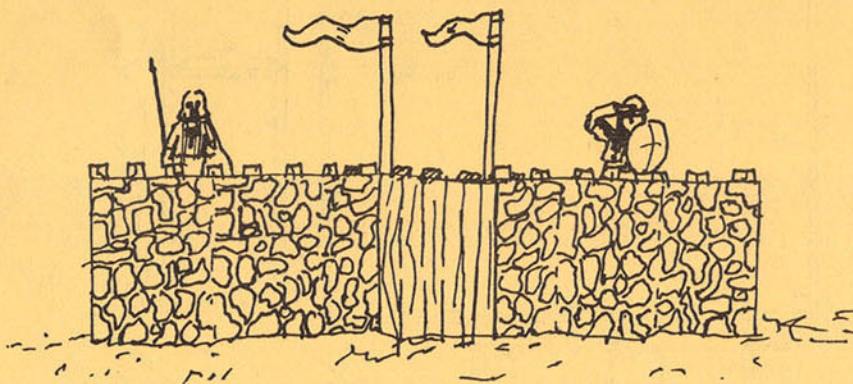
them. Even a foot of extra height causes a dreadful feeling among those who must battle these monsters.

Hey, have fun and use your imagination! Remember that this is an advanced Swordtag encounter. If you're just starting out, keep it simple at first. Play in the daytime. Keep the effects manageable. But when you work up to something like this, just think what it will be like to be the adventurer encountering it!

Until next time, Happy Swordtagging!

Guildmaster Brett

A Swordtag Castle to Defend

**MAKE THE NEXT ADVENTURE ONE TO REMEMBER!!**

by Mike Bjornson

The adventurers are trekking through the woods. They ARE expecting an encounter, but not an encounter like they will have this time! Lo and behold, there! In the clearing! It is a castle! (Well, that's what it's supposed to be anyway!)

The castle looks well defended, and it will be a battle to remember!

You can build a Swordtag Castle, too. You can make it as simple or as elaborate as you like. It is portable and made of cheap plywood. You'll need some basic knowledge of carpentry and some basic tools.

THE OUTSIDE WALL

Each wall section is a 4' x 8' section of plywood. In our example here, there are 14 sections. The gate is also made of a piece of plywood. There are two 2' x 8' sections of plywood on either side of the gate.

Support for the plywood is 4 4x4 corner posts, 11 2x4 wall studs, and 2 4x4 gate posts. These boards are all 8' tall.

For the gate, you'll need 2 16' tall 2x4's and 2 3'8" 2x4's. Assemble the gate (Fig 2.), then drill wall studs and corner posts (Figs. 3 & 4). Now drill the gate posts and the gate itself. Drill holes through all the plywood walls where they line up with the studs and posts. You should number the walls, studs, and posts so that you can match them up right.

THE KEEP

Construct walls as above, and make ceiling out of two 3' x 6' pieces of plywood. Hang a cloth in the doorway. (Figs. 6 & 7).

THE BATTLEMENTS

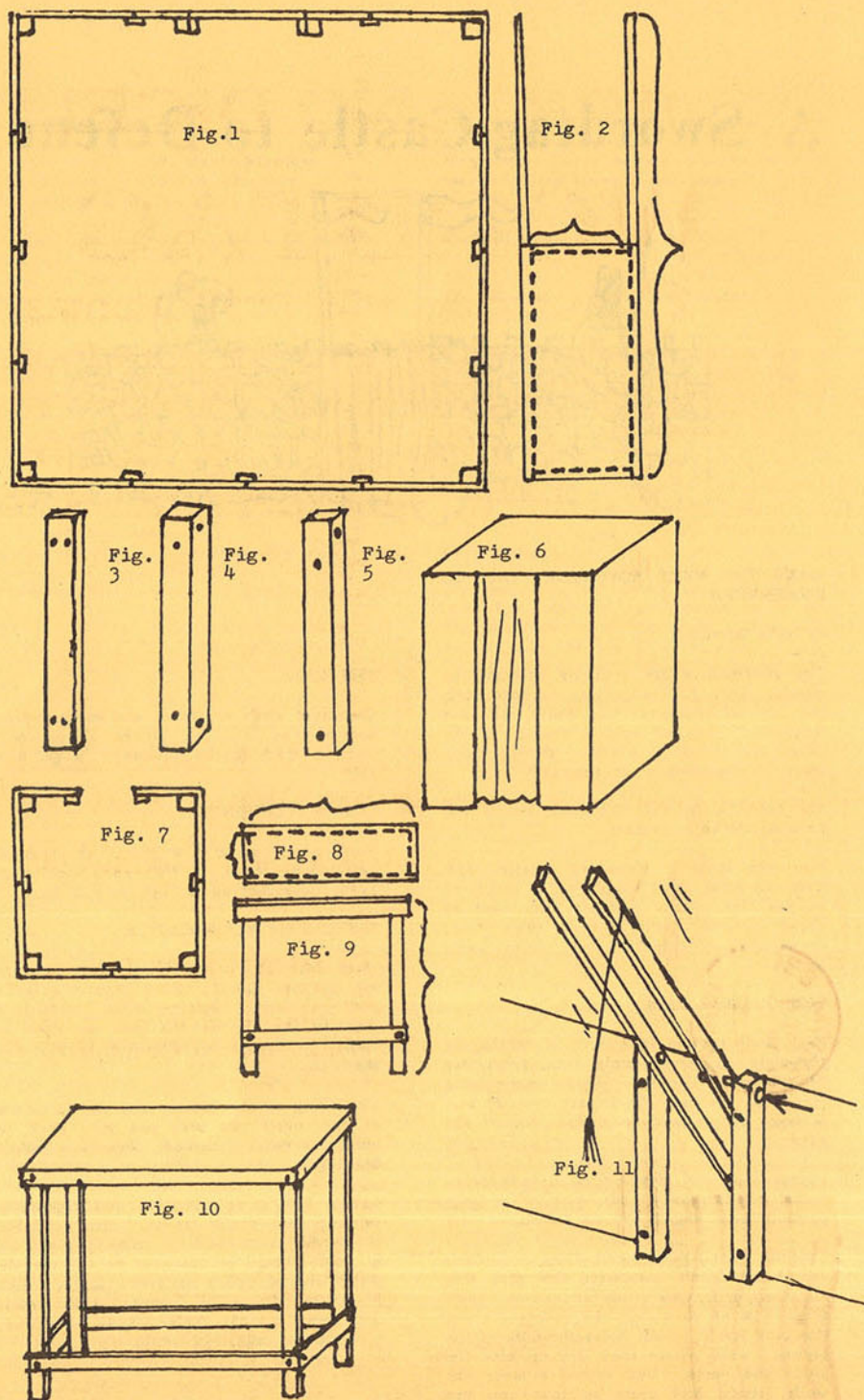
You'll need two 2' x 6' pieces of plywood, 16 6' long 2x4's, 4 1'8" 2x4's and 4 2' 2x4's. Construct as in Figs. 8, 9 & 10.

SETTING UP YOUR CASTLE

Make sure you have a fairly flat area to set up your castle. First construct walls and gate using carriage bolts. Attach a rope to the top of the gate to open it with. Next, put together the keep inside the walls.

Depending on the quality and the thickness of the wood you use, you may need to build several corner braces and/or brackets.

Lastly, put some pennants and tapestries to give your castle flavor. Also available is a roll paper with a stone pattern on it. This should be attached to the outside walls with shingling nails or staples. Get Flagstone Patterned paper roll from: Anderson's, 4875 White Bear Parkway, White Bear Lake, MN 55110



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