

The Adventurers' Guild

# Crier



**NEW CONTEST!**

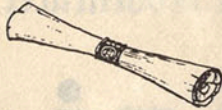
Issue XIII May '89

The Adventurers' Guild

401 New Castle Road  
Marshalltown, IA 50158



## The Scroll



Greetings, Fellow Adventurers!  
comments from Guildmaster Brett

Gadzooks! Spring weather is finally here (in Iowa, that is). I hope it has come to the rest of you, as well. Spring is for Swordtag, and we've come up with some new products for Swordtag. Above all, we now have a line of lightweight, durable molded plastic armor. Inexpensive, too! Check it out...

To those of you who indicated interest in playtesting the AG Roleplaying System, thanks! We've got your names down and we'll be in contact with you... sometime. It's all a matter of getting test copies typed and printed.

The contest is back! I know some of you missed the contest in the last Crier, so we decided to run another one, and a fun and fairly easy one at that. It's a Magical Item Contest... check the ad for details on how you can win big with The Adventurers' Guild.

The AG Chapters around the country are really gearing up... Chaptermaster David Mitchell of Quinlan, TX, Chapter 4, The Shadowspawn, now has about 15 members- they are working on a companion book to Swordtag... Chaptermaster William Coonradt of Schenectady, NY, Chapter 3, The Gamers' Fellowship, now has about 6 members... Chaptermaster Jeremy Broeme of APO, Germany, Chapter 6, has about 6 members- all young adults whose fathers are in the army, I believe... Chaptermaster Jeff Maxwell of the Detroit, MI area, Chapter 5, has about 5 confirmed Swordtaggers as members- I look for this chapter to get big... Chaptermaster Kenneth Swanson of APO, Germany, Chapter 7, The Brotherhood of Dryden's Keep, has about 12 members- they're starting a newsletter called "Taggers' Guild" which I assume is about Swordtag, but I'm not sure... that's all for now on the chapters front.

I have a bit of disappointing news to relay. Some of you had better sit down for this... the AG Festival has been postponed until next year. I sincerely regret this move, since we have been promoting it heavily. It would have been fun- but, you see, not fun enough. We came to the realization that with our limited resources and time there is simply no way at this time that we could pull

off a festival worthy of our valued Guildmembers, especially considering the distances some would travel. So, again, my apologies.

We must have a shy bunch out there. In the last Crier, I asked for pictures of guildmembers to make our next sheet of 20 random NPC's in the upcoming GRIFFON 5. Thus far, we've received around 10. So if you still want to get in on this, there is still time, but not much!

In the upcoming months you will notice that GRIFFON is going to a more or less quarterly schedule (it will come out 4-6 times a year). This is so that we can make sure top-notch material goes into each issue, with no filler. The AG Roleplaying System project also takes a lot of time, believe me!

That's all for now, my friends, bountiful adventures!

*Guildmaster Brett*

## Hear Ye! Hear Ye! Cash Prize Contest

THE ADVENTURERS' GUILD CONTEST HAS RETURNED!!:

WIN \$30.00 in CASH for submitting the best new MAGICAL ITEM of your design to the AG Magical Item Contest! Submit as many as you wish, but all must be your original creations. Entries will be judged on: Originality, Viability, Usefulness in FRP games, Descriptiveness! You may include a picture, if you like. Two Runners-up will receive \$5.00 each. The Winner and the Runners-up will get their entries printed in GRIFFON #5! Deadline is June 24, 1989!



GRIFFON MAGAZINE... from The Adventurers' Guild is your continuing reference source for FRP games. It contains not the ordinary, but the fantastic! Solid articles, adventure modules, and playing information- from cover to cover- no advertisements or useless "filler" material!

Have you ever adventured in the ABYSS?

Would you like to accept the Challenge of the Zorian Mages?

Would you like to discover exactly what the "Ancient Secret Below" really is?

GRIFFON MAGAZINE is published 4-6 times per year by The Adventurers' Guild.

12 ISSUES... IC 105B \$25.00  
6 ISSUES... IC 105A \$15.00

FREE with every subscription... gain a membership to The Adventurers' Guild!

GRIFFON MAGAZINE BACK ISSUES

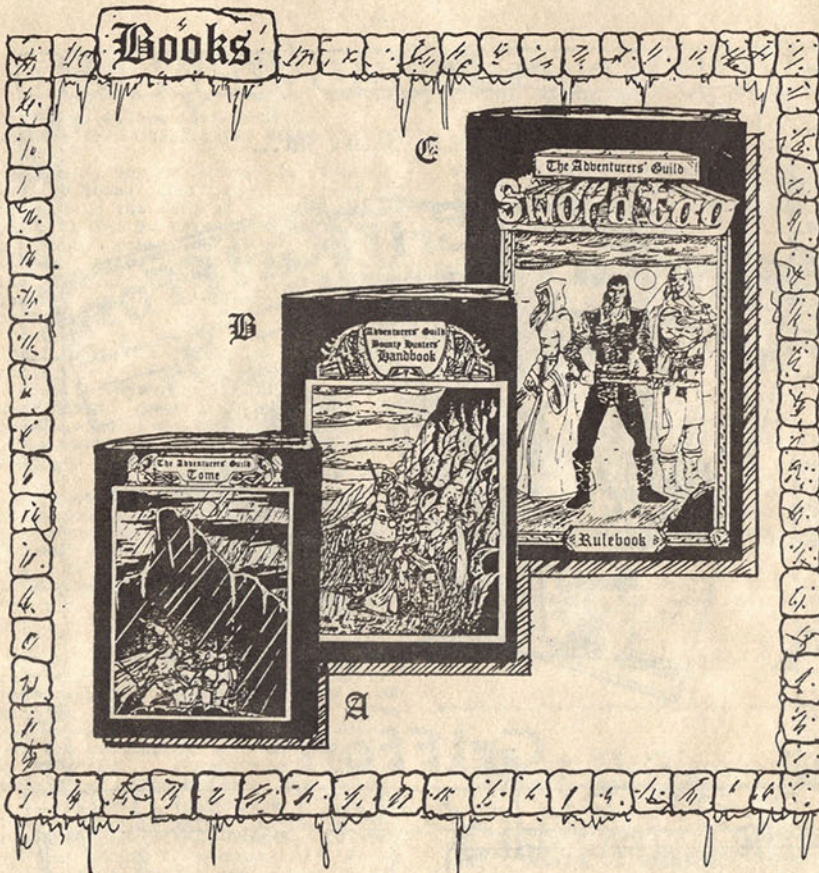
Each issue is \$2.50

#1...May '88...Lair of Bluislee, Telken Race, Bountiful Hunting... IC 1051

#2...July '88...Lair of Bluislee Adventure Module Feature... IC 1052

#3...Nov '88...Against the Evil of Mondark Module Feature... IC 1053

#4...Feb '89...Challenge of the Zorian Mages Module Feature... IC 1054



**A. ADVENTURERS' GUILD TOME** A veritable treasure for the innovative GM, the Tome contains 300 NPC bust portraits brought to life by Bjornson, 1000 medieval/fantasy names of all races, 100 weapon pictorials, armor, shields, and helms. Material GM's should not be without! IC 101 \$5.50

**B. AG BOUNTY HUNTERS' HANDBOOK** Godriax the Hammer. Master Midnight. Xenu, the 42nd level Mageking of the Zorian Circle. Just a few of the worst of the worst in these 48 teeming pages. Full of stats, personalities, maps, and adventure possibilities for the brave (or foolish!). 20 Archfiends in all... Now is your chance... become the bounty hunter you always wanted to be! IC 103 \$4.25

**C. AG SWORDTAG RULEBOOK** Find out about a NEW game! Swordtag is full-scale FRP. Start a campaign of REAL Adventure. The game is safe, tested, and inexpensive. Everything is covered. Magic and combat. Padded weaponry. Costumes and armor. Adventures, races, and classes. SWORDTAG... No Table, No Dice... Just ACTION! IC 104 \$4.50

#### AG Cardstock Miniatures

These mini's are gray parchment with foldable bases. Standard size. All sets are \$2.00 except IC 201F, which is \$5.00.

Humans and Elves-78 figures	201A
Ettins and Orion-39 figures	201B
Hill and Forest Giants-39 figures	201C
Orcs and Hobgoblins-78 figures	201D
Dwarves and Gnomes-78 figures	201E
Lower Planes Nasties-57 figures	201G
Bluislee's Baddies-40 figures	201H
Telk, Comrades, Ice Gorn-57 figures	201I
Legion of the Shadowmaster-140 fig.	201F



## Psst... Hey You, Yah You!

DO YOU WANT TO KNOW HOW TO GET GREAT GUILD PRODUCTS AND...

## Save Money AND GET A Free Gift?

LET ME TELL YOU HOW...

**BECOME AN ADVENTURERS' GUILD MEMBER AND GET 10% OFF ALL OF YOUR PURCHASES!**

Become a Preferred Guildmember! Here's what you get:

- \*Each issue of GRIFFON Magazine and the AG Crier
- \*10% off all purchases
- \*Great contests, big prizes
- \*Membership card
- \*Chances to become an author

\***FREE** Your choice of (3) sheets of AG Cardstock Mini's or an AG Mage's Component Pouch (works well as a dice bag!) when purchasing either the \$15.00 or \$25.00 membership!

A ONE YEAR MEMBERSHIP (6 issues each of Crier and GRIFFON)... IC 105A \$15.00

A TWO YEAR MEMBERSHIP (12 issues each of Crier and GRIFFON).. IC 105B \$25.00

A one year membership for a few silvers less... same as above except no

GRIFFON subscription... IC 204 \$2.00

Two Years..... IC 205 \$4.00

**Take up your arms. Don your armor. Join the guild!**

## Portraits

#### AG Custom Portrait Shoppe

A professional rendering of YOUR character! Fully detailed and life-like. Please be as complete and detailed as you like on the description sheet and use more paper if you like. The sample pictured is representative of the full-length crisp black and white. However, please note that the actual portraits are done on 8 1/2 x 11" (smaller for busts) artists' board.

I Would Like:	Item Code	Price
Bust, B&W	401A	\$5.00
Bust, Full Color	401B	\$8.00
Full, B&W	401C	\$12.00
Full, Full Color	401D	\$20.00
Background, Bust	401E	\$3.50
Background, Full	401F	\$7.00

Laminate 401H \$3.00

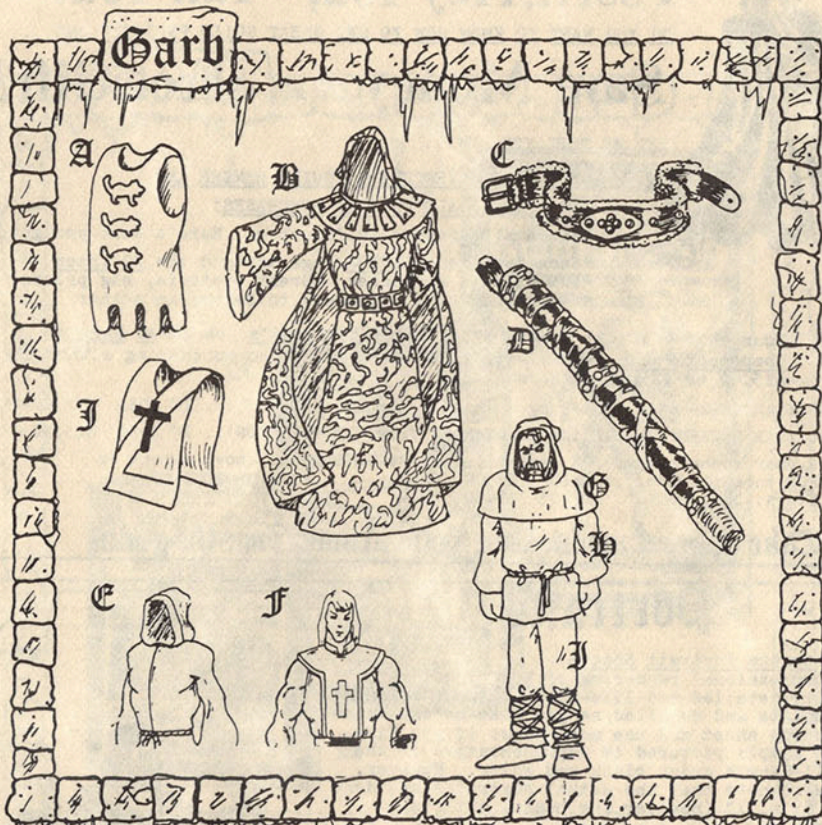
We also specialize in custom portraits of whole groups, pairs and/or animals. All at reasonable prices. Write a description of what you would like and we'll quickly gat back to you with a quote!



## Would You Like To Go Adventuring?



**No Table, No Dice... Just Action!**



#### SWORDTAG GARB AND ACCESSORIES

The Adventurers' Guild is your one-stop Swordtaggers' Shoppe!

#### ORDERING INSTRUCTIONS FOR GARB:

Note the options open for a particular article and consult the options charts. Some special costumes and accessories have no options other than possibly size. Always indicate Sm, Med, or Lg and your height when ordering a costume.

- A. Knight's Regal Tunic IC 352 \$55.00  
(In plush velvet, golden symbols)
- B. Mage's Robe, Cape IC 361 \$230.00  
(complete as shown in red and silver plush velvet)
- C. Barbarian's Girdle IC 328 \$26.00
- D. Fancy Swordtag Scabbard IC 339 \$31.00  
(fits most Swordtag swords, inlaid with fake gems)
- E. Mage's Robe IC 301 \$44.95  
(hooded, tie-belt, phoenix feathers, sigil trim, indicate Material/Color and Size)
- F. Warriorpriest's Robes IC 303 \$83.00  
(inner robe, outer tunic, belt, gold trim, indicate Material/Color for both inner and outer parts, using whichever material price is higher if there is a difference)
- G. Cowl IC 349 \$15.00  
(indicate Material/Color, one size fits all)

- H. Jerkin IC 348 \$24.00  
(Size and Material/Color)
- I. Breeches IC 324 \$27.00  
(indicate Material/Color, Length and Waist)
- J. Wide Heraldic Tunic IC 347 \$27.00  
(indicate Material/Color for base material and for bands, Symbol choice and Size)

#### Not Pictured

- Priest's Robe IC 302 \$44.95  
(hooded, enclosed front, tie-belt, holy items, indicate Material/Color, Symbol, and Size)
- Knight's Half-Color Tabbard IC 353 \$32.00  
(indicate two Material/Color choices, using whichever material price is higher if there is a difference, also Symbol and Size)
- Winged Cleric's Robe IC 357 \$52.00  
(similar to Priest's Robe, except has winged wide sleeves)
- Pelicon IC 358 \$32.00  
(a female-styled cape/cloak, indicate Material/Color and Size)
- Triangular Tunic IC 365 \$27.00  
(comes with trim that matches symbol color, indicate Material/Color, Symbol, and Size)
- Sash IC 366 \$10.00  
(For the mystical look, used as belt, indicate Material/Color)

#### ADVENTURERS' GUILD Garb Continued...

- Crusaders' Tunic IC 305 \$20.00  
(comes with trim that matches symbol color, indicate Material/Color, Symbol, and Size)
- Warrior's Cape IC 306 \$20.00  
(Material/Color and Size- optionally indicate actual length desired)
- Hooded Cloak IC 368 \$40.00  
(Material/Color and length desired)
- Monk's Garment IC 311 \$42.00  
(thigh length, made of cotton blend with satin sash and band, indicate Material/Color choices and Size)
- Leather Elven Boots IC 504 \$25.00  
(kit, low, soft boots, sizes 7 to 9)
- Leather Wineskin IC 501 \$19.00

#### SYMBOL Choices (for certain costumes, see above) Indicate choice of symbol and any basic color for the symbol.

Cross	Star	Lamp	(Add \$2.00 for these)
Eastern Cross	Star Of David	Candlestick	2-color Banner
Moon, Quarter	Hammer	Hourglass	Sun
Moon, Half	Axe	Owl	Skull/Crossbones
Equal Cross	Eye	Face	Trimmed Cross
Moon w/ Star	Sword	Bear	Lion

#### MATERIAL/COLOR Chart (for the preceding costumes)

When choosing, note that certain materials are higher priced. Look at the "ADD" column. This is how much you must add to the base price of the costume for this material choice. A dash in a column means that particular combination is not available.

	ADD	White	Black	Red	Yel.	Green	Blue	Lt. Bl.	Vio.	Gray	Oran.	Brown
Satin	0%	00	01	02	03	04	05	06	-	-	-	-
Heavier, Fine												
Satin	25%	10	11	12	13	14	15	16	17	18	-	-
Light Blend	0%	20	21	22	23	24	25	26	27	28	29	2A
Velvety, Med.												
Blend	15%	30	31	32	-	34	35	-	-	38	-	3A
Heaviest												
Blend	15%	40	41	42	43	44	45	-	-	48	49	4A
Plush Velvet	225%	-	51	52	-	54	55	-	-	-	-	-

#### MORE ACCESSORIES

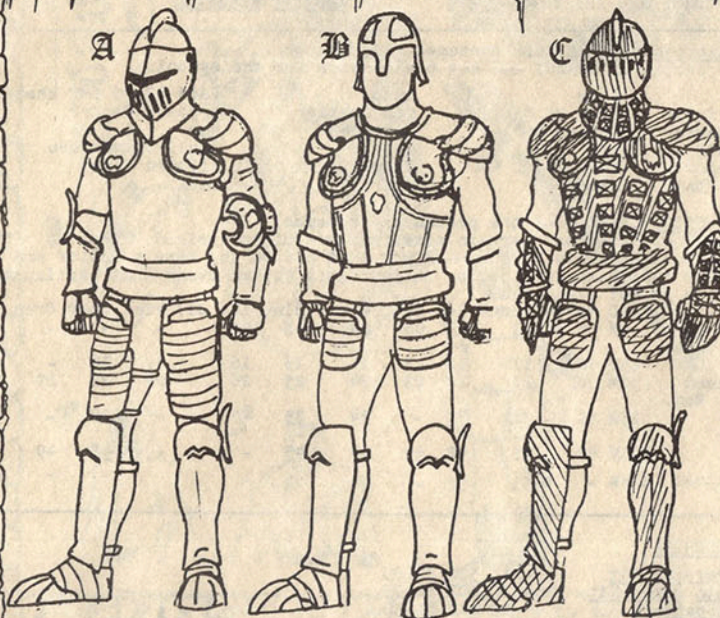
- Leather Bracelet Kit IC 502 \$2.95
- Leather Coin Purse Kit IC 503 \$4.95
- Peasant's Scabbard IC 342 \$4.50  
(basically a sword "holster")

## The AG Tome



Let your NPC's fly! The AG Tome has 300 NPC Portraits, 1000 Fantasy Names and more, so you'll never be at a loss to describe an NPC to the players.  
AG Tome IC 101 \$5.50

## Armor



### ADVENTURERS' GUILD Plastic Armor

Lightweight, simulated plate type armor. Very realistic color and authentic style. Adjustable so that one size fits all. It comes ready to wear... complete as shown! Perfect for the serious Swordtag warrior.

- A. Knight's Plate Armor  
Silver in color, visored helm actually works, breastplate front and back, gives 7 lp in Swordtag rules!  
Item Code 603 \$250.00
- B. Warrior's Plate Armor  
Gold in color, breastplate front and back, gives 6 lp for Swordtag.  
Item Code 604 \$195.00
- C. Ruffian's Plate Armor  
Black and silver in color, perfect for a Swordtag rumble! (Just joking!) Gives 6 lp for Swordtag...  
Item Code 605 \$195.00

## SHIELDS



### ADVENTURERS' GUILD Plastic Swordtag SHIELDS

Indicate choice of silver or gold color. All shields now come with padded backing to help absorb the force of blows.

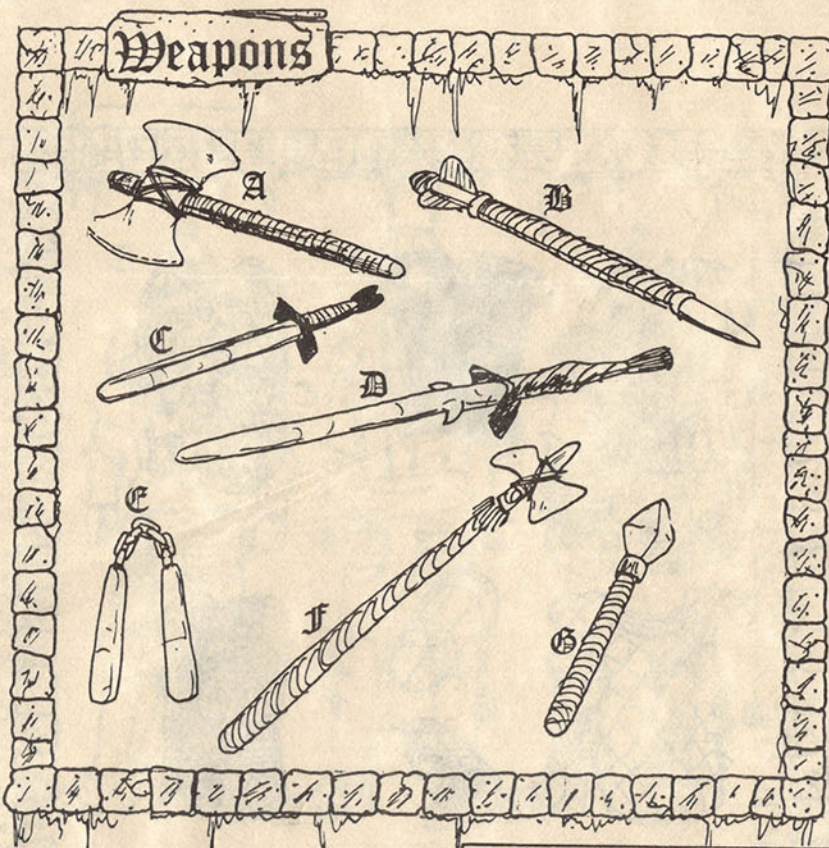
- Pointed Buckler (pictured) IC 602 \$32.00  
(22" size)
- Small Round Buckler IC 606 \$32.00  
(19" diameter)
- Large Knight's Shield IC 607 \$40.00  
(pointed bottom, 40" length)
- Large Squared Shield IC 608 \$40.00  
(rectangular, 43" length)



### ADVENTURERS' GUILD Armor

Suits of armor ideal for Swordtag. Indicate shirt size Sm, Med, or Lg when ordering.

- A. Padded Armor IC 355 \$42.00  
(actually absorbs blows!)
- B. Simulated Leather Armor IC 308 \$98.00  
(comes in brown or black, complete with tunic and bracers)
- C. Ring Armor IC 314 \$195.00  
(golden rings sewn onto simulated brown or black leather- your choice)
- D. Quilted Armor IC 356 \$45.00
- E. Bracers IC 344 \$13.00  
(simulated leather, indicate black or brown)
- F. Linked Mail Armor IC 321 \$265.00  
(made of actual metal rings and wire)
- Linked Mail Hauberk IC 367 \$98.00  
(constructed as above)
- (not pictured)
- Felken Quilted Armor IC 322 \$61.00
- Synthetic Fur Tunic IC 316 \$28.00



### SWORDTAG WEAPONRY

All Swordtag weaponry is padded and constructed with vinyl covering in the correct colors for a very realistic look!

A. Battle-Axe (3½')	IC 705	\$42.00
B. Spear (5')	IC 707	\$35.00
C. Longsword (3½')	IC 701	\$37.95
D. Two-Hand Sword (4½')	IC 713	\$45.00
E. Nunchaku (3')	IC 715	\$30.00
F. Polearm (5')	IC 714	\$45.00
G. Mace (3')	IC 712	\$36.00

### More SWORDTAG Weaponry (not pictured)

Shortsword (2½')	IC 702	\$29.95
Flail (3' plus)	IC 706	\$45.00
Aklys (2½')	IC 708	\$30.00
Plain Staff (5')	IC 709	\$35.00
War Hammer (3½')	IC 710	\$42.00
Holy Water Sprinkler (5')	IC 711	\$45.00
Triple Rod (5')	IC 716	\$37.00

Plastic Shortsword/Scabbard IC 601 \$9.00  
(very realistic injection molded, detailed, durable)

### Magics' Components

**15 castings in a small satin pouch		
Needles of Locust	Item Code 335	\$3.50
Magical Lampblack	Item Code 336	\$3.75
Fine Sand	Item Code 337	\$3.50
Magical Essences	Item Code 338	\$4.50

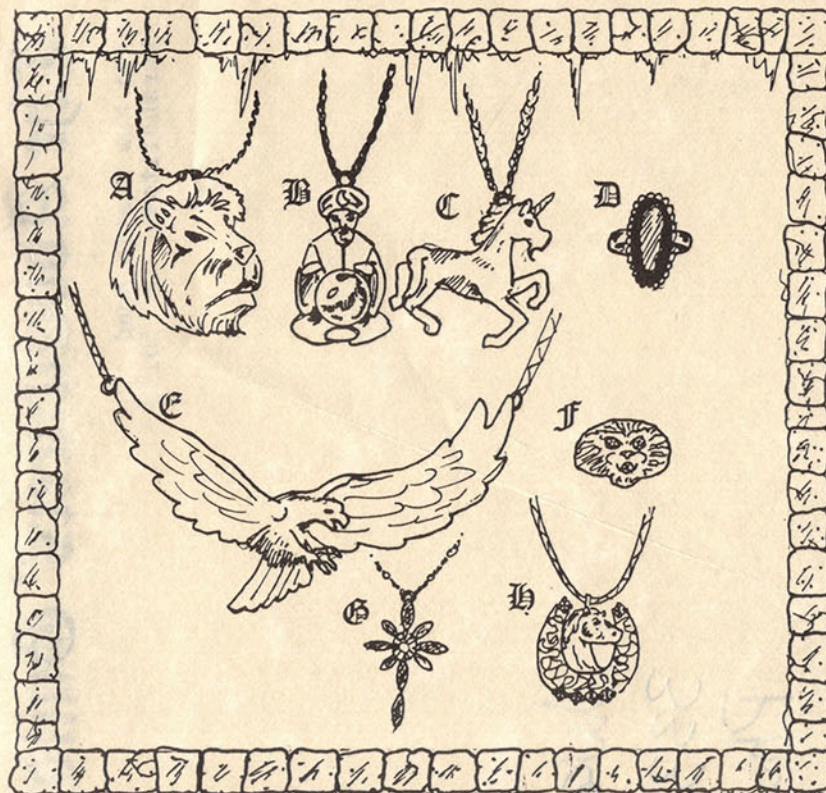
### Illusions

For the Swordtag Mage!		
In this Issue- Fire Illusions...		
Fingertip Flashpot (uses flashpaper)	#901	\$22
Wand of Firebursts (flash and bang, uses flashpaper)	#902	\$36
Flashpaper (20 pieces)	#903	\$6.

Bandolier (with 3 Swordtag throwing "knives")	#350	\$26.00
Overback Scabbard (for bigger swords)	#351	\$30.00

### News-bit

The Gamer's Guild is active in the Maryland Virginia area. They run monthly meets and publish a newsletter on area conventions and other helpful information. Please write to: Gamer's Guild, Suite 304, 90 W. Montgomery Ave., Rockville, MD 20850



### Gems and Stuff

The following selection of jewelry is ideal for Swordtag players, for though it is inexpensive, it certainly does not look that way. It is genuine jewelry, not "costume" in any way. Most are imported and most are in larger sizes so that they are showy and appropriate as Swordtag props for your character. The actual size of the pendants and amulets is shown in parenthesis.

When introducing a piece into your campaign, you may wish it to be magical. Here are some suggestions: Unicorns-healing; Horseshoes-luck; the Lion-strength; Crosses-for priests; Diamonds- against undead; Amethyst- against potions; Onyx- cause discord among enemies. The tagmaster rules in all cases.

A. Carved Lion Pendant (golden, 2")	#824	\$22
B. Swami Pendant (dark silver, 1", blue crystal ball gem)	#826	\$24
C. Unicorn Pendant (golden, 1")	#843	\$19
D. Genuine Onyx Ring (sizes 5-9)	#868	\$36
E. Flying Roc Pendant (three-tone golden/silver, 3" big!)	#854	\$26
F. Lion Ring (golden, red gem eyes, sizes 9-13)	#865	\$32
G. Violet Cross	#841	\$21
H. Unicorn Pendant	#821	\$16
Genuine Tiger Eye Ring (not pictured, sizes 9-13)	#861	\$32

### IF YOU DON'T KNOW YOUR RING SIZE, HERE'S A SIMPLE WAY TO ASSURE A PERFECT FIT.

1. Cut a straight strip of paper 3 inches long and about ¼ inch wide.

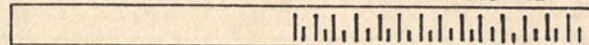


2. Wrap this strip of paper around the finger that is to receive the ring. Then, place a mark, like a dot, on the strip where it meets the end.

3. Place the mark on the strip of paper at "A" on the Ring Guide. The number at the end of the strip is your ring size.

### A RING GUIDE

1 2 3 4 5 6 7 8 9 10 11 12 13 14



CUSTOM PORTRAITS DESCRIPTION SHEET

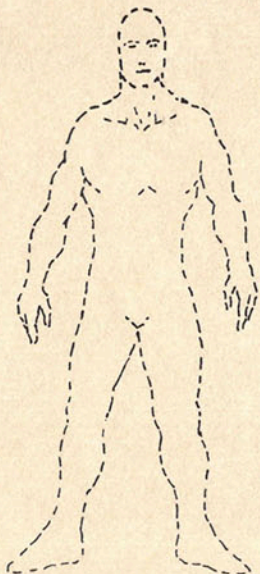
Profession \_\_\_\_\_ Race \_\_\_\_\_ Align \_\_\_\_\_ Age Category \_\_\_\_\_ Height \_\_\_\_\_  
 Weight \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Sex \_\_\_\_\_ Disease \_\_\_\_\_  
 Strength \_\_\_\_\_ Beauty \_\_\_\_\_ Intell \_\_\_\_\_ Wisdom \_\_\_\_\_ Health \_\_\_\_\_  
 Agility \_\_\_\_\_ Skin Color \_\_\_\_\_ Facial Comments(Beard, etc...)

Clothing, Robes, Armor \_\_\_\_\_

Possessions, Weapons, where placed \_\_\_\_\_

Background, if any \_\_\_\_\_

Special Notes \_\_\_\_\_ Optional Sketch



ORDER FORM (please print clearly)

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_ State \_\_\_\_\_  
 ZIP \_\_\_\_\_ Phone \_\_\_\_\_

Please RUSH me:

<u>Item Code</u>	<u>Description</u>	<u>Unit Price</u>	<u>Quantity</u>	<u>Price</u>	<u>Special Instructions</u>

Subtotal \_\_\_\_\_

Guildmembers 10% Dis \_\_\_\_\_

Canadian and Foreign orders- U.S. Funds please \_\_\_\_\_

Canadian Orders, add 8% postage \_\_\_\_\_

Overseas Air add 40% for order under \$20.00 or  
 30% for order over \$20.01 \_\_\_\_\_

Overseas Surface add 15% \_\_\_\_\_

TOTAL \_\_\_\_\_

Enclose check or money order with order, no COD's  
 Money-back guarantee on all our products  
 Most orders shipped in 48 hours of receipt  
 Prices subject to change without notice  
 Certain heavy items (Code 329, etc.) please inquire before foreign order

THANK YOU! The Adventurers' Guild, 401 New Castle Rd, Marshalltown, IA 50158

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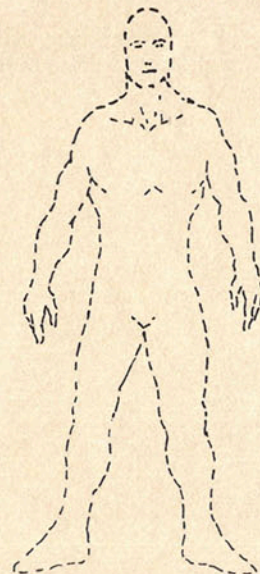
Profession \_\_\_\_\_ Race \_\_\_\_\_ Align \_\_\_\_\_ Age Category \_\_\_\_\_ Height \_\_\_\_\_  
 Weight \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Sex \_\_\_\_\_ Disease \_\_\_\_\_  
 Strength \_\_\_\_\_ Beauty \_\_\_\_\_ Intell \_\_\_\_\_ Wisdom \_\_\_\_\_ Health \_\_\_\_\_  
 Agility \_\_\_\_\_ Skin Color \_\_\_\_\_ Facial Comments(Beard, etc...)

Clothing, Robes, Armor \_\_\_\_\_

Possessions, Weapons, where placed \_\_\_\_\_

Background, if any \_\_\_\_\_

Special Notes \_\_\_\_\_ Optional Sketch



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Name \_\_\_\_\_  
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