

Encyclopidia Magiciica Arcana

Arcana
Journal
#11



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Avalon Games



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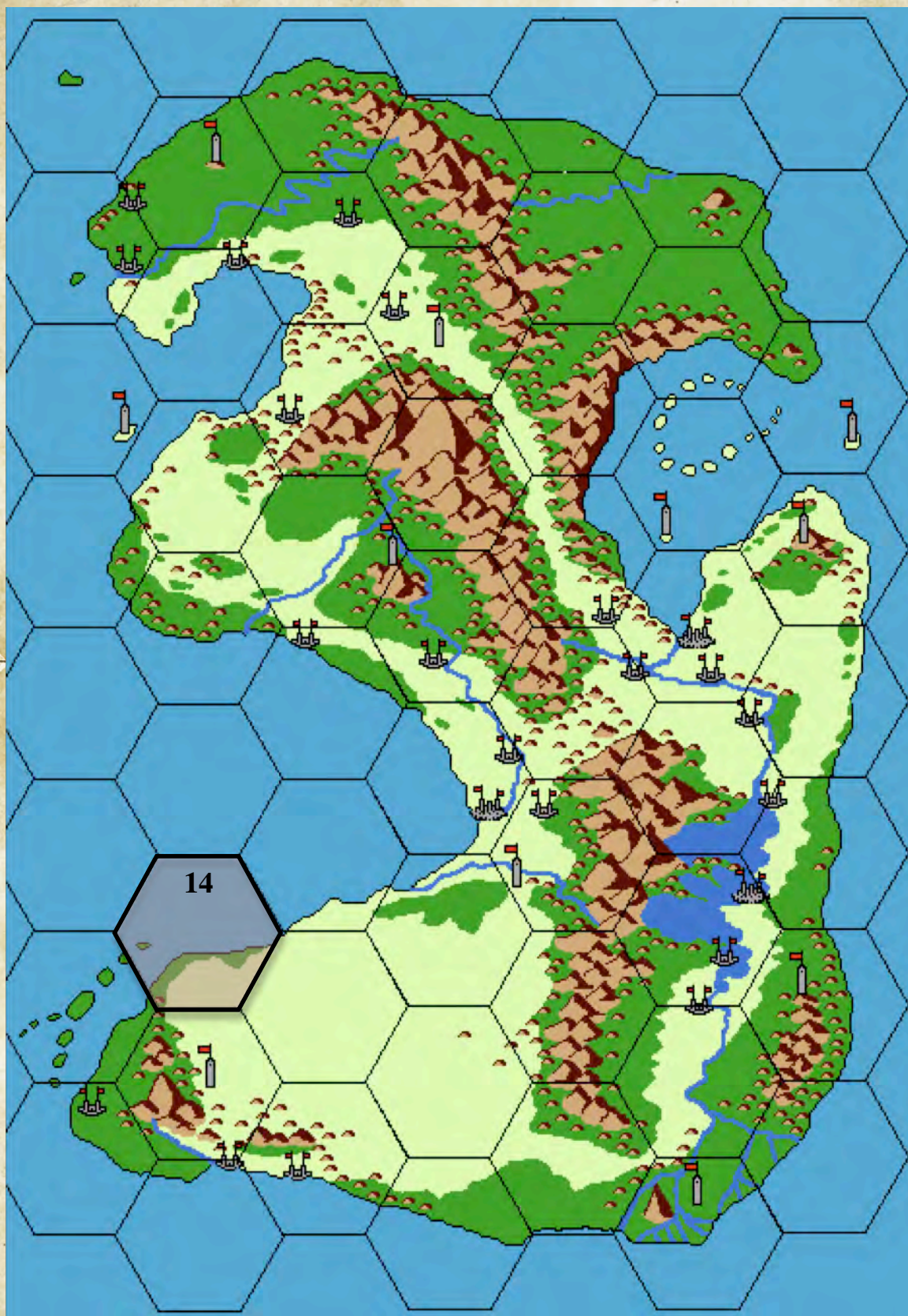
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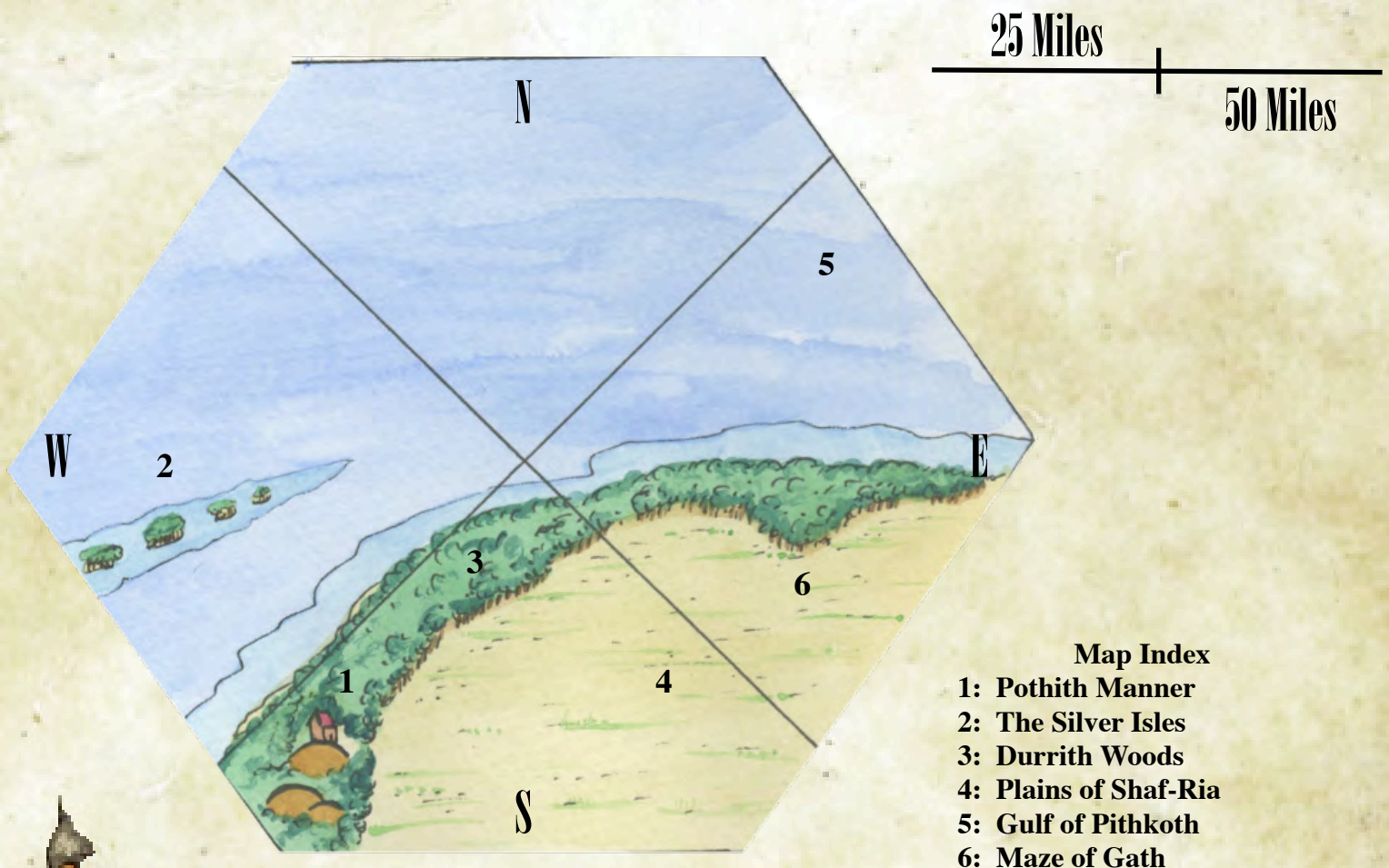
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Hex 14

Plains of Shaf-Ria and the Gulf of Pithkoth

The northern shores of Shaf-Ria lie along the Gulf of Pithkoth. Here the Durrith Woods end their run north and the plains saddle the sea. Barbarians, bandits and gnolls live along this stretch of the great plains and many adventures seek their fame here as well.

Mostly a lawless land, the Duchy of Cheram while on paper holds most of the woods, in reality little law and order resides in these northern stands and none at all is seen on the plains, other then the might of one's sword arm.



Avalon Games



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Arcanum

An exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters. Now with four great expansions.

Board Games

Avalon makes some great board games, great games at a great price. Arcanum, Mystic Adventures, Dragon Lords and Junkyard Wars are but a few of our great titles.

Battle Tiles

Battle Tiles, Avalon Games, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Avalon Clip Art

Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

Character Portraits

Need a fast picture of what your character looks like. These professional, full color works will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get 'em.

Mini-Games

Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

Worlds of Wonder

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

Worlds of Wonder Expansions

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

Arcana

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek

Avalon's Monthly game magazine, inside you will find tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe and Arcana. Great game stuff each and every month.

**Avalon is a proud participant of Kiva,
making loans that change lives.**



loans that
change lives

S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and orcs, or blast off into the cold hard future with space marines and aliens.

Warlord Grom

2

4

Strength	3	Health
Speed	8 / 1	
Movement	4	
Adrenal	4	
Will	4	

Weapons and Armor

Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

Special Abilities

- 1. Savage Blow (Attack, 3)**
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- 2. Command (Move, 2)**
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- 3. Shatter Shield (Attack, 1)**
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.
Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.

Spirit
Tiger

Wolf

Kir

Sie

Night
Stalker

Major
Glory

Lamia

Gyea

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.



**If you liked this game, then try one of Avalon Game's Mini-Games,
such as Dragon Wars.**

(Click [here](#) to visit the product's page at RPGNow)

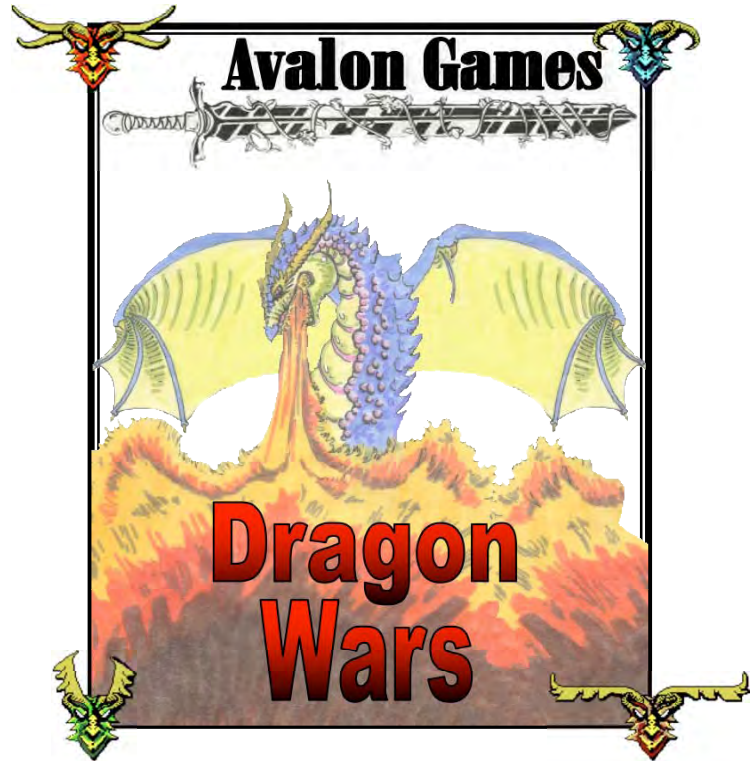
Vermix issued a challenge and then leapt into the clear skies that lay outside the entrance to his cave lair. The smaller air dragon returned the roar and beat its long wings to gain altitude. Vermix was large, a fire dragon of both great age and size. With some amusement, Vermix thought of the foolish air dragon and how it would perish, both under his talons and from the burn of his breath.

Beating his own great wings, the massive fire dragon rose slowly. Meanwhile, the swifter air dragon had reached a great height overhead. With a shriek, it folded its wings tightly against its sinuous body and dove into Vermix like a blue-grey spear thrown by an angry god of war.

The two dragons crashed into each other with bone shattering force. Stunned by the impact, Vermix struggled to bite at his foe, but the smaller air dragon had gained a tight grip on the fire dragon's fore legs and was even now ripping at Vermix's armored hide with its own sharp talons.

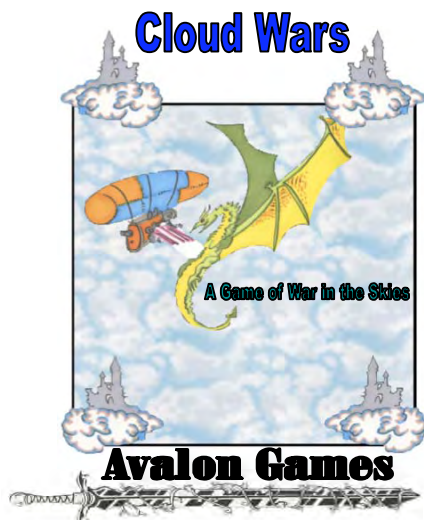
Finally, Vermix was able to turn his great head and bite down on the neck of his foe. The air dragon screamed as Vermix crushed its throat, killing the smaller dragon in one mighty snap of his jaws. Spitting the dead beast from his maw, Vermix turned his body as it fell. He needed to either slow his fall or, if possible, pull up from the deadly plummet.

As the ground below rushed at him, Vermix began to flap his mighty wings once more, beating the air using his massive chest muscles. Like belts of iron, these muscles struggled to gather the wind in his wings. Slowly, he regained control and turned a headlong fall to his doom into a gracefully controlled swoop. As he passed mere inches over the tops of the trees of the forest below him, Vermix issued another roar, letting all that could hear that he was king of the dragons still, and would remain so until another could dragon took his life and his crown.



This is Dragon Wars, yet another Mini-Game from Avalon Games. In Dragon Wars, you and other players take on the roles of mighty dragons, dragons that then launch themselves into the skies and battle for supremacy over all about them. Using a fast turn based system, the combat is swift, the excitement nail biting and the strategy intense.

Do you dare enter the world of dragons...?



**Also look at the expansion to this great
game, Cloud Wars**