

Arcana

Realms



Nudia

Avalon Games



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**Arcana
Nudia**

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Kingdom of Nudia

One of the oldest surviving realms in the north, the kingdom of Nudia has had a long history of war, defeat, rebirth and growth. Its kings are well known for their skill in diplomacy and the art of deceit, and their armies have marched into just about every realm at least once in the past.

Nudia started as a free hold with the building of the tower of iron by the warlord Fargus the bold. Soon the tower attacked a town and then more and more peasants arrived with the offer of protection and free lands.

The realm continued to grow till its defeat and conquered by Shradian. This marked the end of the realm as a free stated and the end of the Fargus line. For some time the lands of Nudia were held by the warlock of Shradian, until it was deeded to Duke Marthus the black and the realm become a Duchy in the realm of Shradian. For many more years the duke's line ruled the lands and paid tribute to the warlocks of Shradian, even loyal supporters of the dark rulers of the realm.

The first brother war brought Nudia its freedom when the duke was hanged and his realm set free of Shradian rule. The population quickly settled for a new lord, with baron Sharv declaring himself the new king of Nudia and the realms independence. Unable to fight a civil war and stop a brake way duchy, Prince Braddith the dark allow the barons move in return for his support in the war.

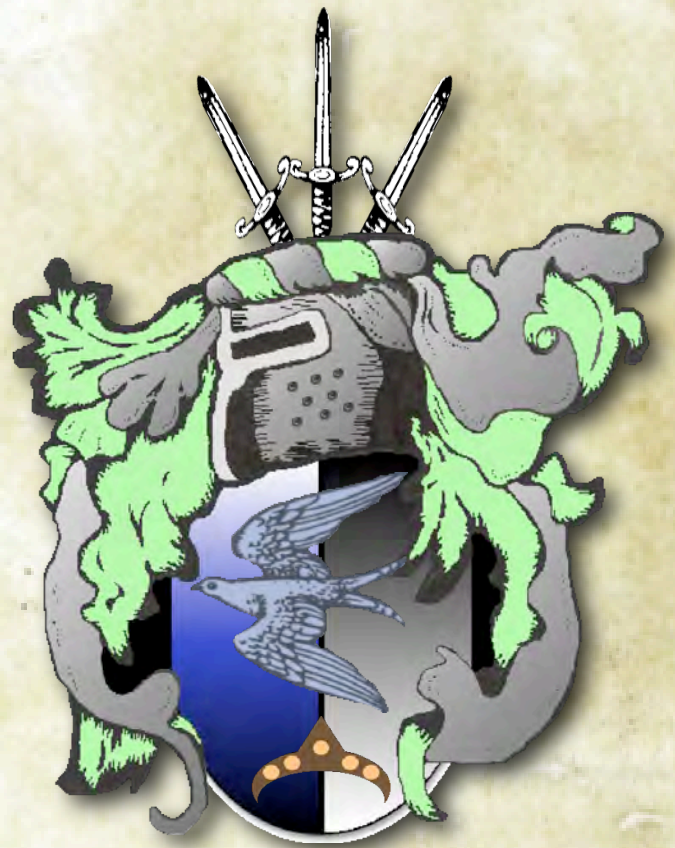
After the war the ties of Shradian and Nudia continued to be strong and each supported the other in most things.

This also saw the realm expand, taking most of the northern great woods under its control, at least all that lay south of the river. The realm expanded east and south and for a short time rules all north of the Giant stone and south of the River Mord.

This did not last long though and the realms boarders continued to move, decreasing mostly over the next few years. Goblin raids and other event conspired to keep the realm small and in its present day borders most of the time.

With the birth of Mulithor, Nudia had a new rival to face and soon these tow realms where at each other throats. Wars and boards feuds have been the order of the day for most of the time since.

With the fall of Shradian in the Age of Strife, the realm has mostly been alone in its struggles, although a few alliances and treaties have been signed, but all know that a treaty with Nudia is worth little if its king can gain more by breaking it.



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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.

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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.

2

Warlord Grom

2

4

Strength

Speed

Movement

Adrenal

Will

3

8 / 1

4

4

4

Health

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

Night Stalker

Major Glory

Lamia

Kir

Sie

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 Heroes for Hire.

(Click here to visit this product's Page at RPGNow)

The magistrate leaned back from his desk and sighed. He had so much to do and little time or money to get it all done. In his hand was a report of goblin raiders attacking farms to the north. On his desk were other requests for aid, complaints about bandits along the high road, undead shambling about a local graveyard and many more calls for aid.

Leaning forward the high magistrate called in his assistant, a small, frail looking man with small eyeglasses perched on his thin nose.

"Yes milord?" the small man asked with a swift bow.

Handing the report on the goblin raiders to his assistant, the Magistrate told him to give the job to, "That dwarf, what was his name? You know, the one that helped us out with the troll some weeks back. He and his band of adventurers did a good job on that assignment, let us see how they fare with goblins."

With a bow, the bespectacled man turned and left, calling for a runner to go find the dwarf, who no doubt was drunk in some tavern, rewarding himself with the gold he had earned on his last job for the city's chief trouble shooter.

This is Heroes for Hire, another great Mini-Game from Avalon Games. Take the role of a city bureaucrat, as you seek to solve one problem after another. Most of your day-to-day dealing though, has to do with adventurers, their hiring and then sending them off to solve one of the many problems that plague your city. Can you build up a stable of reliable heroes who will slay the dragon you need dead, or find the grand treasure that you need to offer as a wedding present to the king's third cousin. Seek glory through the blood and sweat of others, and rise to the top position within the realm.

Heroes For Hire

A Game of
Adventurous
Fun

