

# Arcana

## Realms



# Borden

Avalon Games





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**Avalon Games**





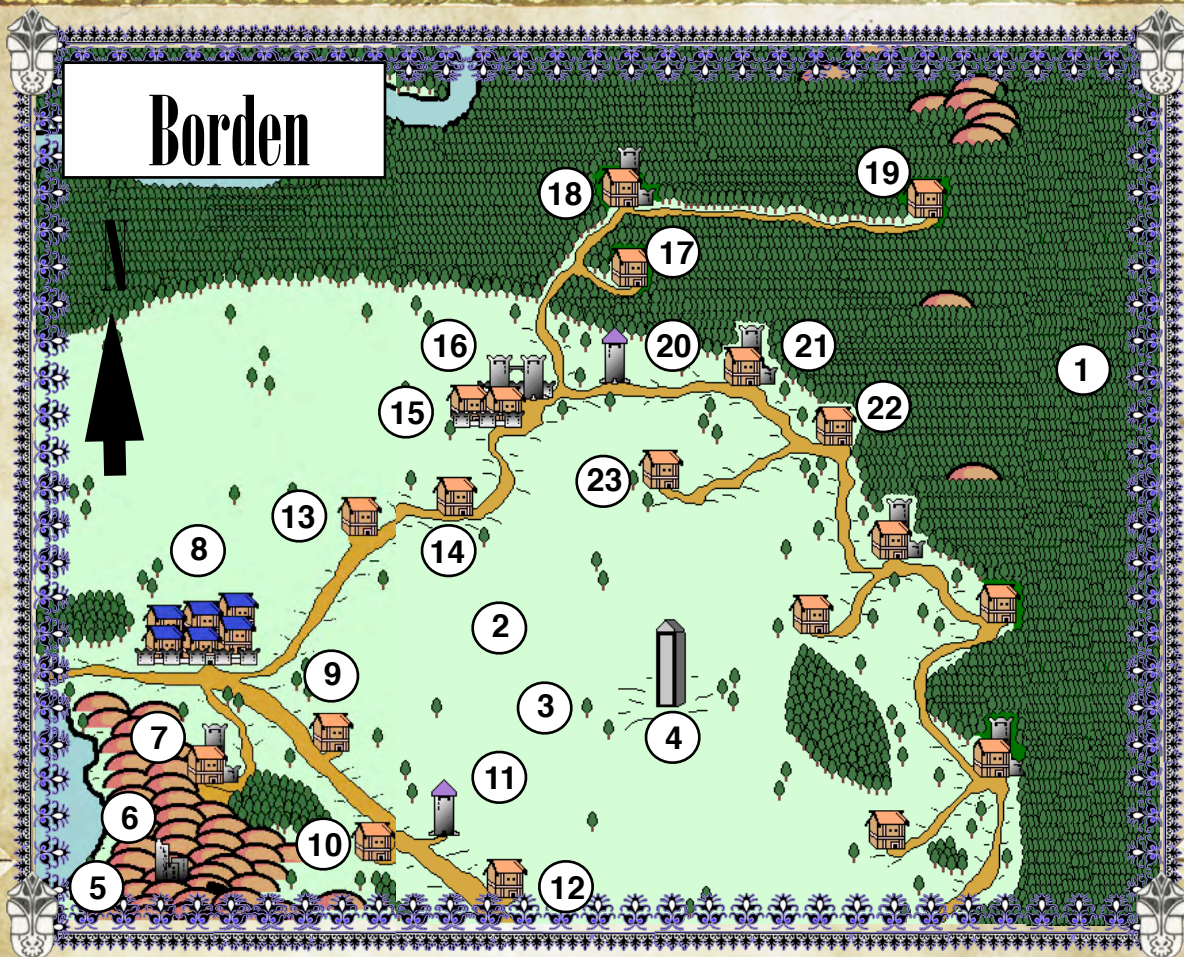
**Arcana  
Borden**

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# Borden



25 Miles

50 Miles

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# Kingdom of Borden

The history of the realm begins with the pulling out of Nudia from its eastern provinces. Pressure from goblins, and other beast, as well as continued trouble in its court left Nudia unwilling and in some cases unable to continue to support the constant struggle to maintain some sort of order in this area. The king thus freed the lands, pulled his troops and left. The peasants and nobles of the area, tried to maintain a smaller realm, named Freehome, lead from the Tower of Red Tiles. The new King Halbright was unable to keep the greed and distrust of his few nobles in line and the goblins quickly settle the problem when they took the tower, killing all within.

For sometime the goblin warlords of the Red Tower where a problem in the north and a few wars were fought in and around the towers tall spires. Eventually the tower was left in a state of disrepair and the few goblins that remained were little more the bandits and minor raiders.

This is when George Borden enters the sense. He and his small band of warriors attacks the tower, empty it of goblin kind and made it their home. The free hold soon attracted peasants and other folk with the offer of free lands and noble status for those that brought men and swords to aid in freeing the lands of beast and goblins. Within 50 years the realm had grown and the town of Norborg expanded.

The realm continues to be a frontier kingdom with little influence or political will, but this all changed with the attacks by the warlocks of Darkmoor. The evil mage Himmortith sought to marry the daughter of one of the local nobles, but the crown prince was her betrothed and so was forced to seek her release. The adventure of the Sparrow prince is well documented in the epic song, the Sparrow and the Vulture, and is well liked by most of the northern taverns and is sung by bards far and wide.

The war with the warlock lord of Darkmoor, open the southern plains to the realm and the mine rich hills of Yarbon. Since then the realm has

continued to expand, and many see it as a leader in the north now days.

The current king is an old warhorse, who himself has had many adventures and quests. His son, the raven prince is a well knows warrior and seeker of adventure, who has just returned to take on the responsibility of the realm when his father passes on.

## Noble Lines of the Realm

### Royals

Borden

**Barons**  
Ashmorg  
Bronk (In Exile)  
Givmonhorm  
Shifthar  
Yarv

### Landed Knights

Bannater  
Bathmor  
Dum  
Frannith  
Hobbith  
Gabvon  
Shiplong  
Strang  
Vung

### Landless Knights

Argagon  
Borthin  
Caidan  
Char  
Cothgor  
Killien  
Manidor  
Quinnith  
Reardon  
Ranidar  
Xerm  
Zebrian





**Borden**



**Ashmorg**



**Givmonhorm**



**Shifthar**



**Yarv**



**Borthin**



**Dum**



**Frannith**



**Quinnith**



**Reardon**



**Char**



**Argagon**



**Hobbith**



**Manidor**



**Ranidar**



**Caidan**



**Shiplong**



**Vung**



**Xerm**



**Bannater**



**Cothgor**



**Gabvon**



**Zebrian**



**Bathmor**



**Killien**



**Strang**

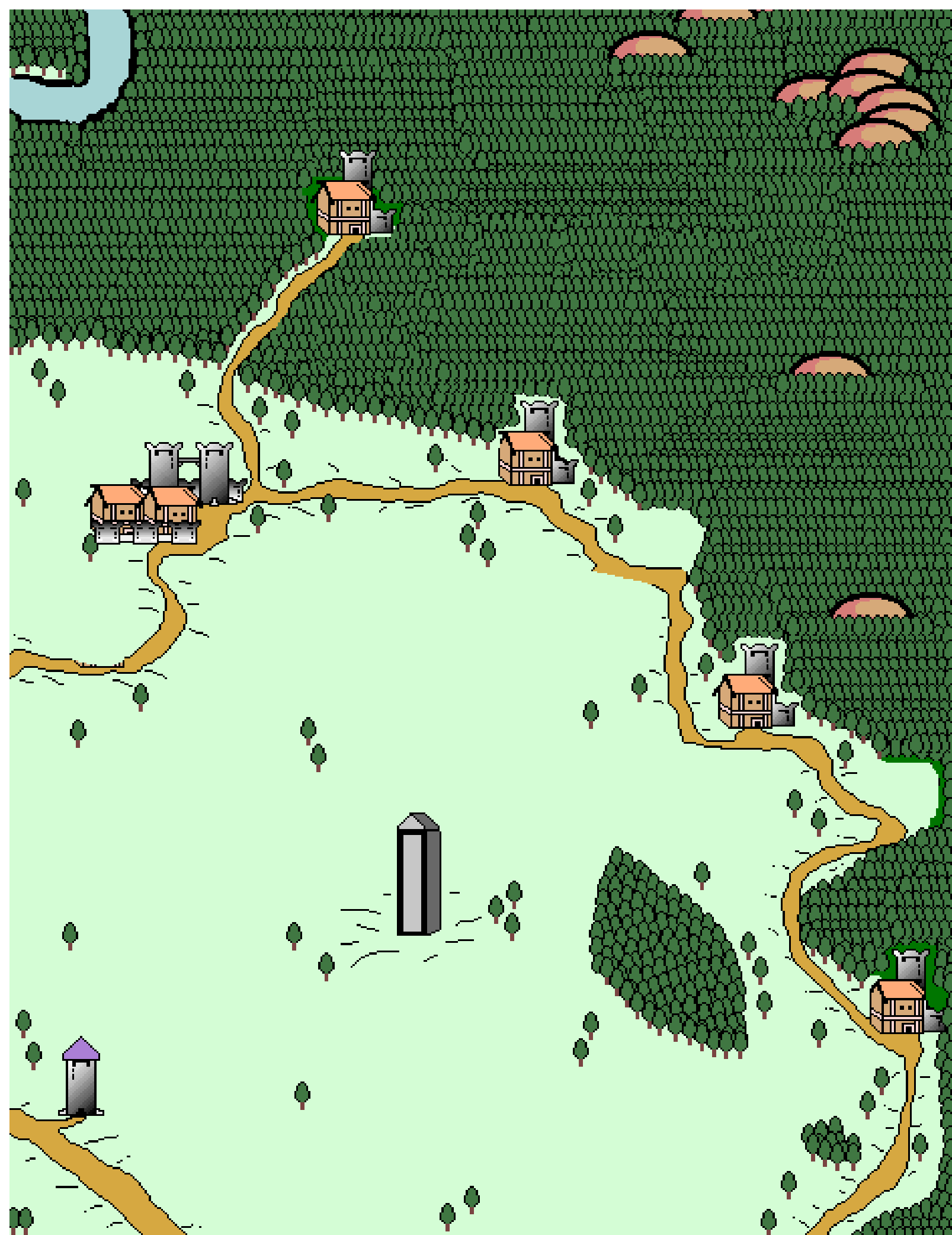


**Bronk**



**Order of the Checkered Shield**







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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.

2

## Warlord Grom



2

4

**Strength** 3

**Speed** 8 / 1

**Movement** 4

**Adrenal** 4

**Will** 4

**Health**



### Weapons and Armor

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


### Special Abilities

- 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)
- 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.
- 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.




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.

