

Arcana

Realms



Glasborg

Avalon Games



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**All comments, suggestions and
contacts can be made at...**

**Avalon Games Company,
avalon@comstar-games.com**

Or visit

Avalon Games at...

www.avalon-games.com

**Game design, artwork and layout
by Robert Hemminger**

Avalon Games



**Arcana
Glasborg**

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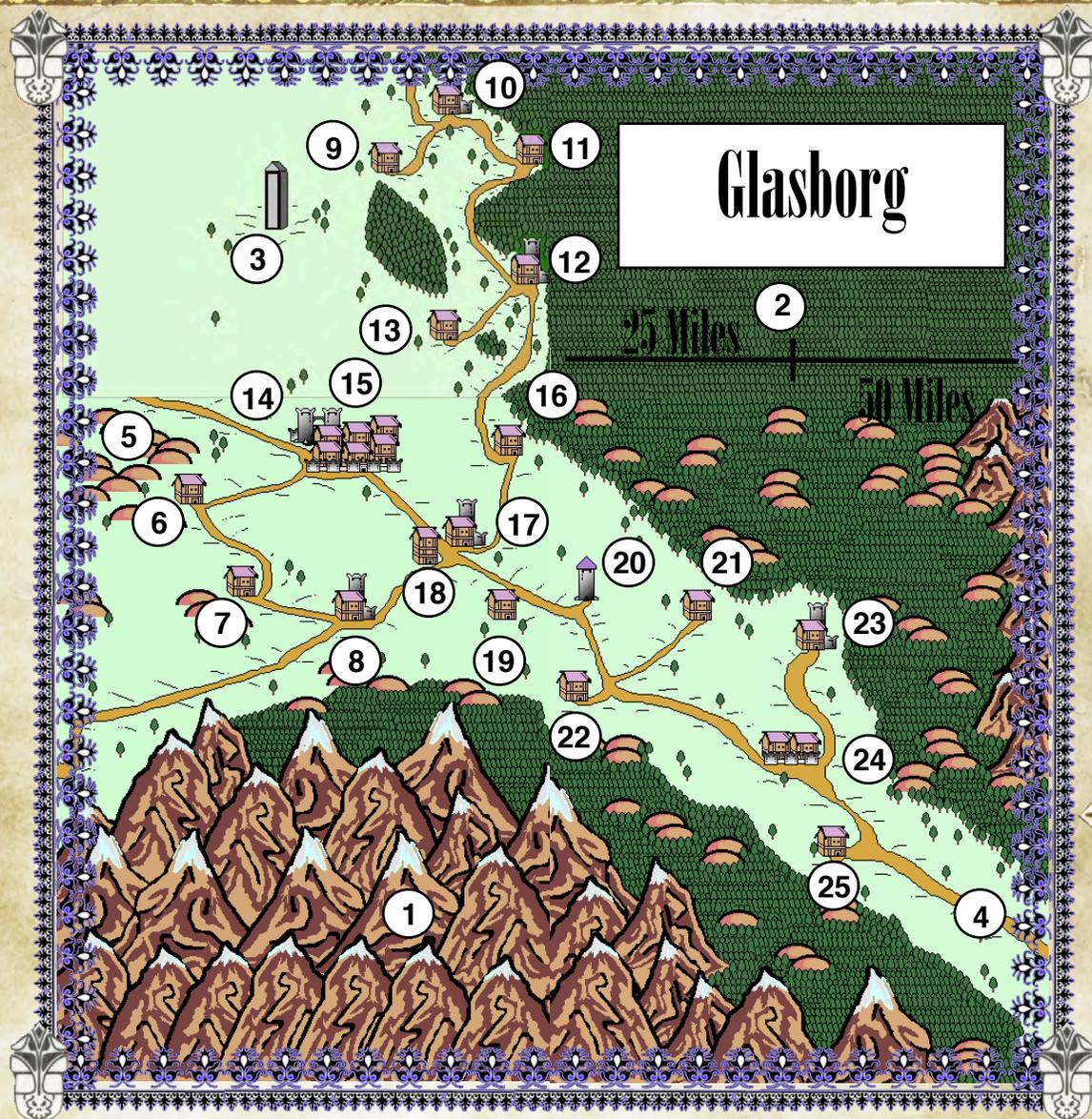
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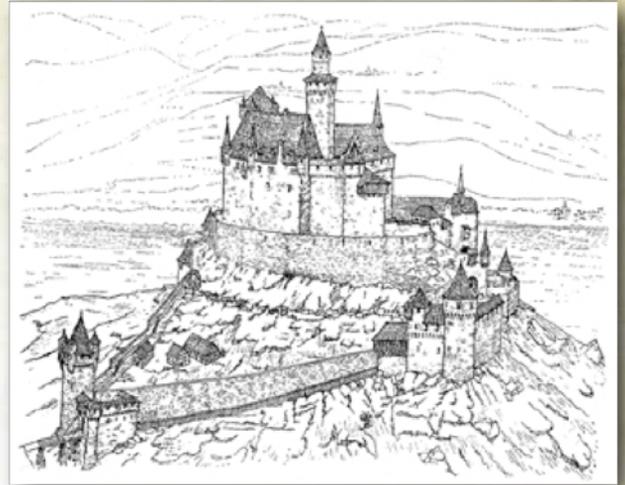
Duchy of Glasborg

Set in the south east of the Northern Reaches, the Duchy is a place most often visited by the merchant of the eastern realms and is also a place of wild risk and adventure. The realm is often seen as lawless, and free of many rules, and it is here that many bandits, mercenaries and adventurers come, most seeking their riches, but most it seems only find poverty or death.

The duchy was at one time the furthest province of the realm of Nudia, but time, expense and court intrigue forced the realm to loosen its grip on the duchy and eventually the lands left the realm. A treaty worked out this move and prevented the rulers of the new realm from calling themselves kings, and even continues some nominal control for the king of Nudia over the lands. The Duke must appear before the king of Nudia at least once in their rule, and ask for the blessing of the king. This tradition has evolved into a state sponsored festival and affair, one that both realms look forward to.

The realm sees much danger with wild goblin tribes out of the Dragons Maul and the Dragons' Mane woods, but also in bandit raids, mercenary captains and wild beast. Still the realm has prospered, and grown rich from the trade that flows through its borders.

It has been the tradition for many years now that the duck or Duchess of Glasborg be a skilled mage. Many of its line have been powerful in the magical arts and many have attended the best magical school in the world. This tradition has of course made the Glasborg lines very powerful people, and they have a grand collection of spells, rituals and magical devices held in their library and vaults.



Castle Wier

Nobles of the Realm

Duke

Mernono

Barons

Cardhold

Halbrock

Lungrend

Maddis

Sharborg

Vainnier

Landed Knight

Bloff

Dobnoir

Eithmie

Gaveri

Himmier

Joybrock

Kulmith

Meridith

Sulimer

Landless Knights

Battledown

Dumimoor

Jubalock

Kiddamir

Livmoor

Tofka

Rier

Salstus





Mernono



Battledown



Kiddamir



Rier



Cardhold



Bloff



Kulmith



Halbrock



Dobnoir



Dumimoor



Meridith



Lungrend



Eithmie



Himmier



Jubalock



Vainnier



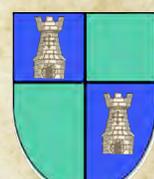
Maddis



Gaveri



Joybrock



Livmoor



Sharborg



Sulimer

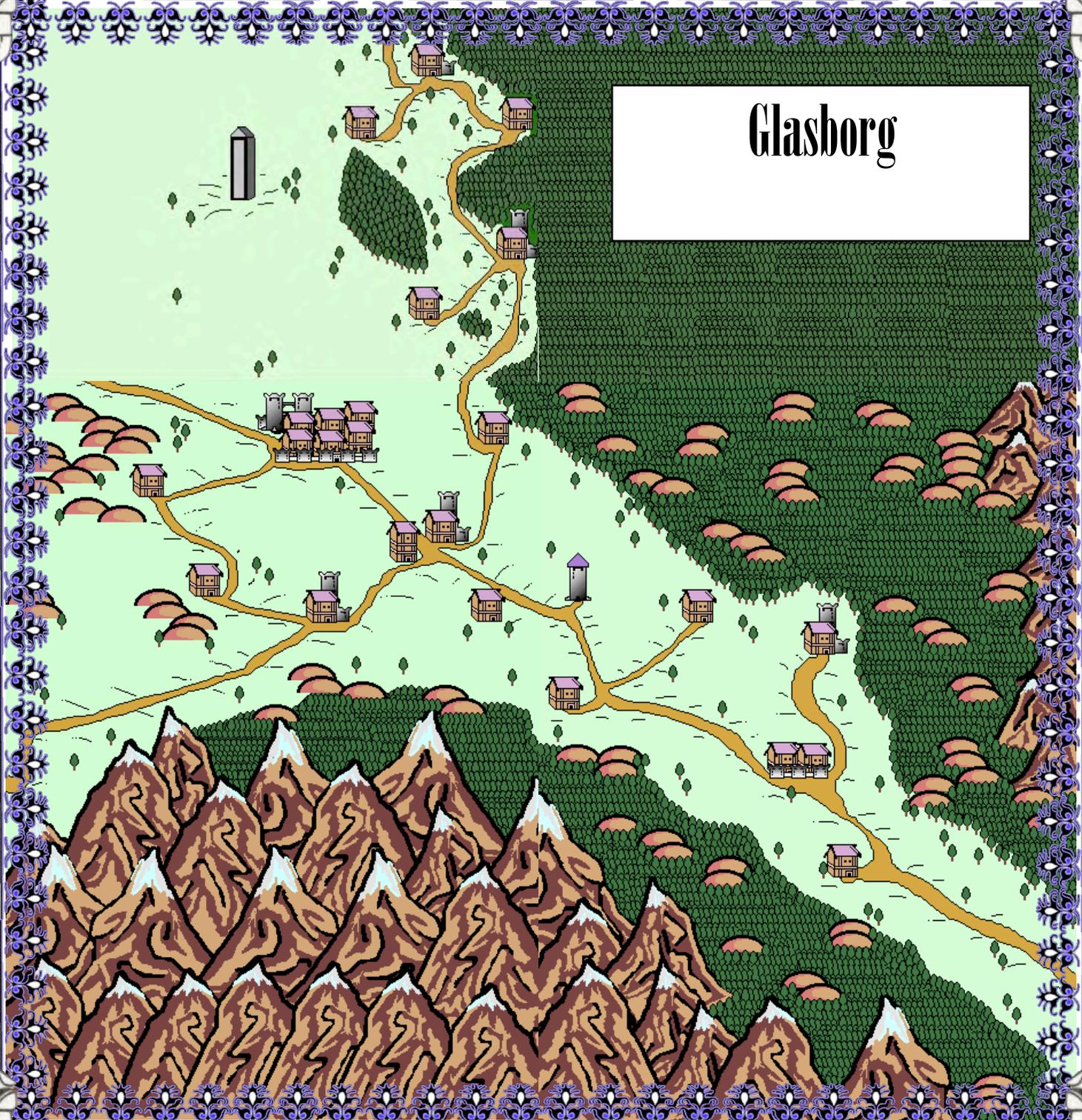


Salstus



Tofka

Glasborg



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.

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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.



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

- 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.



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.



Avalon Games

If you liked the game, then try one of Avalon Game's Mini-Games, such as Dept 13, a great genre set for the S&G game system.

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

Agent D spun around as the Nazi ghoul rushed her. With a sure hand she fired off three quick shots from her pistol and then, turning again, she delivered a hard kick to the groin of the Nazi soldier trying to grab her from behind. "We might want to hurry my dear," offered Agent Y as he cut another of the Nazi undead down with his cane sword, "We have to stop that fool Field Marshal Knonner before he finishes the ritual and summons one of the elder gods."

This is Dept.13 another Mini-Games from Avalon Games. Taking the S&G skirmish game system and add to it super spies, Nazi undead, occult horror and high tech science. Dept. 13 is a great mix of genres, all creating the wild world of a hidden war of occult and high tech suspense.

