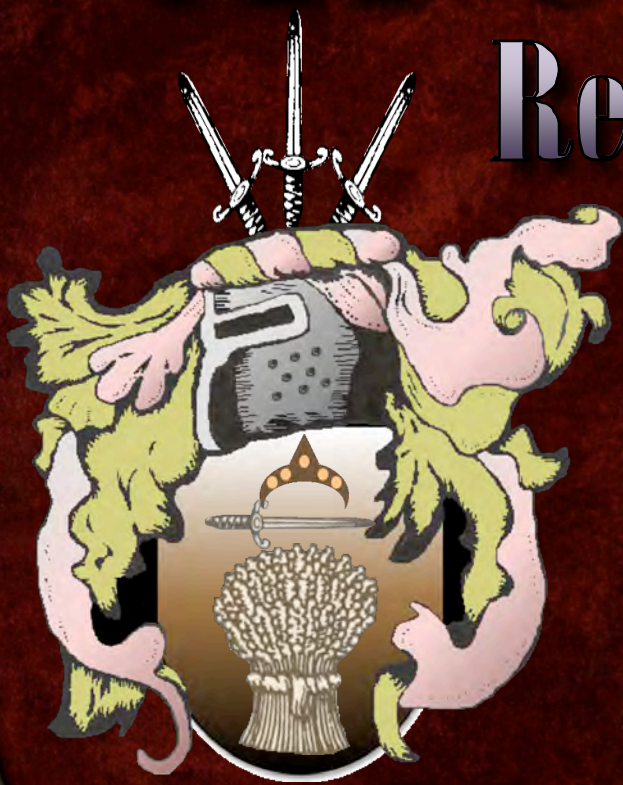


Arcana

Realms



Ithengar

Avalon Games



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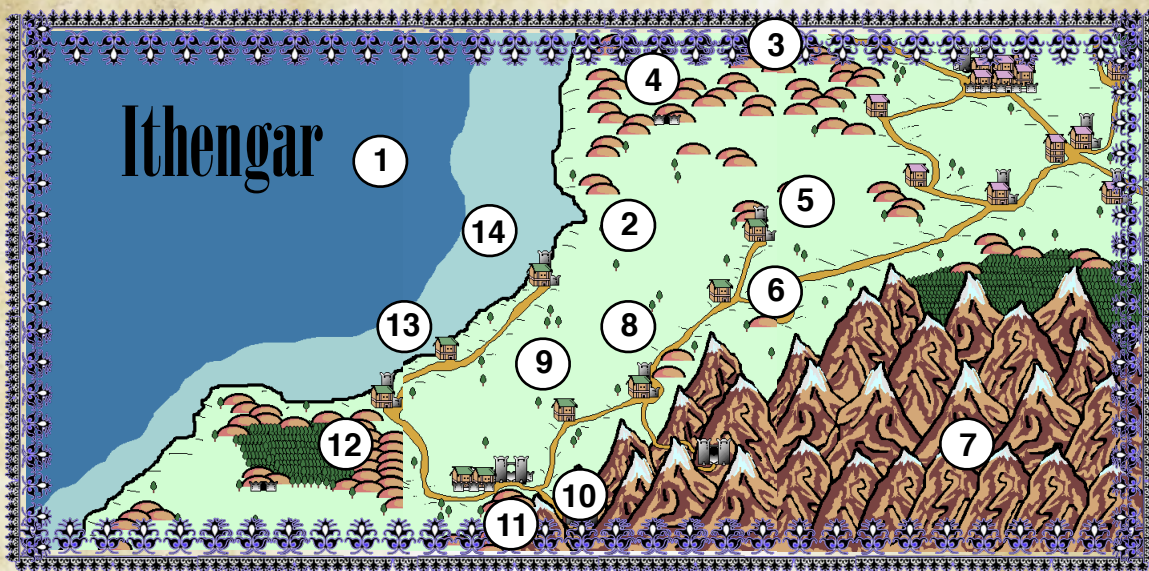
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Arcana Ithengar

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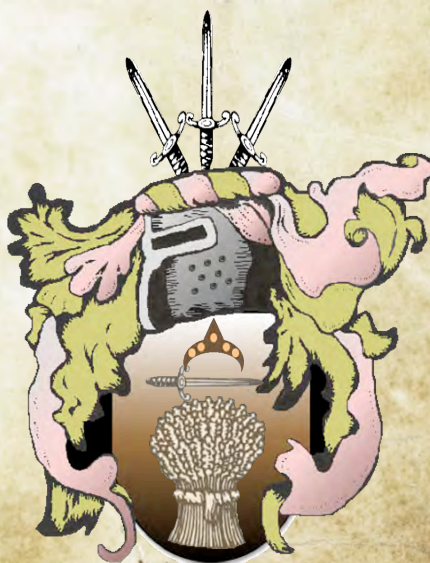
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25 Miles

50 Miles

N





Kingdon of Ithengar

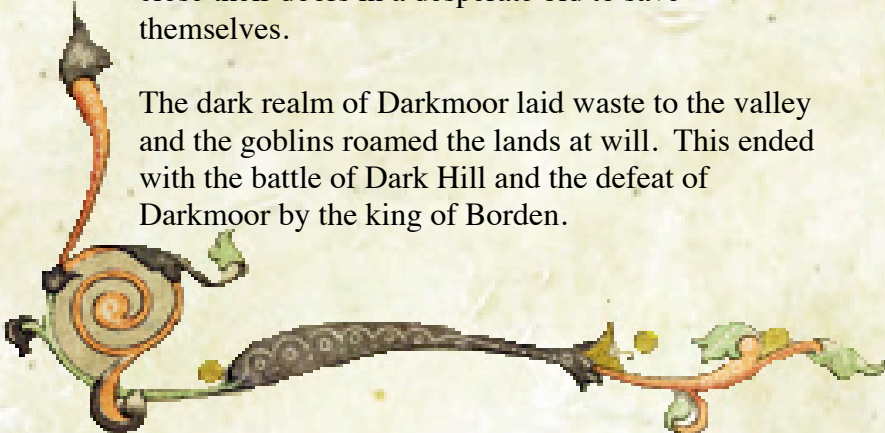
The lands of Ithengar have had a hard time, the valley is very fertile and holds access to many mine barring hills and close quarters with the dwarves of the mountain peaks. It is also close to the goblin and monster infested Yarbon hills and the wilds of the west. Thus over the many years it has seen more battles and wars then its share in the north.

Invasions, war, plague and foul magic have all played a part in the shaping of this valley and its history.

The earliest history of the valley dates back to the founding of Har freehold. This small realm did not last long though as the goblins out of north soon reached the valley and the hills north. Raids and a few bad crops brought the free hold and its folk down.

For a short time afterwards the valley was abandoned and seems to have been a haven for bandits and adventurers. This ended with the realm of Withmor founding. The realm began as a free hold and soon gained a foothold in the hills both north and south of the valley. With a strong cavalry and trained pike men the freehold was able to hold off the goblins of Fearhold. Trade and mutual aid pacts with the dwarves of Darkstone brought a well-needed support of the dwarves and stability to the region. The realm continued on for some time and even grew a bit out of the valley, but the birth of Darkmoor brought and end to the realm when the sorcery lord of the keep attacks with a mass of goblins, ogre and trolls. Foul magic gathered and the realm fell within a year to the attacks. Unable to hold off the assaults the dwarves of the mountains close their doors in a desperate bid to save themselves.

The dark realm of Darkmoor laid waste to the valley and the goblins roamed the lands at will. This ended with the battle of Dark Hill and the defeat of Darkmoor by the king of Borden.



With the valley free once more, the local lords took up arms and threw the goblins out once more, taking back their lands and opening relations with the dwarves once more. The realm continued on, regaining all it had lost under the new name of Ithengar.

Recently the realm has seen a dark turn with the taking of the crown by the king's brother. This dark mage has made pacts with the goblins in the north and once more the green folk walk the valley. The dwarves are outraged and shamed that they did not do more the first time the valley was in peril. The Ivory king of the mountain has sworn to avenge the fallen king and his family and war will no doubt come to the folk of the valley once more.

Nobles of the Realm

Royals

Ithgar

Barons

Barthmoor

Morth

Narthmoor

Robin

Landed Knights

Darenlight

Hogmorth

Kariden

Landless Knights

Emerith

Gaviston

Moltrith

Numar

Omag

Pith



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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.

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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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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,
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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.

Spirit
Tiger

Wolf

Kir

Sie

Night
Stalker

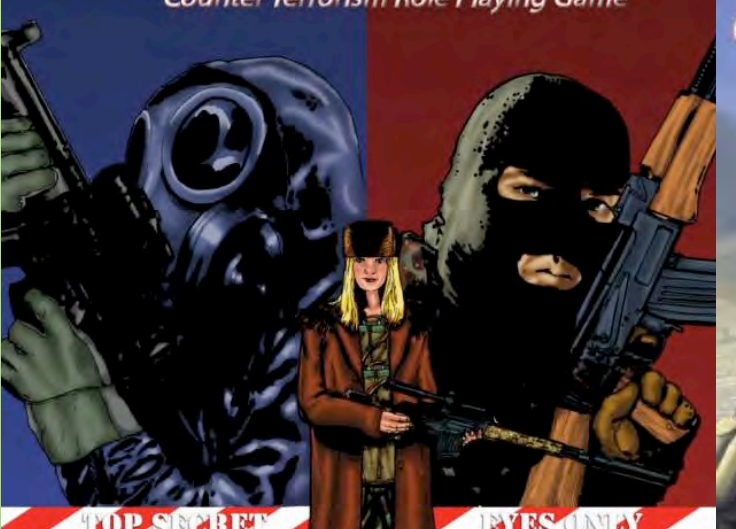
Major
Glory

Gyea

Lamia

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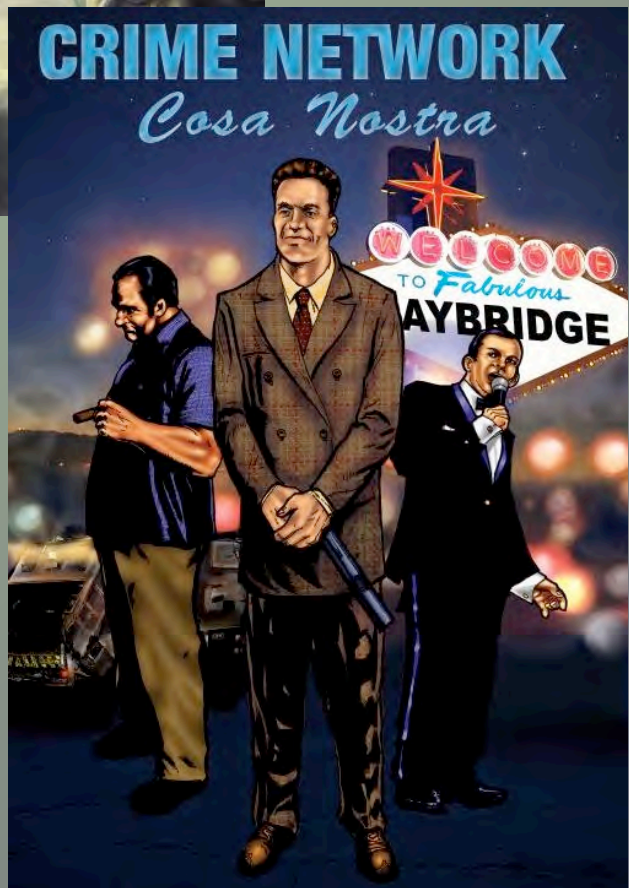
Operation Hydra Den
A Terror Network Game Module



CRIME NETWORK
The Old Country



CRIME NETWORK
Cosa Nostra



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 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.

