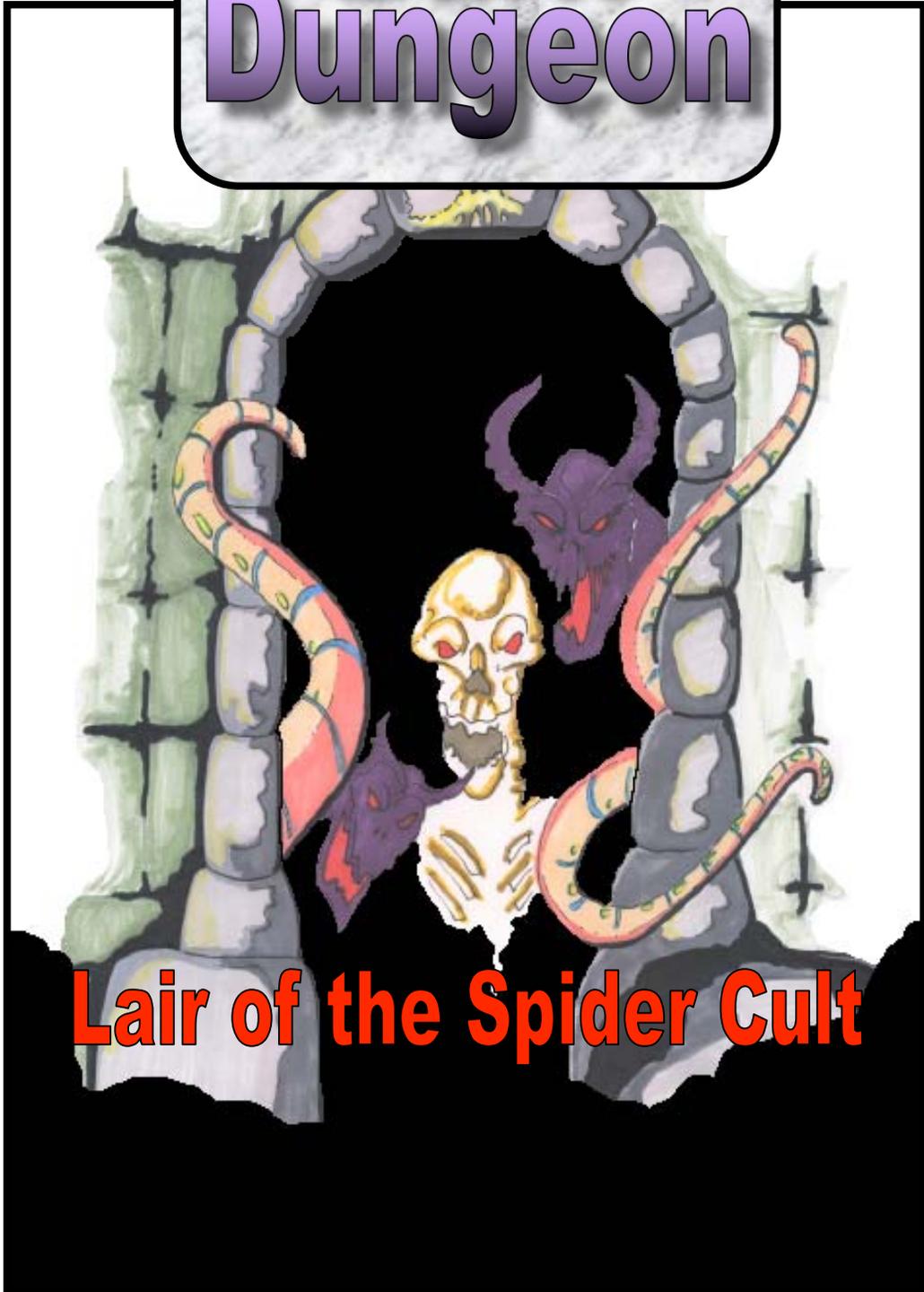


Dark Dungeon



Lair of the Spider Cult

Avalon Games



Trisha stopped as the rest of the party moved down the dark hallway, she could swear she had heard a “Clicking” sound. Sure enough there was a flash of light off a gleaming blade as the trap sprang open, the two warriors in front of Trisha screaming as they were cut in two. As these two died, the young elven mage leaped for her life, rolling as she hit the hard, cold stones of the dungeon floor. Coming to a stop in the corner, Trisha thanked her ancient ancestors for once again aiding her in her quest. Looking over to the rest of the adventures, she could see that they were in various stages of death or dying, the trap having cut most of them down at the knees. Standing Trisha eyes grew wide in horror, for as her companions all lay in terrible pain and agony, coming up the passage was a carpet of crawling spiders, each the size of her hand.

This is Dark Dungeon, Lair of the Spider Cult. The newest Dark Dungeon adventure for the solo system presented by Avalon Games, can you gain the glory and treasure that awaits you in the dark passages under the greatest city in the world. Do you dare even try?

Note that this is not a complete game, and requires that you have a copy of the master rules, available with the Mini-Game, Dark Dungeon.

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

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Avalon Games at...

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Edited by Christi Monson**



Introduction

Mordenhelm is well known for its religious tolerance, but there are some cults and faiths that even the freethinking folks of the great city cannot abide. The death eaters of the dark south, the cult of the nameless god with their child sacrifices. These are but two of several cults and sects that are outlawed within the city. Still these dark cults have been known from time to time to set up “Shop” within the city, some powerful merchant seeking an edge on his competition or some minor noble using dark faiths to gain power. Petty nobles seeking a new thrill have been known to import vile priests to entertain them with dark rites to praise dark gods. In the end these cult or sects over play their hand and are sought out and destroyed, their faithful put to the torch or hunted down by witch hunters.

Getting Started

Your fame having spread with your latest daring deed, several merchants, minor lords and other patrons have approached you, all seeking to hire you to accomplish some grand quest or another. Most are too dangerous for the gold being offered, and so you have decided to sit back and relax for a bit, why not enjoy the gold you have gained from your last adventure? This all changed when an old friend comes calling. Count Yarbo has been a friend of yours for years; hell you are almost a part of the family and know him, his wife and their lovely daughter well. It has though, been some time since you last visited their manner house in the richer part of town. Yarbo greets you in the pub you are sitting in and as he enters the doorway, you can tell he is upset. Sitting down in a huff, he pleads for your aid. It appears his daughter, Jiulla, has disappeared. He has looked everywhere and fears that she may have been kidnapped, or worse, taken by slavers. You calm your friend down, telling him that if it had been slavers, you would have heard something on the streets about such an expansive slave being offers for sell. Kidnapping though, is a possibility, for there has been a rash of them of late in various parts of the city and outlay towns.

Reassuring your friend that all will be well and that you will take care of things, you palm the small pouch of gold he insists on you taking. As the man leaves, you sit back and think on what to do next. You might need help on this small task, and so set out looking for a few good adventures that might need a bit of your gold in exchange for their skills.

You have 150 gold to spend on characters, equipment and rations. What gold that is not spent should be kept track of for later victory points that can be earned after the game is over. All characters, from the core game or this Adventure Book, are usable, and any equipment found in the core Character book or from this game is open for purchase. No other equipment from other Adventures Books is allowed in this adventure.

When building your adventure group, you have two basic choices, you can hire them and then sit back and wait until they return, collecting the gold and being safe and warm while they take all the risks. That, or you can lead them yourself.

If you choose to hire the adventurers and then send them off on their own, continue as outlined below. If you go with the adventurers, then you may pick one character from those available. This will be you in the adventure. This character is

gained for free, and costs no gold. (Equipment still must be bought though) If though, this character is slain, during the course of the adventure, you lose the game outright.

Once you are ready, place the character cards, their equipment counters and the Master Adventure Chart before you and go to the Start of the Adventure section of this booklet. Set the awareness level to No.

Good luck and have fun.

Starting the Adventure

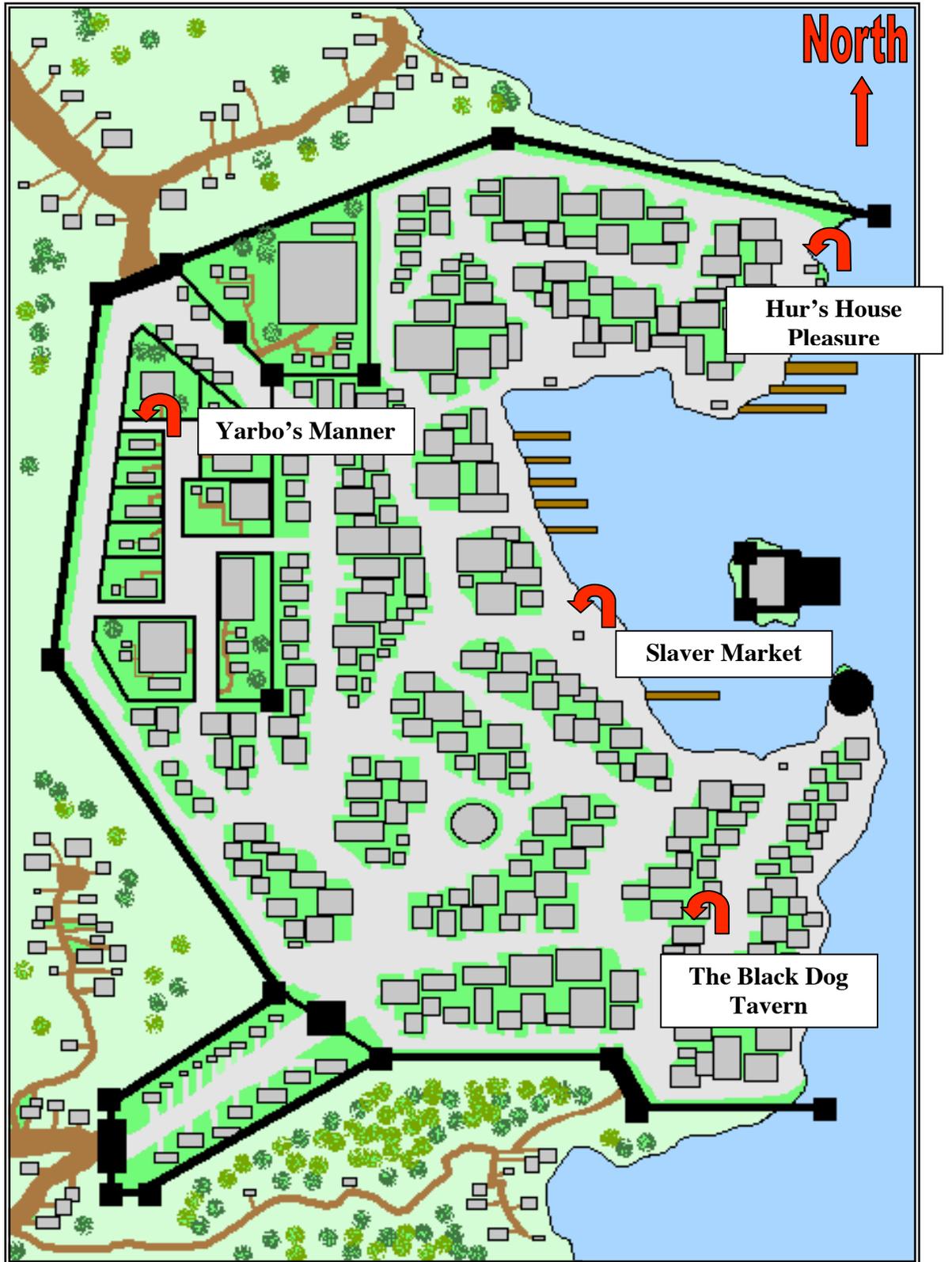
After rounding up a few adventurers to help out, you begin to investigate the disappearance of Yarbo's daughter. You remember the girl as a bright, cheerful young woman, always smiling and singing little tunes as she sat knitting with her mother. Yarbo had little information for you to go on, other than a brief note the girl left on her night stand, saying she would be out shopping for the day and would return by dinner that night. This was three days ago, not a good sign in itself, as the city can be a rough place for a young girl of high birth and few survival skills.

Looking about and talking it over with the other adventurers, you find that you have three choices as to where to start looking for the girl. You can go to the slavers quarters, near the docks, and see if some fool slaver has in fact taken her and is now trying to sell the lass to some cad or blackguard. Another suggestion is brought up that the girl may have run off on her own. Did she have some secret lover or some other task or quest that she chose to seek out? This could lead to just about anything and would require that you speak to her friends. The last possible route is that the girl was kidnapped. This would require you to seek out those that work in the darker quarters of the city, its criminal underbelly.

Choose one of the three possible directions to finding the girl. Once you have picked one of the routes of investigation, go to the threat level indicated and begin the adventure at that point.

- * If you chose to investigate the slavers market, then go to Threat Level 1 and begin the adventure there.**
- * If you chose to investigate the girl's friends, hoping for a clue, then go to Threat Level 2 and start there.**
- * If you pick the kidnapping investigation, then go to Threat Level 3 and start there.**

Mordenhelm



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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.

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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 tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.

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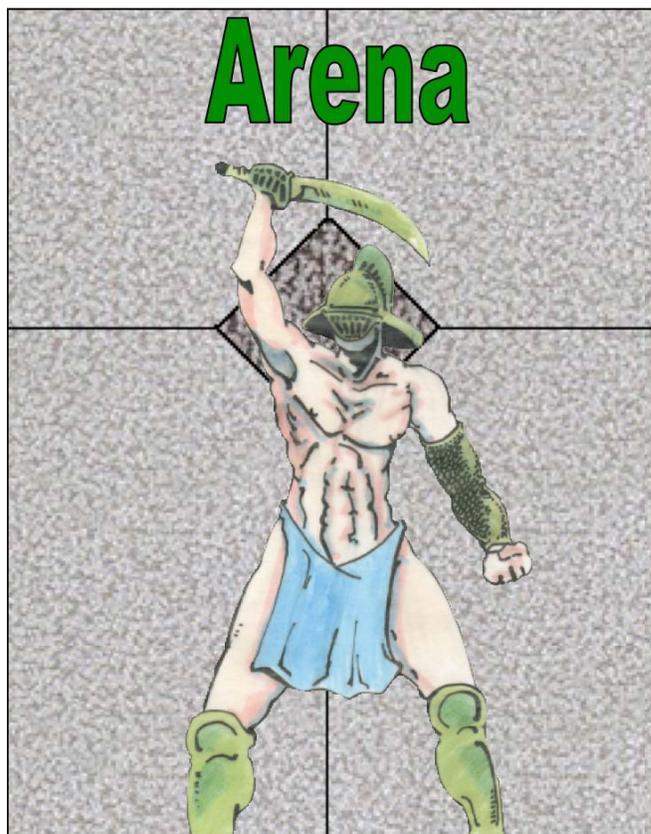
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If you liked this game, try one of Avalon Game's many Mini-Games, such as Arena, a great game of man-to-man combat.

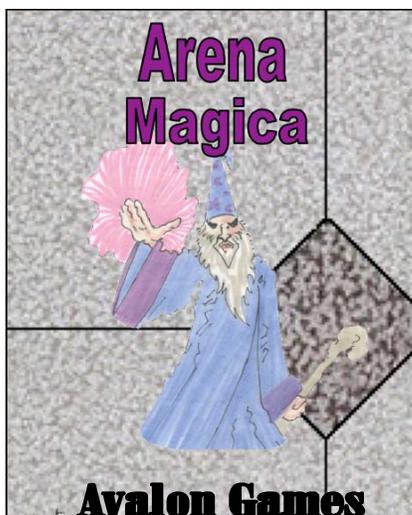
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As the Minotaur charged, Har gripped his battle axe tighter in his meaty hand. Swinging its club high into the air in anticipation of delivering a mighty blow, the mad half-man creature roared as it raced towards the small warrior standing his ground. With blinding speed, Har flipped his battle axe upwards and into the chest of the bull man. Staggering backwards, the great beast died as it spit blood and fell like a newly chopped tree. The crowds roared at the sudden defeat of the champion. No one had defeated the Minotaur before, but now there stood a new warrior for the fans to root for, a new lord of the bloody arena, a new master of the death sport.

This is Arena, another Mini-Game from Avalon Games. Create a gladiator, train him or her in the skills of killing and then equip them with the weapons and armor of your choice. Send them into the arena to battle other warriors and see who is the best... the toughest... the bravest warrior in the lands. Fully expandable, look for future expansions to the system, including a detailed magic system and more.



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Add some magic to the system with this expansion and see you games expand.

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 rocs, 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.



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