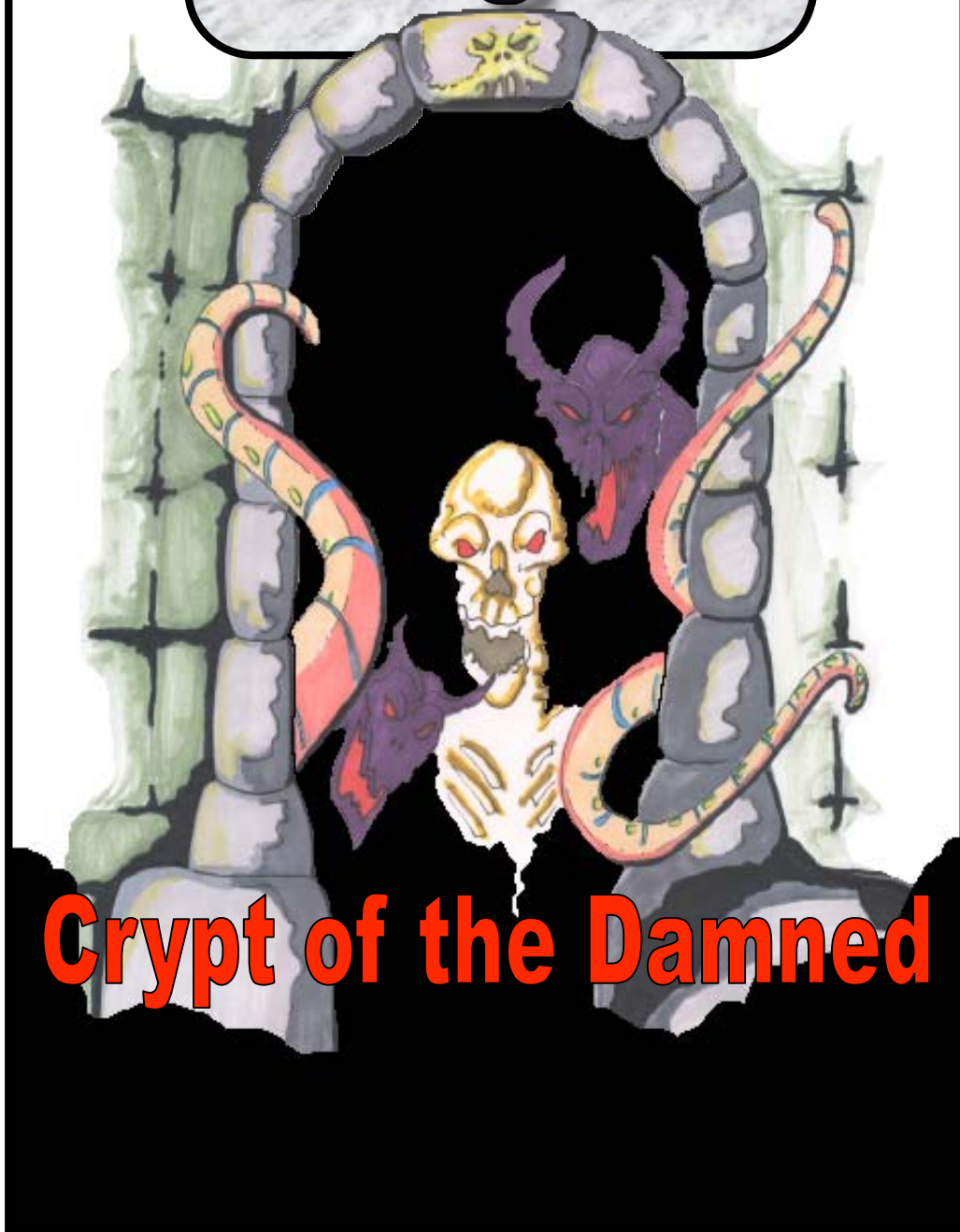


Dark Dungeon



Crypt of the Damned

Avalon Games



Freddo pulled his sword out of the rotting corpse of the zombie and watched the thing die for the second time. The hard warrior wiped his brow and took a moment to catch his breath before he and the rest of his group continued on down the dark passage. He had signed up to aid this group of young adventurers as they took their first steps into the dangerous work of dungeon delving. The group was already down by three members, a deadly trap claiming the two dwarf brothers and the young elven mage. As Freddo walked cautiously down the hall, he could hear the screams of someone far off, no doubt the last cries of some other adventuring fool, meeting his end here in the deadly halls of the crypt of the damned.

This is Dark Dungeon, Crypt of the Damned, 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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Edited by Christi Monson**



Introduction

Mordenhelm is not the first city to be located on this sunny site along the coast, but in fact stands atop the remains of a much older city that was sacked by barbarian raiders ages ago. There are also rumors that this older city was itself built upon the ruins of a far older civilization, one not wholly human in nature.

Regardless of the city's history, it is well known that under the very streets and homes of Mordenhelm lay an endless labyrinth of tunnels, chambers and hidden passages. Called the Crypt of the Damned, these passages have been used through the city's history as tombs for dead kings, hidden shrines for nameless cults and hidden lairs for beasts, wizards and bandit lords. Some of these tunnels and passages are closed off, separate places of danger and ancient lore while others connect to form a vast network of dangerous passages and chambers. Still as a whole, they carry the same dark name, the Crypts.

These countless dungeons are a constant draw for adventuring groups, those desperate or foolhardy enough to dare enter the dark tunnels seeking forgotten gold, magic and more. Few ever return from their journey into the Crypts, but those that do, are often far richer then when they first entered.

Getting Started

You have been approached by the Lady Mor, of the noble house Mora. Seems her younger brother, Barth, is quite the foolhardy and adventurous soul, and two weeks ago gathered a well equipped band of adventurers to seek out the darkest corners of the Crypt of the Damned. Two weeks and not a word has been heard from the young nobleman, nor from those that entered the crypt with him. The lady wishes to hire you to find her brother and return with either his body, or definitive word of what has become of him. Gathering your courage you seek out like-minded adventurers to accompany you into the crypts. Few dare accept your offer, and so you are left with those adventurers that are either desperate, or just plain in need of a challenge. In the end you gather the people you will need, although some would call them cannon fodder and not adventurers.

You will have 150 gold to spend of adventurers, equipment and rations. Collect the correct characters cards and equipment, spells and ration counters and then set up the Master Adventure chart before you. Place the starting Battle Tile onto the table before you and begin the 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.

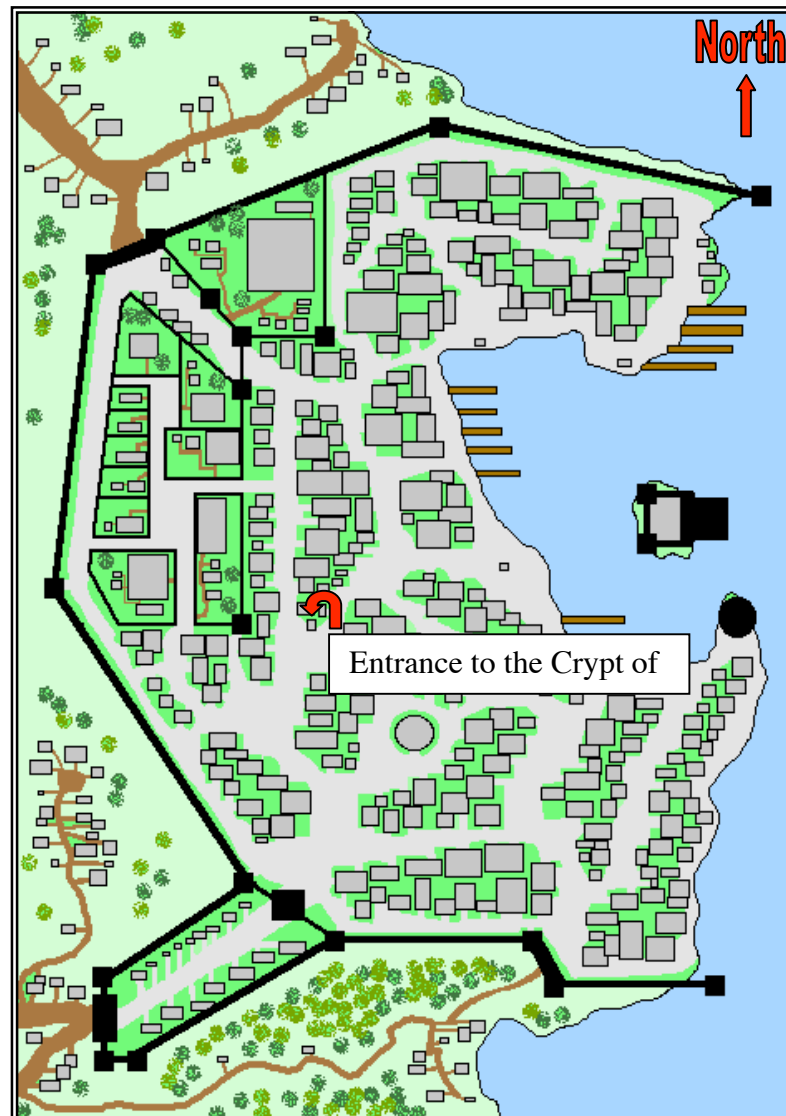
Once you are ready, place the character cards, their equipment counters and the Master Adventure Chart before you and place the Starting Battle Tile in front of you. You are then ready to start the adventure.

All characters, from any adventure book are open for play, as is any equipment, spells and items that may be bought from the core or other adventure books.

Starting the Adventure

Setting off on a bright morning you and the rest of your party reach one of the many gated entrances to the Crypts. City guards are stationed here at all times to keep the nasty things that lie within the Crypts from wandering out into the city itself. The guards smile as you pass, knowing full well that most, if not all, will not return to the light of day.

Mordenhelm



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.

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 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.

**Avalon is a proud participant of Kiva,
making loans that change lives.**



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**If you liked this game then try one of Avalon Game's Mini-Games,
such as Land Ships.**

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

With a shutter the massive land train lurched to the side as another of the enemy's cannon shells hit the iron plating.

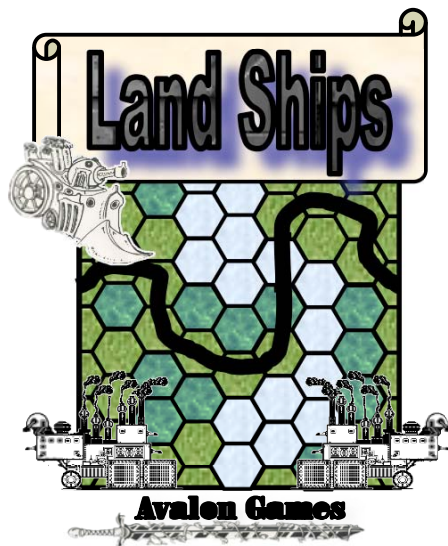
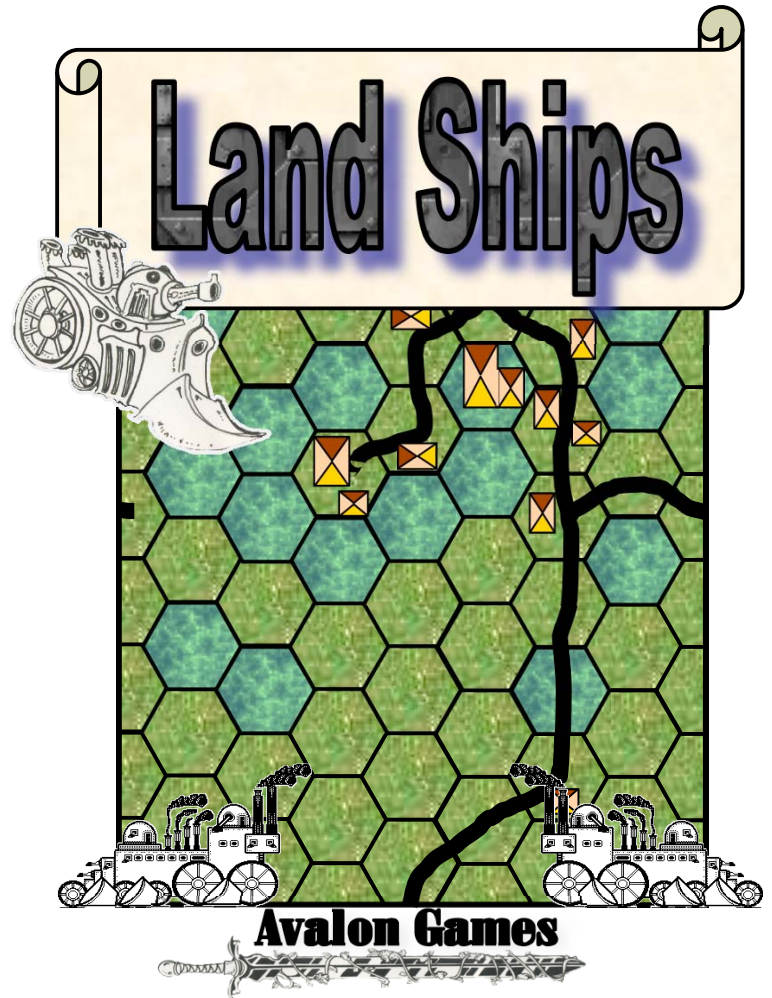
The Admiral barked orders into the tube to the steam engineer deep in the bowels of the iron beast, "Give me more power Chief!" With a howl of frustration the chief protested back through the brass call tube, "Sir, she's about to burst now, I shovel any more coal into the furnace and she's going to explode!"

"Then damn you to hell Chief," Called back the Admiral, "We will just have to blast the enemy with what we got."

This is Land Ships, another great Mini-game from Avalon Games. Land Ships takes war in the Victorian age and stands it on its head. What if Jules Vern and H.G. Wells had gotten it right just a little bit closer to home, what if the great powers had taken steam power and used it to craft great engines of war and destruction. This is Land Ships, a world where an alternate reality exists, one where science has allowed kings and empires to forge massive war machines, tank like creations but on a massive scale.


Lead a grand army of steam powered behemoths made of iron and brass across the battlefield, while all the time trying to defeat you foe's own massive monsters of metal and steam.

Fully expandable, each set for this system will allow you to play forces from different factions, adding new war machines, map boards and exciting fun.



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.



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.



Spirit Tiger



Wolf




Night Stalker




Lamia




Kir



Major Glory



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.

