

Dark Dungeon



Tower of Magic

Avalon Games



Jarid looked over the shoulder of the stout dwarf as the two of them stared into the chamber before them. It was dark, but the both of them could almost feel something slithering about within, past the entryway.

“You sure we have to go in there?” the dwarf asked. “Yes”, Jarid replied, gripping his staff a bit tighter in his slim hand, “I’m afraid we do if we mean to reach the next level of this damned tower.”

With a sigh the dwarf stepped into the chamber, knowing he would not like what waited within.

This is Dark Dungeon, Tower of Magic, 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 tower of the greatest wizard in the city, 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 first Mini-Game, Dark Dungeon.

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Introduction

Mordenhelm is well known for the many wizards and sorceress that call the city home. Among those magically adept folk stands out above all the rest, the Arch Mage Zoon. Zoon is a legend in his own time, a master of magic, and a true hero to the lands. Stories are told day and night of the many adventures the great wizard has had over the years, defeating dragons, tricking demon princes and battle foul necromancers. Yes the stories and song offered by the city's many bards about the mage's exploits have turned him into quite the local hero.

The Arch Mage's days of travel though, are long over, for he now sits alone in his great tower of white stone, working on magical treaties and concocting strange magical brews. Few can say they have seen the great mage leave his tower, and fewer still can say that they have even met him. There are stories of course, stories that he is dead, that his tower lies empty of guardians, waiting for the brave thief to enter and take his vast treasures and magical toys.

Getting Started

You sit one day in the pub you can almost call your second home, sitting out the days and waiting for the next profitable adventure to present itself. It has been some time since you lead others into a dungeon or sought out adventure for gold. Your money purse is starting to look like some of the half starved dogs that roam the alleys of the city, desperate for some meat on their ribs.

Like most other adventurers, you wait for the next glorious quest to arrive, and soon it does this bright morning with the approach of a short, frail looking man. He sits down at your table and introduces himself, with a bit of pride in his voice, as the great Arch Mage Zoon.

You are a bit taken back by this at first, but then smile, for this is often a joke among mages, to announce that they are the Arch Mage. The mage though, give you a steady gaze and you soon realize that the frail old man sitting across from you is in fact serious about his declaration. As proof, he offers you a look the dark ruby that lies around one of his bony fingers. The ring bares upon its precious stone the symbol of the great mage.

"Very well," you say to the man, "What is it I can do for you, some grand quest, or the search for a lost magical artifact, the defeat of a dragon or some demon prince of old?"

"No," says the old man in sheepish voice as he fidgets with his ring and dusts off his dark colored robes, "I seem to have locked myself out of my tower, and need aid getting back in."

You try to hold back the laughter, but through clenched teeth you fail miserably.

The old man continues on, in an indigent voice. "I was involved in a magical duel with an old rival and was forced to use certain magical aids that have unfortunately prevented me from returning to my tower. I can deal with the magical wards and guards that protect my home, but I cannot by myself handle the many traps and monstrous wardens that I have placed there to watch over my home. I find that I need a few good swords to aid me in returning to my study, where I have a duplicate amulet waiting. The amulet will allow me to return control of my will over these guardians."

With a sigh the arch mage continues on. “I am willing to pay you what gold I have on me, a sum of 100 coins, and will offer you ten times that amount once we have reached my study, which unfortunately, lies at the very top of my tower.”

You sit back then in your chair and mused upon the story he has told you. Well, his gold is real enough when the old man draws open his purse for you to have a look, and if nothing else, it would be a distraction for your growing poverty. You sit forward and agree that you will help out, scooping up the gold. Off you go then to hire some cannon fodder, um, good adventurers, and tell the old man you will meet him at the front door to his tower at sunset.

You will have 100 gold to spend on adventurers, equipment and rations. Collect the correct character cards and equipment, spells and ration counters and then set up the Master Adventure chart before you.

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.

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

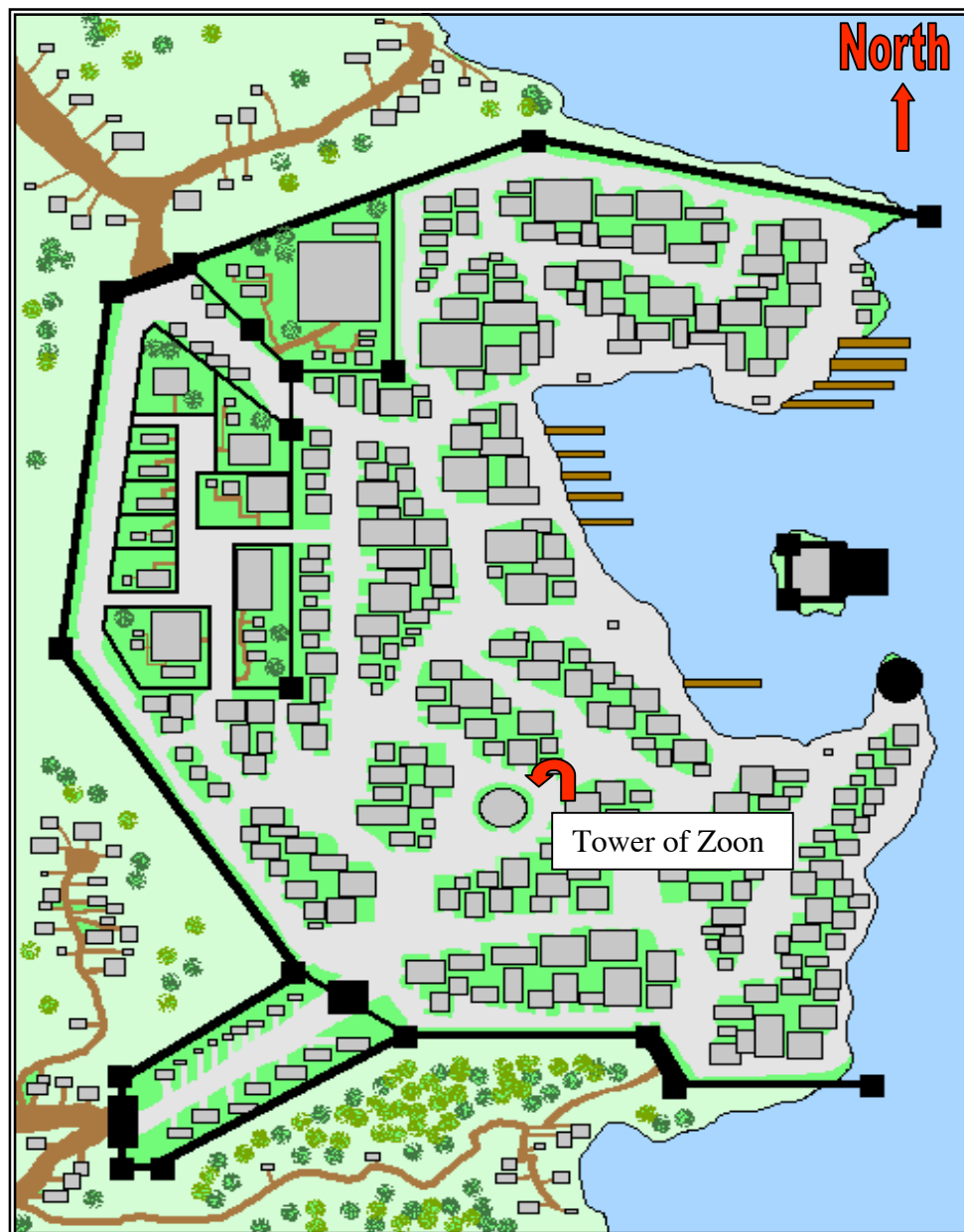
As the sun begins to set over the city walls, you and the adventurers that you were able to hire arrive at the tower of Zoon. You see that Zoon stands before the tower’s front door, ready and waiting to enter. He explains briefly that he can bypass and deactivate all the magical wards within the tower, but any mundane traps and guard beasts are beyond his magic.

When asked why he cannot enter alone, he explains that during his recent magical duel, he was forced to expend the magic of the amulet that he wore while within the tower, the amulet allows him to pass the traps and beasts within without harm. Without the amulet though, he is as vulnerable as anyone else to the claws and hidden blades of the tower. He unfortunately, he cannot remember all the traps or their locations, so everyone must be on guard at all times. He also tells everyone that all the treasure within his tower is his, and that no one is to open chests, and the like, which they may find, as all are well guarded by magic and traps. When they have reached the study at the top of the tower, he will reward everyone well for their hard work, and thus no other “Theft” of his goods will be tolerated.

As a final word, he tells you that he has exhausted most of his magic and will be unable to aid the adventurers in their quest with any magical spells, that is until he reaches his study.

With that he turns and begins to cast a spell, one meant to bypass the magical ward on the door itself. When he is done, the door opens a little bit, allowing all of you to enter.

Mordenhelm



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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.

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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.

**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 Mage Wars.**

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

Lord Yar issued the command with a wave of his hand. With a surge his mounted knights leaped into the charge, their lances lowered, ready to trample and pierce their goblin foes under heavy warhorses.

With a scream the Warlock's dragon plunged out of the clouds above the battlefield, dropping down onto the charging knights. Flames and death followed as the mounted warriors charge was broken by the great beast of scales and wing. The victory did not last long though, as the high lord Wizard cast a mighty lighting bolt to strike dead the dragon, it falling out of the skies and crashing into the front lines of the goblin hoards.

Lord Yar cringed at the carnage that was already sweeping over the battlefield. The two great mages would both continue to throw their forces at each other, cast spells and counter these magics with their own powerful spells. By the end of the day, Yar doubted that anyone would be left alive.

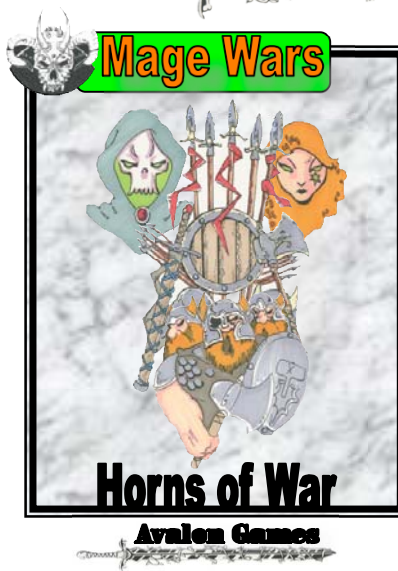
This is Mage Wars, another great game from Avalon Games. Mage Wars is a fast, fun game of magical conquest and war. Can your forces defeat your rivals before they grind you under their boot? Fully expandable, the system will showcase two new mages with each edition, as well as new hex boards, troops, magic and more. Gathered together, these different editions will create a massive game system which will devour hours of your time, so be warned, this game can be additive.



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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

4

Strength 3

Speed 8 / 1

Movement 4

Adrenal 4

Will 4

Health




Weapons and Armor

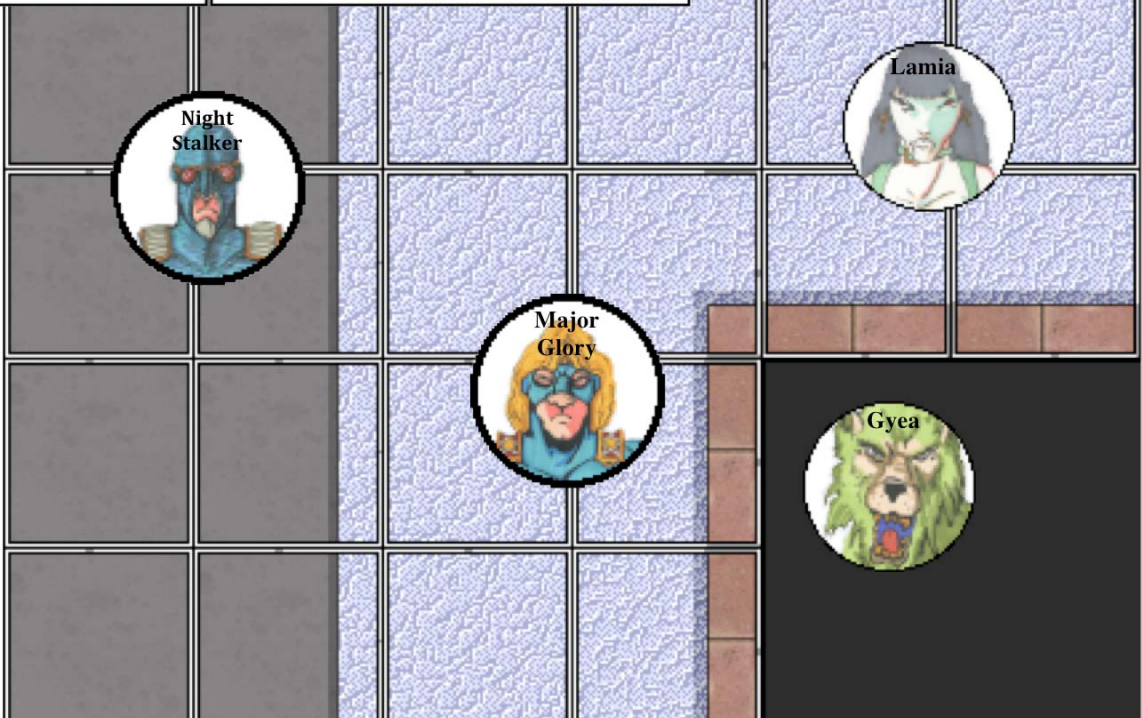
Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

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.



Spirit Tiger





Wolf



Kir



Sie

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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