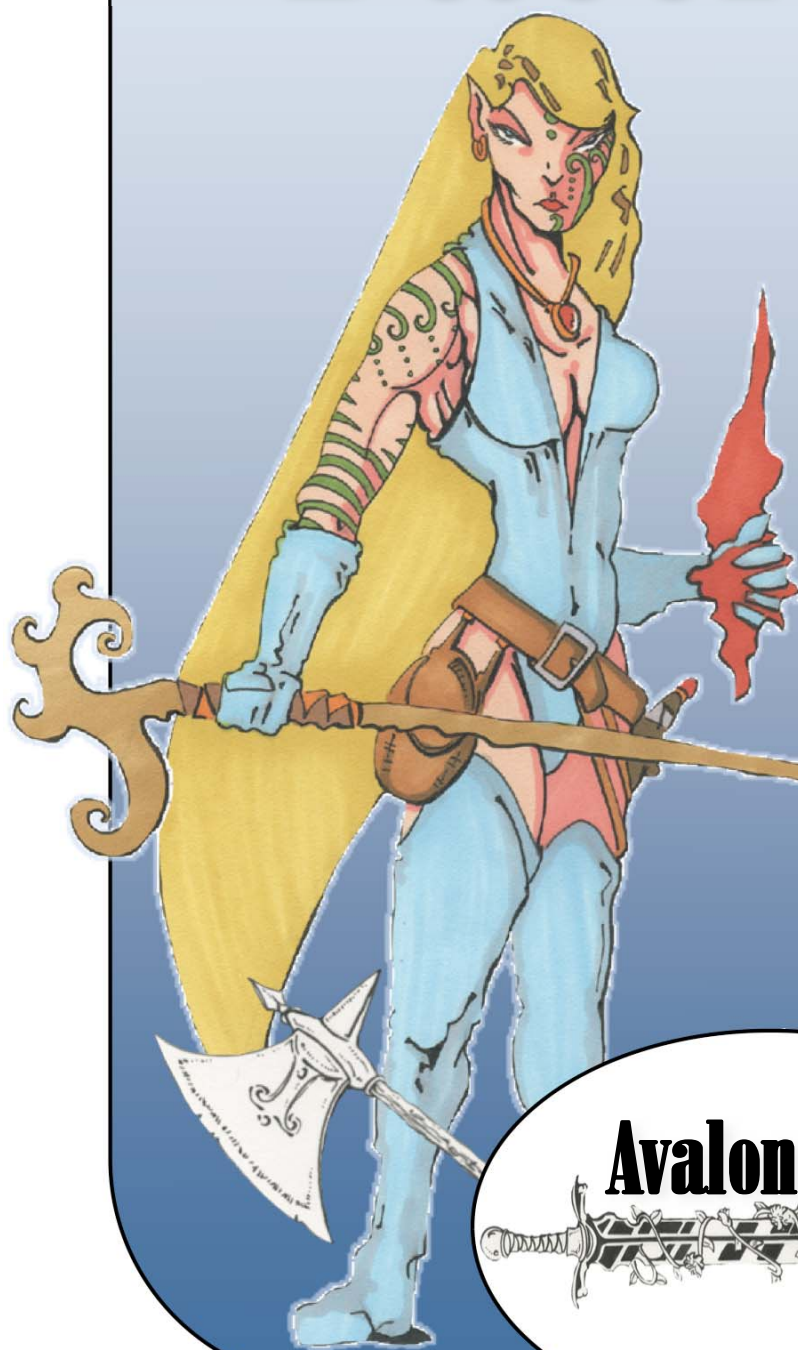


Battle Axe



Elven

Spell Singer

Avalon Games



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

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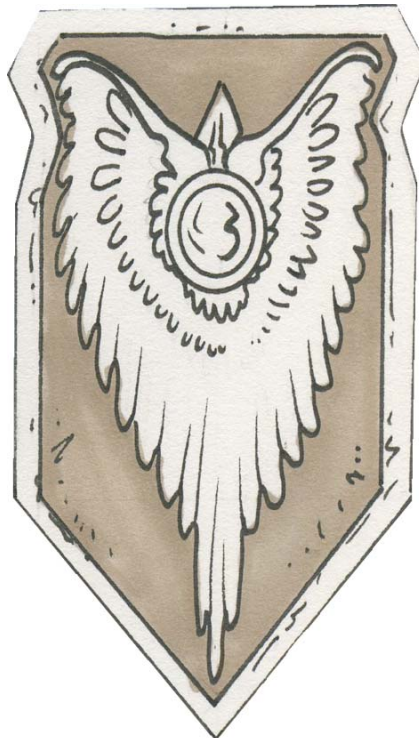
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Game design, artwork and layout by Robert Hemminger

Avalon Games



Spell Singer

Among the elven maids the magic of the world flows strong, for only the females of the race can work magic. Some answer the music of the magic's call and seek their life path in its many ways and mysteries. Spell Singers are such elves, for these maids hear the song of magic as it flows about them, and with their voice, sings the magic into being, controls it and shape it into wonderful ways.

Spell Singers, like all spell users among the elves, calls no realm home, but moves about the Elven Lands, seeking to aid those that need her music and her magic.

Spell Singer

Base Cost: 13
Base Size: Medium
Combat Skill: 1
Health: 3
Will: Green 1 or Yellow 2
Factions: Elves

Armor:
None

Equipment:
Dagger

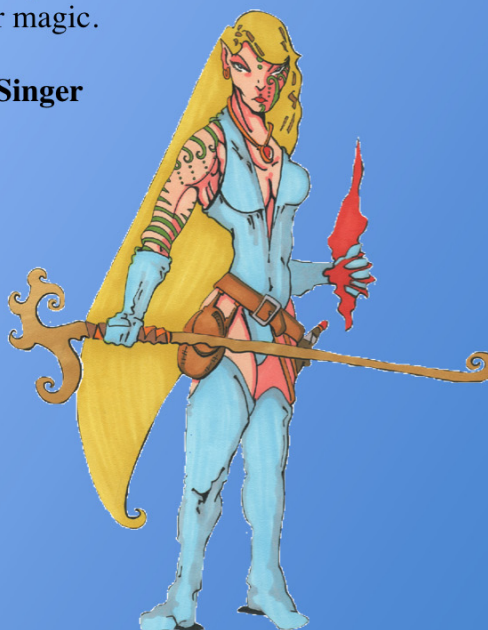
Options:
Staff ... 1 Point
Magical Staff ... 3 Points

(Hits as a magic weapon)

Arcane Staff ... 8 Points
(Hits as a magical weapon and at +1 Category)

Broach of Protection ... 10 Points
(Magical Guard, Reduces all attacks by -1 Category)

Arcane Faction ... 2 Points
One Elemental Faction ... 2 Points
One Elemental Arcane Faction ... 2 Points
One Arcane School of Magic ... 2 Points



Spell Singer FAQs

Abilities and Options:

Broach of Protection:

This item allows the Spell Singer to apply a-1 Category to all attacks made against her, even magical attacks.

Common Cards

Spell Dart:

A common magical attack spell, the different versions offer more damage and range, but at an added cost. All normal range modifiers apply to this spell and the Spell Singer must have a clear line of sight. Note that like most magical spells, this one hits automatically, and no Fate cards need be played. Yellow Cards can of course be used to “Bump” the effect of the card up or down. This is a Spell Card.

Example:

The Spell singer cast this spell and the “Bumps” it up from its base effect of 6” range, to the next level at 10” range. The opposing player then plays a Yellow Fate card to drop it down by two levels, and thus counters the spell and drops it back to a 6” range.

Graceful Moves:

A good combat card as the Spell Singer has so few melee cards of her own. This one allows a move and then a melee attack, or as an Interrupt, she can reduce the attack of a foe by -1 Category.

Spell Song:

A great area of effect spell, the attack is magical in nature and effects all foes, even those partially within the area to be effected. Note that each of must have their attack “Bumped” separately. Yellow Cards can of course be used to “Bump” the effect of the card up or down. This is a Spell Card.

Uncommon Cards

Song of Pain:

Great spell for stopping that character from rampaging through your lines. At a cost it has greater range. Note that the Spell Singer must have a clear line of sight to the target of the spell. Yellow Cards can of course be used to “Bump” the effect of the card up or down. This is a Spell Card.

Song of Freedom:

Great spell for moving your forces out of trouble or to get them into a fight real fast. Yellow Cards can of course be used to “Bump” the effect of the card up or down. This is a Spell Card.

Rare Cards

Song of Fury:

Either make a melee attack at +2 Category yourself, or have another elf do so. Note that the elf to be effected must be within the Spell Singer’s line of sight to have the spell cast upon the. Yellow Cards can of course be used to “Bump” the effect of the card up or down. This is a Spell Card.

Or

Make a range attack up to 6" doing 1 hit of damage

Or

Make a range attack up to 10" doing 1 hit of damage

Or

Make a range attack up to 14" doing 2 hits of damage

Battle



A graphic of two crossed battle-axes. The axes have large, white, ornate heads with decorative scrollwork. The hilts are dark with a repeating geometric pattern. The background is a textured, brownish-grey.

Axe

Or

Make a range attack up to 6" doing 1 hit of damage

Or

Make a range attack up to 10" doing 1 hit of damage

Or

Make a range attack up to 14" doing 2 hits of damage

Battle



Axe

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.

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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.**



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 rocs, or blast off into the cold hard future with space marines and aliens.



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

- 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




Night Stalker



Major Glory



Lamia



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.

