

# ARCANUM

An  
Adventure  
Game  
for  
2  
Or More  
Players



Avalon  
Games

Your training in the great halls of magic is now over. The years of hard work and difficult study are now coming to an end. Tomorrow you will begin your long journey, one each graduate of the tower must undertake. It is a journey of adventure, danger and riches. You will need all of your skills to survive this quest, but you are ready, for your magic is strong and your will is like iron.

Arcanum is a complex, yet simple to play, game of adventure and magic. It is a game where players seek out the destiny of their character as they travel the many magical lands depicted on a unique game board.

Players will need to achieve a set of victory conditions if they wish to win the game, conditions that they have set for themselves before the game even begins. Encounter monsters, dangers and companions to aid you in your quest. Along the way you may even join other players as you each try to achieve some great deed. That, or you may find that you have to battle these players as they seek to steal all your gathered magic and riches from you. Allies can turn into enemies in the blink of an eye, so you must walk your path with caution.

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## **Introduction**

Arcanum is a game for two or more players. (Although, many have found it is just as fun played solo). The game itself is simple to play, but many possible strategies may be called upon to win, or even to simply survive.

Using a system of map tiles, each game will be a different experience than those played before it. Thus, each playing of the game will take you on a new adventure with new experiences and new goals.

Arcanum uses a simple system of “chips” to determine encounter outcomes, with no dice being used in the game at all. Arcanum is more about planning and skill than blind luck of the dice rolls. When you do something, what chips are used is more important than the luck of the draw, so be prepared to think ahead if you want to win.



## Game Components

Arcanum is composed of a number of map tiles, counters and several sets of cards offering information on characters, treasures, equipment, spells and monsters. The game also comes with several handy player information charts for player use.



## Game Construction

Once you are ready to play Arcanum, the first thing you will need to do is construct the game components. For the most part, the amount of time and expense you are will put into the game's construction is up to you. The simplest format is to print out all the necessary parts and just cut them out. Paper pieces are a bit difficult to deal with though, so if you wish to play Arcanum over and over again, and I hope you do, then you may want to invest a bit more time and effort in making your game components more durable and reusable.

We at Avalon Games have tried to put the cards and counters on as few pages as we possibly could. We know there is a lot to print out, but we figure that you don't want to play small games, so we won't make them.

### Suggestions on Component's Construction and Printing

First off, you should buy some good quality paper (if you are willing to spend the money). Use this to print out the various components, map tiles and counters. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of tiles, counters and cards. Next, get your hands on some spray glue. It is available at most craft stores and office supply stores. Use this to mount the map tiles and other components onto thick card stock. This will make the parts easier to pick up and use, which generally creates a better over all experience. Should you wish, you can protect your many pieces with clear, self-adhesive lamination sheets. Last, but not least, you can print the backing sheets we have provided onto each card type. We have tried to line these backing sheets up so you just have to flip the page over and print on the back, but you can also print them on a separate sheet of paper and then glue them together. Of course, you should run a test copy on cheap paper to see if your printer will line up the backing sheet with the main card text. Since different printers operate in different ways, we cannot set up a universal format to cover all printer situations.

All the player charts can be printed out on card stock paper and, if you like, covered with lamination sheets.

Print out the chip counters as well. You can place these various counters into small bags to form your chip pools. These can be bought from your local game store.

Some fun can also be found in substituting counters and the like with pre-made tokens. My own gaming group uses small, plastic figures to depict characters and monsters. Wizards of the Coast has a good selection of cheap figures, although you can use just about anything. Have fun looking around for things that will fit the bill.

Glass drops can be substituted for wound counters. These are available in bulk bags and jars at most craft stores or from your local game store. Swapping pennies for gold coins is a great way to add some flavor to the game as well. Our own gaming group



has taken small fish tank rocks and spray painted them gold. They look great and are a lot of fun to use.

Again, it's your game, so feel free to personalize it in whatever way you like. After all, the point is to have fun.



## Getting Started

Once the game is ready to be played, follow the directions below to get started.

1. Shuffle all card decks (spell, companion and treasure decks) and set them off to the side. Place the equipment, quest and monster cards off to the side as well, but close at hand for everyone.
2. Place the map tiles onto the table. How these tiles are laid out does not matter, so lay them out so everyone can get to them.
3. Have each player pick a character to play and hand out a single gold counter (or token) and a staff card. Each player then draws the spells and chips they start with, and places them on the table for all to see. Each player also draws a destiny card at this time.

### \* Optional Rule \*

Instead of each player picking the type of character they will start with, they can randomly draw one from a deck of these character cards. This adds a bit of randomness to the game, but can be just as fun.

4. At this point, shuffle all the different chips into two piles or place them into different bags. The chip piles/ bags are Player Magic chips and the Monster chips. These will be the chip pools from now on. Each player then draws the correct number of chips they are to start the game with, as shown on their character's card.
5. Next, turn all trail counters over and shuffle them face down. Place one trail counter in each region of the map tiles that have a black dot. Once all counters have been placed, turn them over.

### \* Important \*

If a map tile ends up with the same type of counter twice, seek out the other map tile with the same problem and exchange the counters so that all map tiles have only one of any particular counter type on it.

\* Note: More than the required number of trail markers has been included, as we plan to expand the system by adding more map tiles. Just use the required number if you are playing with this basic set.

7. Next flip over all warning counters and shuffle them on the table face down. Place one warning counter on each map tile with the exception of the Tower, Inn and Town tiles. Do not turn warning counters face up.
8. Finally, as a group, set a time limit on the game's length. Pick which week on the time track to end the game on. When the game has progressed to that point, the game

ends. Thus, Arcanum has only one limit on when it ends. The time and effort the players are willing to put into it.

It is suggested that a three month time period be used to play the game, but it is possible to play less or more for shorter games or for marathon sessions.

If players want, they can continue the game beyond the single year shown on the time track. Just start the time track over from the starting position for the next year.

9. Each player now places their character's counter in the tower region of the Tower tile.

You are now ready to begin the game!



### Player Characters

Each player in the game takes on the role of a newly trained graduate from the Tower of Magic. Each is a skilled user of magic and ready to make a name for themselves in the wild, magical lands of Arcanum. Players will move their characters about the game's map tiles, seeking to achieve victory conditions and win the game. There will be times when they may have to cooperate with other player characters to achieve their goals, but there may also be times when they seek to hinder (or even attack) other player characters as they try to stop them from performing actions within the game.

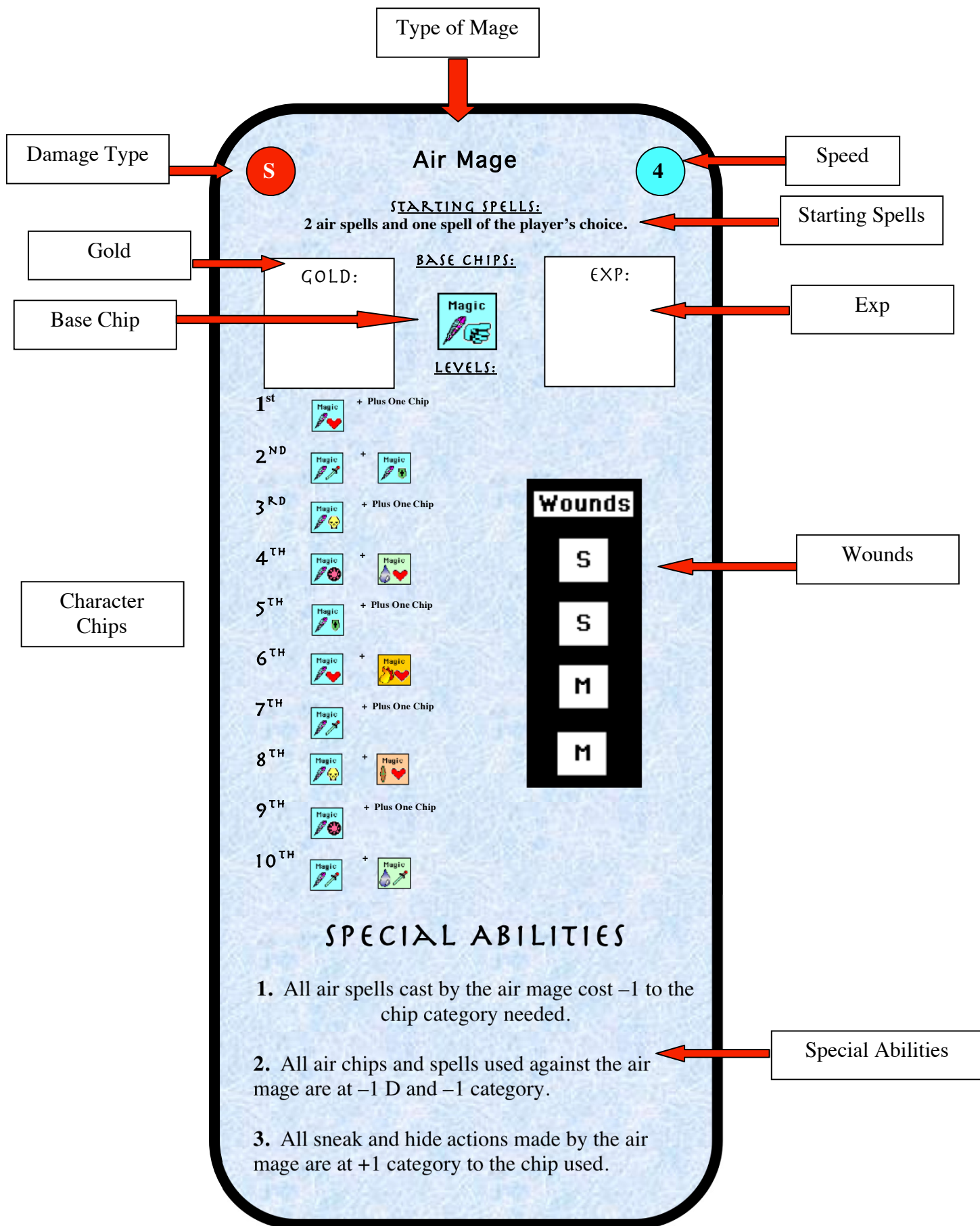
Each character in the game has a set of stats which show just how good they are in different areas.

Each character also comes with two different types of chips for their use.

**Character** chips are chips that the character will always have available to them. When these chips are used, they are flipped over and considered exhausted. These chips are never discarded when used.

**Drawn** chips are those chips that the character can draw from the chip pool at random. As these chips are used, they are lost and returned to the chip pool. Thus, to regain lost Drawn chips, the player will have to either rest or perform some other action that allows them to dip into the chip pool.





# Avalon Games



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## **If you like this product, try other games from Avalon Games**

### **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.**



loans that  
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**If you liked this game, then try one of Avalon Game's Mini-Games, such as the popular Dark Dungeon Series of Solo Adventures.**

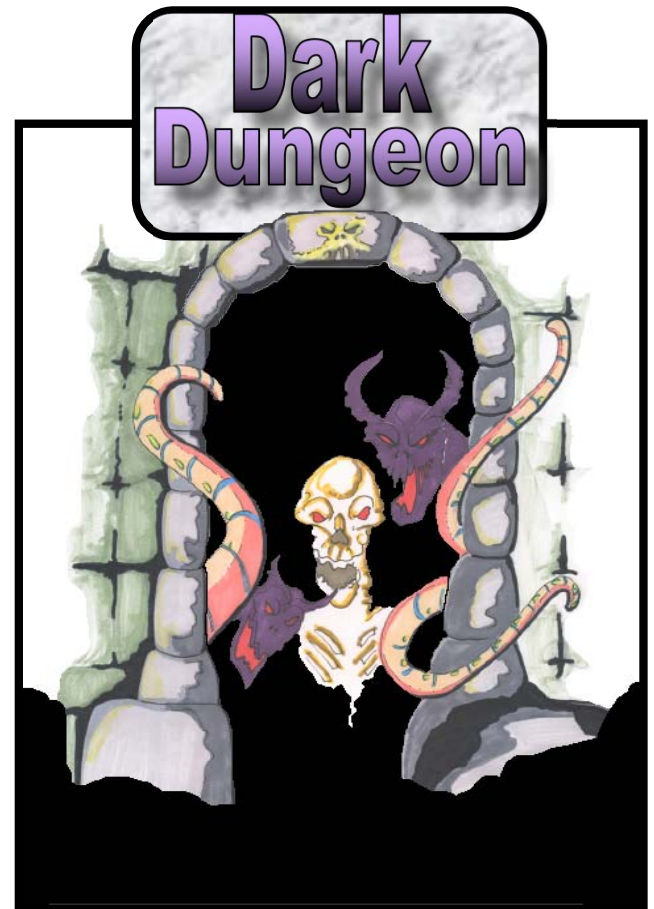
**(Click here to visit this product's page at RPGNow)**

Jord watched as the elf peered around the corner into the dark chamber before them. The dwarf warrior did not like the smell that was coming out of the dark room, it reminded him too much like his wife's cooking. By the Gods the woman could burn toast he thought, hell that was why he was always seeking out these dark dungeons, any excuse to eat something other than her gruel.

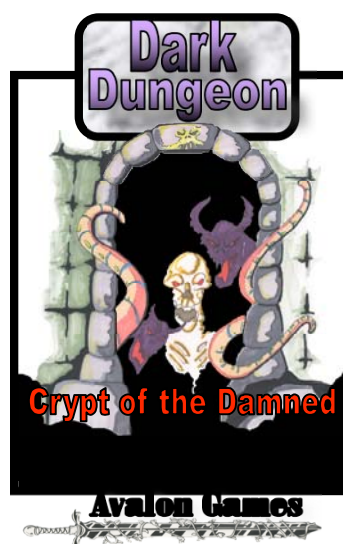
The elf signaled that the way was not guarded by a trap, and so the dwarf and the small human sorceress took up a position near the entrance while the burly human warrior and the elf entered. As soon as the two stepped into the chamber the whole place lit up with a bright light and the laughter of the necromancer that waited within. Damn Jord cursed as he watched the hoard of skeletons rush him and his companions. Maybe he should have stayed home today and eaten the roast his wife was burning.

This is Dark Dungeon, Another great Mini-Game presented by Avalon Games. Hire mercenaries and adventurers and then send them out to explore the many dungeons and adventurous locations about the great city of Mordenhelm. See if you can outlast, out fight and outsmart the many monsters, tarps and dangers that wait for you in the Dark Dungeons of this city.

Dark Dungeon is a sole game, using a fast, fun system of encounters and adventurous situations. See if you can meet the challenge and return with the glory you deserve.



**Avalon Games**





# 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**

**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.

