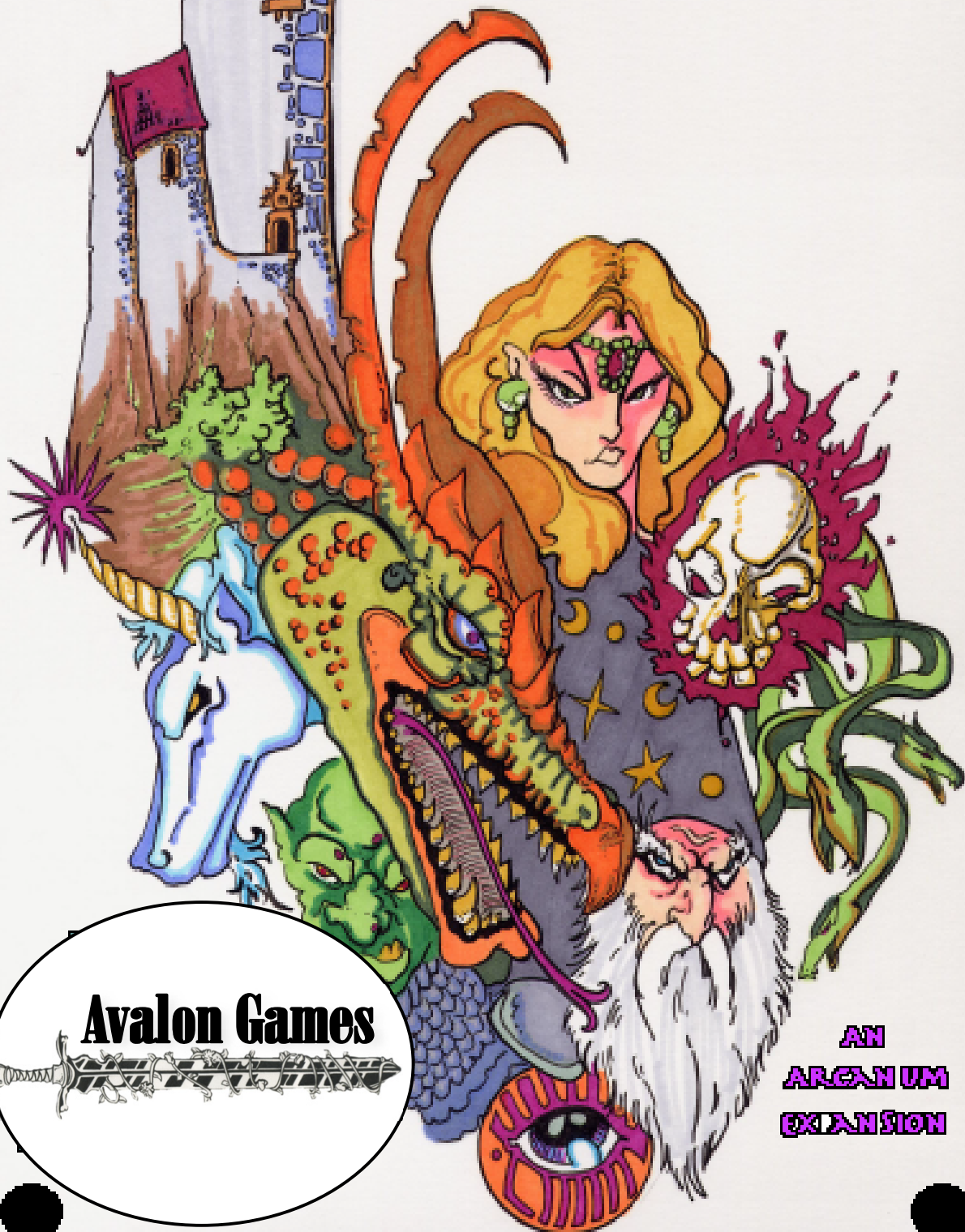


ARCANUM MYTHS



Avalon Games



AN
ARCANUM
EXPANSION

Arcanum Myths

Arcanum Myths is the first of several expansions planned for the Arcanum game systems. Within these pages, you will find several new options to add to your Arcanum game experience. So have fun and we look forward here, at Avalon Games, to offering you more gaming fun in the coming months.

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Introduction

Within this expansion to the Arcanum game system you will find several optional rules. As always with optional rules, all players should agree to just what rules will be used, and of course this should be done before the game begins.

You should note that some of these optional rules will add a considerable amount of time to the over all game play, so be careful, or you might end up playing Arcanum non-stop for days...

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New Companions

Arcanum Myths comes with three new companions, so have fun with them. Each companion is set to one of the new warning markers, so these will have to be used to encounter these new companions.



New Map Tiles

Arcanum Myths comes with five new map tiles. Each map tile acts (in all ways) as a normal map tile, so just lay them out and go to it. You can either add these tiles to the game as you wish, or replace an old tile with one of these new tiles. If you plan to replace an old tile, be sure it is not one that must be used. Only the following map tiles from the core game can be replaced without any major changes needed to the core game itself:

The Hills; Crag; Swamp; Bogs; Peaks; Deep Woods

The core game comes with enough trail markers to allow you to play all of these new tiles along side the old tiles.



New Warning Markers

New warning markers are supplied for the map tiles, although you only need a new warning marker if a new tile is added. You may, of course, exchange some of the old warning markers for these new ones if you are only using the core game map tiles.



Rations

Everyone must eat, and so now there are rules to govern this in Arcanum.

The following rules govern the use of rations within the game.

1. Some sort of token should be used to keep track of just how many rations a character has on them at any one time. As rations are consumed, discard said token or add one to your pile as they are gained. (Note that we have not provided a counter for this as you can use just about anything to show how many rations you have, or simply write them down somewhere.)
2. Each day, a character must consume one token's worth of rations. This token of food reflects the food and water that a person needs to survive the day.
3. A character can carry as many ration tokens as they wish.

Characters can acquire ration tokens in one of three ways.

A. Of course, one way is to buy them at the Market, the Inn, the Tower or the Tavern. Ten days worth of rations can be bought for 1 gold. If you are using the new map tiles, rations can also be bought at the Monastery and the Temple.

B. Another way to gain rations is to hunt for them. A character can take a new action called Hunting. When this action is taken, the character, and each companion with them, can gain 2 days worth of rations.

C. The last ways to gain rations is to steal them for someone else.

If a character goes a day without the needed rations being consumed, they begin to suffer the effects of starvation. Each day that the character does not eat, the player must discard or exhaust one of their chips. If the character has no chips to discard, then the character takes a small wound for each day they do not have something to eat.



Skills

A new skill system is supplied with this expansion. Players can now increase in the number of chips available to them as well as learn valuable skills. A skill card can be bought for one experience point. A character can only have one skill card per level of that character.

When a new skill is gained, choose the skill desired from the skill cards and place it before you. Some skills require that you have a previous skill already, so read each before choosing.

Some skills will also allow the character to learn new spells. These spells can only be learned if the character has the prerequisite skill first.

There is no limit to the number of skills a character can have, only that they can gain no more than one skill per level of experience the character has.



New Spells

Three new sets of spells are provided for the new skills. These spells should only be used if that skill system is also in use. Note that most of these spells are non-aligned and any sort of magic chip can be used to cast them, as long as it is of the correct category or higher.



Weather

A weather system is supplied with this expansion. At the start of each week, players should check the weather chart to see what new weather will be in effect for that week. Look at the current day for the start of the week and compare it to the season. The weather shown will remain in effect on all map tiles for that whole week.

If weather is to be used, players should either pick what season the game will start in, or they can draw one offensive chip and start the game on the first day of the first week of that season.



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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.**



loans that
change lives

**If you liked this game then try one of Avalon Game's Mini-Games,
Such as Steel and Glory, a great addition to the S&G game line.**

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

Lord John issued the order and his men-at-arms stepped forward, shields raised and swords drawn. Each man standing with his lord watched as the orcs gathered into an unruly mob, threats and swords rose in fury.

With a howl, the orc warlord Grom ordered his warriors to battle, the mob surging forward, each orc slobbering for the blood of the humans before them, each trying to be the first to draw blood and reap death among their foes.

Lord John ordered his men-at-arms to hold their line, for each man to gather his courage. As the mob of green orcs reached the armored line of men, the sounds of battle and the screams of the dying could be heard across the field.

This is Steel and Glory, another great Mini-Game from Avalon Games. A fast paced skirmish game of battle, skill and guts, Steel and Glory allows players to field small bands of warriors, who will then fight bloody engagements. Each set within the system will cover two different forces, and also offer new battle tiles, new abilities and new excitement. So don't wait, gather your warriors to you and fight for the glory of your chosen lord.



An S&G Genre Game **Avalon Games** **A Game of Fantasy Battles**



An S&G Genre Game **Avalon Games** **A Game of Fantasy Battles**



An S&G Genre Game **Avalon Games** **A Game of Fantasy Battles**

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

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.


Spirit Tiger



Wolf



Night Stalker




Major Glory




Lamia



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.

