

Instant GM II: On Your Mark, Get Set, GM!



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Avalon Games



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Foreword

They say sometimes you are the worst judge of your own work. That has certainly been the case with Instant GM. I used to be involved in some of the Coordinated Play Role Playing Campaigns, where you can bring your own character and play at various conventions throughout the year. I won't tell you which campaigns, but when I started, there were only two. For a change of pace, I ran light-hearted action adventure games with little to no fore planning. As I moved away from Coordinated Campaigns, I continued running my "Pot Luck" games to earn free admission to the local conventions.

I knew that I didn't run games the same way as most GMs, but I just assumed that I had a quirky style. I never would have written the Instant GM: A Bag of Tricks if my friends at SunQuest Games hadn't pestered me over a couple of years.

Even then, when Comstar Media put out the call for, "short game products," and I sent in Instant GM, I didn't think that it was much more than a novelty to supplement the main line. I certainly didn't realize it was going to be my first best seller!

It is only now as I write this, that I realize what I had over looked. I have a unique style of GMing, but every GM I have ever gamed under had a unique style of GMing. And I learned from everyone of them. Even the ones who's styles I disliked, I learned to consider the players' point of view when running a game.

So no matter what your style: if you are a hard core Strategy Gamer, who has memorized the entire Weapons Table; a World Builder who has a notebook full of interesting locations you hope to share with your players some day; a Competitive GM out to prove that you can run a published adventure better than anyone else; or a First Time GM who is more worried about not embarrassing yourself, than about discovering your style; I hope you can learn from the Instant GM. That's only fair, I learned from you.

Introduction

This book contains four sections. The first section is Adventure Hooks. The Instant GM: A Bag of Tricks, dealt with Plot Seeds. In this book we deal with Adventure Hooks to help you bring the characters into the plot. The second section is Stock Characters, Continued. It picks up where the first Instant GM left off. Detailing new characters to use when improvising, including some more exotic ones. The third section is three more Rakugo Props for use in your game. Again this section is too short, the only consolation I can give is that every adventure is different, and Rakugo Props are always improvised. Once you start to use Rakugo Props, you'll see new ways of using them in every game. The forth section is a collection of Tips & Tricks and Rants, which don't fit well into any of the other sections. There is an appendix of quick reference tables at the back of the book.





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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 tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe and Arcana. Great game stuff each and every month.


**Avalon is a proud participant of Kiva,
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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 orcs, 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



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.

