

# Arcana

A Fantasy RPG  
Game World  
of Extensive  
Scope and Wonder

**Avalon Games**



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**Avalon Games**



**Arcana  
Core Book**

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# Introduction



The world is about to fall into turmoil, the likes of which it has never faced before. The Magus, Mordicain, is dead, found in his tower with a dagger thrust deep into his chest.

The Magus is dead and he has left no heir to the title. The ten Magi now stand alone, none ready or powerful enough to challenge their brethren for the title and the power that comes with it. So now the realms of the world ready themselves for the wars to come, the chaos to flow and the blood to spill.

Welcome to Arcana, a new RPG world where players will take on the roles of a hero, king or in some cases, even one of the ten mighty Magi. These heroes and lords then will live and have adventures in the world of Tifnarra, become involved in grand adventures, intrigue and danger, or for others, the fate of their kingdom lies in their hands. Some few may even take on the role of one of the great Magi, vastly powerful mages, who through tradition and might have ruled the world since the dawn of time.

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 this 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.





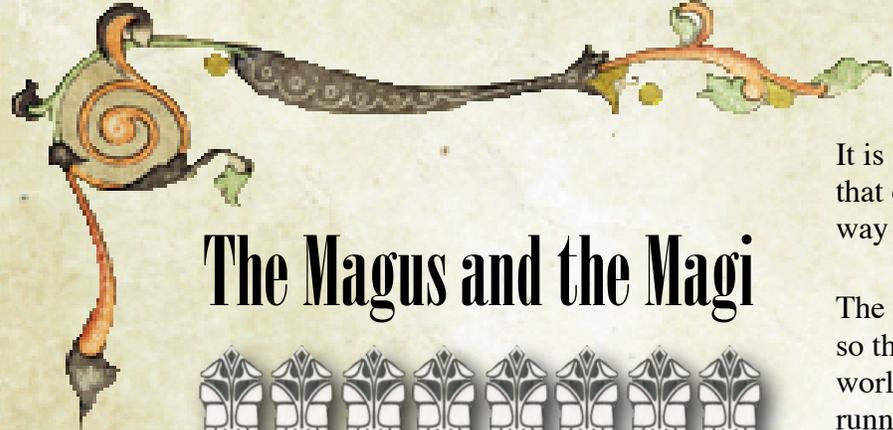
Northlands

Dark North

The Western Reaches

East Lands

The Wild South



# The Magus and the Magi



## Magus

The Magus is the ruler of the world. So it was deemed in the early ages and so it has always been. The Magus can be evil or good, but regardless, they have the duty to guard the world and its magic. Thus the Magus is more than a king, more than a man or woman, but the magical guardian of existence itself.

The Magus starts as one of the Magi, and it is from these ranks that each new Magus raises. The current Magus at some point chooses an heir from the ten Magi and teaches them the secret rites of the Magus, thus the power is handed down from the old to the new. This has not though, always been the case, and at times the title has been stolen and taken. These then are often troubled times and the new Magus must search for the secrets of power to be its true lord.

The Magus is lord of all not only because of personal power, but because the Magus has power over the Magi, and thus the world. Each of the Magi is trained by a Magus, made a Magi by a Magus and command by a Magus. The rites of power that turns a normal mage into a Magi also confers power over them to the Magus. Thus the world's greatest mages are but slaves at times to the true ruler, the Magus.



It is said that the Magus has a secret school of magic that only they can cast. Said to hold great power, the way of the Magus is the way of power absolute.

The word of the Magus is law all about the lands, and so the Magus is in a way the king or queen of the world. Many have taken an active hand in the running of the world, dictating to kings and ruling all. Others have locked themselves away in their tower and never heard from again. Each Magus is different and when a new one rises the world sits and waits to see what will happen.

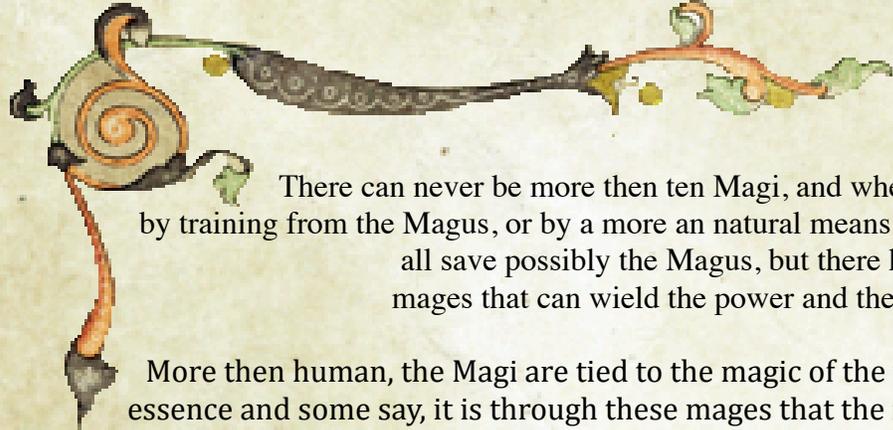


School of Wizardry

## Magi

The Magi are the masters of the world. Powerful mages, they are more than human. Each is taken at some point in their life, before they become a Magi, and there the Magus cast great magic. Called the Rite of Becoming, the magic changes the mage, makes them magical in strange and terrible ways. Once completed the new Magi stands before the Magus, ready to take command of the world and all those in it. The Magi are thus more than human, more than a normal mage, for they command great power, both magical and mundane. Nations bow to them and kings fear their arrival.

Often the Magi are given large areas of the world to govern in the name of the Magus, and they are charged with its rule. Other Magus have left the Magi to their own devices and given them not but the power to do as they wish. Often it is something in between these two that takes place.



There can never be more than ten Magi, and when one is slain a new one takes their place, either by training from the Magus, or by a more natural means. Just how a new Magi is “Born” is unknown to all save possibly the Magus, but there have and always will be ten mages that can wield the power and the magical might of the Magi.

More than human, the Magi are tied to the magic of the world, in some way they embody its primary essence and some say, it is through these mages that the flow of magic begins. Whatever the case, each Magi is a master of a single school of magic, its true champion if you will, and its focus point in the world.



Presented here are the ten current Magi, but you of course are more than welcome to change or delete those you want to, or add ones of your own. A great campaign is to have one, or more of the Player Characters become a Magi, either having been trained by the last Magus, or turning, as you will, on their own.

More detailed information on the personality, goals and power of these ten Magi will be presented in future products.

Julienne The Warlock  
 Cordith the Necromancer  
 Feal the Illusionist  
 Azerkheptis the Conjurer  
 Xian the Magician  
 Asduren the Wizard  
 Granax the Druid  
 Sin Yin the Sorcerous  
 Haussen the Summoner  
 Yrao the Seer

Dread Holt  
 Castle Wierd  
 Towers of the Sun  
 Tower of the Two Moons  
 North Tower  
 Stone Cliff  
 High Top  
 Citadel of the Stars  
 The Sea Tower  
 Sea Mist Hold



School of Arcanum



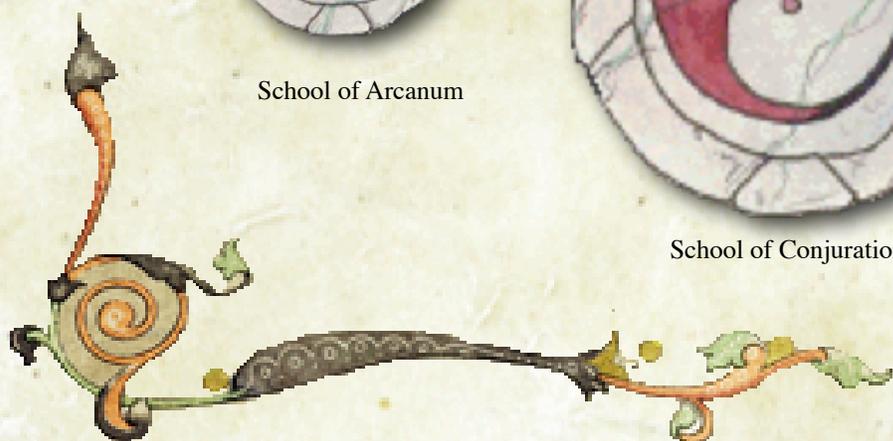
School of Conjuration



School of Magi Ways



School of Elementalism



# 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**

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### **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**

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### **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,  
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.



**2**

## 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.



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.



**Avalon Games**

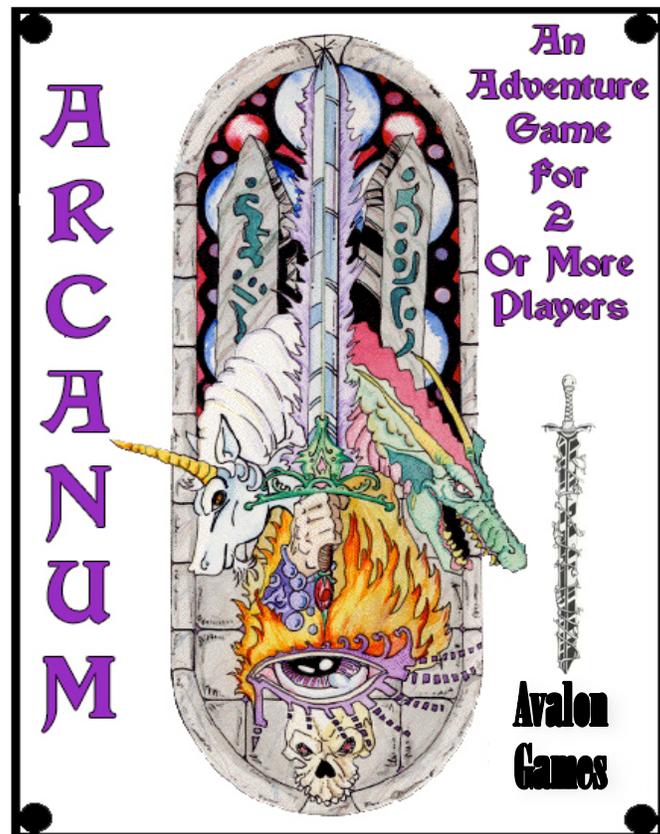
If you liked this game, then try one of Avalon Game's great games, such as  
**Arcanum**

(Click here to visit this products page at RPGNow)

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

Arcanum is a simple to play, but complex game of adventure and magic, a game where players seek out the destiny of their character as they travel about the many magical lands 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, and 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 from you all your gathered magic and riches. Allies can turn into enemies with a blink of the eye, so you must walk your path with caution.

Arcanum uses a unique system of "Chips" to resolve all conflicts, so no dice are ever used. This creates a game where luck has no place in the final outcome, but rather your skills at thinking ahead and planning determining whether you will win the game or not.



**\*Arcanum comes with 15 fully illustrated, full color map tiles.**

**\*16 full color, stand up character counters, each an illustrated portrait of a different character.**

**\*Over 80 spells, from four different fields of magic.**

**\*Over 100 other game cards, each offering information on quests, treasures, equipment, companions and more.**

**\*A fully illustrated rules book of over 30 pages full of charts, rules and information on how to play the game.**

**\*Player charts, handouts and other game aids to make the experience a faster, smoother game.**