

Arena Magica



Avalon Games



Yannar dove for cover as his opponent's fireball exploded overhead. A rain of flaming death fell all about the arena, but Yannar's protective spell resisted the flames and saved his life. Rolling to his feet, the young wizard cast his own spell, a bolt of lightning flying from his hands. "This will be no easy fight", he thought to himself as his foe deflected the energy of the spell with his magical shield. "No", Yannar thought, "this will be no easy victory."

This is Arena Magica, another Mini-Game from Avalon Games. Create a wizard gladiator, train him or her in the skills of killing. Now equip with the weapons, armor and spells of your choice so you can send them into the arena to battle other warriors and wizards to see who is the best... the toughest... the bravest in the lands. A game all to itself, it is fully compatible with Arena. Combined, they form a truly expansive system of battle and mayhem.

Note that this is not a complete game, and requires that you have a copy of the master rules, available with the Mini-Game, Arena

An Avalon Games Product, All rights reserved, Version 2.0, 2008

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

Avalon Games Company, avalon@comstar-games.com

Or visit

Avalon Games at...

www.avalon-games.com

**Game design, artwork and layout by Robert Hemminger
Edited by Christi Monson**



Spells

Spells, while they are treated as skills, and thus suffer limits to their number based on your intelligence, are also treated as equipment and must be held in a ready hand. This limits you to having only two readied spells at any one time. Spells are learned in classes, based on the elements, and without basic training in the base element, you are unable to learn and cast spells from that field. (See skills and spells for more details)

Actions Possible in Combat

Cast a Spell

As a combat action, the wizard can cast a spell. The spell must be readied before it can be cast (as per an equipment counter). Once readied, the wizard must make a skill check to cast the spell. Use the stat for that spell (and its difficulty modifier) to make a cast roll, modified by said stat. If the roll is successful, then the spell is cast. You may be required to make an attack roll as well, based on the spell type.

Combat Chart Result Descriptions

The following are the possible results of an attack roll as rolled on the combat chart.

Fumble

The character, foe or monster has dropped their weapon or misses so badly that they suffer for it in the next round. The character, foe or monster, if they are holding a weapon, drop it. If they have no weapon, they lose their next combat action.

Dropped weapons can be picked up using a ready item action.

Stumble

The attack misses the target so badly, it spins the attacker around. The target may change the attacker's facing to any direction they wish.

Frenzy

The attack is so savage the attacker gains another attack right away. Make a second attack roll against the same target or a different, eligible foe. This second attack suffers a -2 to the attack roll.

Miss

The attack misses its target and does no damage.

Glancing Blow

The attack strikes the foe but does very little damage. The attacker delivers one hit of damage to the target's total hit with no location roll being required. Armor will not stop this damage, nor can it be modified in any way.

Shield Hit

The attack hits the target's shield. If the target has a readied shield, then the attack does no damage. If they do not have a shield though, then the attack does one hit of damage plus the weapon's damage modifier as it is shown for that weapon. Roll for the location as normal.

Hit

The attacker hits the target and does 1 hit of damage plus the weapon's damage modifier and any other skill modifiers that may apply. Roll for the location of the hit as normal. Damage is applied to both the total hits and the locations hits.

Bleeding

The attack hits, doing the damage indicated. The attack also causes the target to start bleeding from the wound. Roll 1d4, placing a number of bleeding counters next to the target as rolled. Each round, on the target's initiative, give the target one hit of damage to total hits and pull off one bleeding counter. When all the bleeding counters have been applied, the wound clots and the bleeding stops.

* Note: A figure can have more than one bleeding counter in effect at one time, each causing one hit of damage as they runs their course. Armor will not stop bleeding damage.

Knocked Down

The attack fails so badly, it knocks the attacker down, placing the attacker in a prone position.

Severe Hit

The attack delivers a severe hit, doing 2 hits of damage plus the damage modifier for that weapon type. Roll for location as normal and apply damage to it and the total hits.

Deadly Hit

The attacker's weapon delivers a deadly hit, doing 3 hits of damage plus the weapon's damage modifier as shown for that weapon type. Roll for location as normal and apply damage to it and the total hits.

Stunned

The attack stuns the target. Do damage as indicated for that attack result and then place a stunned marker next to the target. The target loses their next action, be it this combat round or next. Once their action has been lost, they may move and attack as normal.

Free Strike

The target gains a free attack on the attacker, but does so at a -2 to their to hit roll.

Critical

The attack is so terrible, the target is nearly killed outright. Roll 1d10, applying the damage roll. This damage is not adjusted by the weapon's damage modifier or any other damage modifier in the game. Roll for location as normal and apply damage to it and the total hits.

Burning

The attack sets the target on fire. Each round the target will take a single hit to each body location and 3 hits to their total hits. Armor will not stop this damage, although some spells will. To stop the flames, a character must drop to the ground and roll around for a full round. Move to a prone position.

Freeze

The spells freezes the target in place, preventing them from moving. The target of the spell cannot move until they cut themselves loose from the ice, taking a combat action to do so. While frozen in place, all attacks made against the target gain a +2 to the to hit roll.

Blank

The spell fails to take effect and the caster is so befuddled by the misfire that they forget how to cast it at all for a short period of time. The caster loses the use of this spell for the rest of the battle, but will regain its use in later conflicts.

Feedback

The casting of the spell is poorly done that the caster suffers some magical feedback from its failure. The spell fails to hit and the caster suffers 1 hit to their total hits. Nothing will stop this damage.

Skill Charts












Skills allow your wizard to perform better in combat and to achieve greater feats.

* Note: Your character can never have more skills and stunts then they have in Intelligence. Thus, if you character has an Intelligence of 9, then they can have a maximum of 9 skills and/or stunts. If you wish to have more skills and stunts, then you will have to increase your Intelligence score.

Skill	DPS cost	Requirements	Notes
Weapon Skill	2 per weapon per level up, to a max of 4 levels.	None	Using a weapon without skill places a -2 modifier to your OCL.
Mage	5	None	+1 Spell Casting
Magi	5	Must have skill in Mage first	+1 Spell Casting, Spell Dodge
Arch Mage	5	Must have skill in Magi first	+1 Spell Casting,

Print up two of these map boards



					
			Fire Shield		
Dispel Magic	Magic Sword	Summon Wolf	Summon Bear	Summon Lion	Fire Dart
Fire Bolt	Fire Ball	Summon Fire Elemental	Water Dart	Extinguish	Healing
Summon Water Elemental	Blur	Electrical Dart	Lighting Bolt	Flight	Summon Air Elemental
Stone Skin	Earth Hammer	Summon Air Elemental	Shatter	Earth Armor	Great Healing
	Bleeding	Bleeding	Bleeding	Bleeding	Bleeding
	Stunned	Stunned	Knocked Down	Frozen	Burning
Dagger +2 In	Staff +1 OCL +1DCL +1 In	Dagger +2 In	Staff +1 OCL +1DCL +1 In	Dagger +2 In	Staff +1 OCL +1DCL +1 In

Actions Possible in a Combat Round

Disengage from Combat

Make an Attack

Defend

Stand

Ready an Item

Use an Item

Charge

Move

Stat Modifiers
The modifier is
given below for each
stats

1-3: -2

4-7: -1

8-10: +0

11-13: +1

14-15: +2

16-17: +3

18-19: +4

20+: +5

Combat Modifiers

Attacking a Foe's Flank +1 to Hit

Attack a Foe's Rear +2 to Hit

Attacking a Prone Figure +4 to Hit

Reach weapon used -2 to Hit

behind another figure

Charged Foe +1 to Hit, but also +1 to be hit

Disengaging from Combat Free attack on you

DPS Costs
Stats (Each Starts at 8)

8-10: 1 point per

11-13: 2 points per

14-16: 3 points per

17-20: 4 points per

21+: 5 points per

Skill: See charts

Stunts: See charts

Equipment: See charts

Hits and location break downs per locations

Total Hits = Strength, Agility, Speed, Health, and Intelligence added together.

Total Hits	Head	Body	Arms	Legs
32	2	14	4	5
33	2	15	4	5
34	2	15	4	5
35	2	16	4	5
36	2	16	4	6
37	2	17	4	6
38	2	17	4	6
39	2	18	4	6
40	2	18	4	6
41	2	19	5	6
42	2	19	5	6
43	2	20	5	6
44	2	20	5	7
45	2	21	5	7
46	2	21	5	7
47	2	22	5	7
48	2	22	5	7
49	2	23	5	7
50	3	23	5	7
51	3	24	6	8
52	3	24	6	8
53	3	25	6	8
54	3	25	6	8
55	3	26	6	8
56	3	26	6	8
57	3	27	6	9
58	3	27	6	9
59	3	28	6	9
60	3	28	6	9

Avalon Games



**All games available at
(Click on the name to visit their site)**

RPGNow.com

e23.sjgames.com

wargamedownloads.com

wargamevault.com

Yourgamesnow.com

Drivethrustuff.com

**Click here for a free
catalog and coupon
book. Inside you will
find links to all of our
great games and some
coupons for 20% or
more off selected
games.**

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
change lives

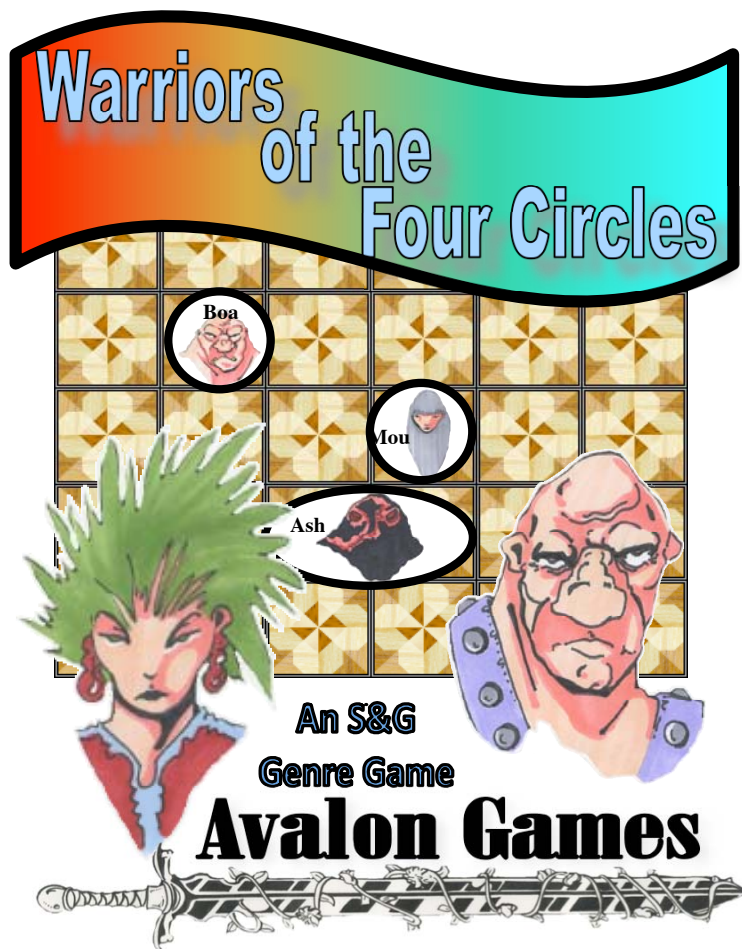
If you liked this game, try one of Avalon Game's Mini-Games, such as Warriors of the Four Circles, a great addition to the S&G line of skirmish games.

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

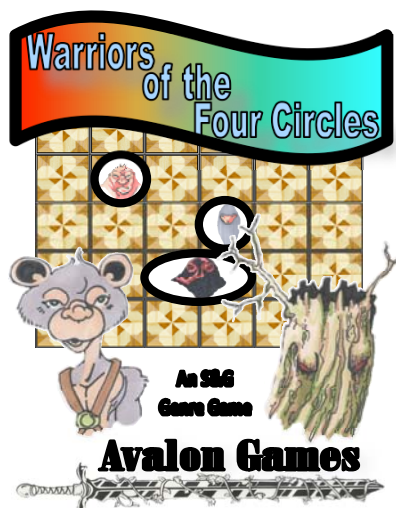
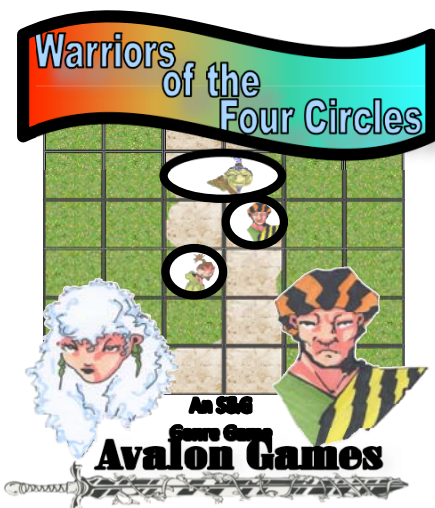
Dragon stopped along the bamboo trail as the four well armed men stepped out of the brush to either side of the trail. "We will require a toll for you to walk on our trail," Offered the lead bandit, a nasty smile on his face.

"Course a woman as pertly as you might have to pay with more then coins," He smirked to his friends. As the bandit turned his head back towards the Dragon, She lashed out with a mighty kick, knocking his head clean off his shoulders. The other three bandits screamed in fright as the warrior called the Dragon smiled her own grin and moved on them.

This is Warriors of the Four Circles, another from Avalon Games. Taking the S&G skirmish game system and add to it super Kung-Fu masters and martial arts experts and you have a great action game of flying kicks and mighty blows. Warriors of the Four Circles is a great mix of martial art action and elemental magic, all creating the wild world of a mighty battles and high suspense.



The game comes with 18 characters. Full rules on martial arts and various style, battle tiles, counters and more. With two additional expansion and fully compatible with other S&G genre set, this is a wild, great game.



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



Gyea



Lamia

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.

