RUNES
Avalon Games

Yiya cast the magical dart at the charging Skeleton and watched as the undead thing shattered into a million bone fragments. With a grin she yelled out to her foe, the necromancer Troid, "You had better do more then summon up weak piles of bones if you wish to beat me old man." With a sneer the necromancer answered with a new summoning, a dreadful Wright this time around. Yiya swore to the gods under her breath, maybe she should keep her big mouth shut for a change and concentrate on defeating Troid with something other then hallow words.

This is Runes, a game of magical battle, spell casting and summoning. Can you out fight your foe, using the mystical Rune stones and your chosen field of magic. A new and innovative game system, the Rune's game system is fully expandable and compatible with other Runes games. So why wait, go out and find some adventure and play Runes.

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

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Earth Magic

The power of stone and might fill you with the magic of protection and strength.

The special ability of earth magic allows you to exhaust an active rune to add a +1 to the Power of any one melee attack you or a minion makes this turn.

Spell Descriptions

Earth Hammer

The spell creates a massive hammer of stone and rock, which the mage can use in melee combat to crush their foes.

Stone Hand

The spell, when cast, allows the mage to turn their hands into stone. A melee attack that the mage makes this turn with these hands has the critical special ability.

Earth Might

When this spell is cast, the mage add a +1 Health to each of his or her summon minions for the turn. Any damage the creatures take, comes from this extra Health first.

Earth Skin

This spell covers the mage in a coating of stone, making them hard to harm. This defensive spell may not be used to protect a minion, but only the mage.

Earth Wall

A common enough defensive spell, this wall is made of stone and earth. When it has taken four hits, it is dispelled.

Earthquake

When this spell is cast, the mage causes the very earth to shutter and quake. The spell is an explosion attack, striking all players and their minions with a Power seven attack. You must roll the attack for each player and minions that is active in the game, that is other then yourself and your minions, who are safe from the spell's effect.

Summon Basilisk

The spell summons a dreadful basilisk, which has the critical special ability.

Summon Earth Elemental

The spell summons a mighty earth elemental.

Summon Minotaur

The spell summons a savage Minotaur to do your bidding.

Tremor

When this spell is cast, you cause the earth to shudder, knocking foes to the ground. Target one minion in play and make an attack roll. If you roll equal to or higher then the foe’s skill, you knock them down for the turn, preventing them for attacking or blocking this turn. They may though, still be attacked.

Necromancery

The power over the dead and the undead, this is what the necromancer strives for.

The special ability of this magic is to sap a foe's strength of will. You may exhaust an active rune to reduce a foe's action points by one for the turn.

Spell Descriptions

Bone Wall

When this spell is cast, a wall of bones explodes from the ground before you. This defensive spell will stop up to four hits before being dispelled.

Dark Bolt

This deadly bolt of evil is a ranged attack of weak, but accurate force.

Darkness

When this spell is cast, roll five dice at Skill zero. For each success that you roll, you may prevent out right, one ranged attack from being made against you or a minion that you control. After all, if you cannot see the target, you cannot fire at it.

Death Fog

This spell, when cast, creates a deadly fog of poisoned gas and foul odors. The spell is an explosion attack that does 1 hit to each player and minion in the game, other then your own that is.

Drain Life

When this spell is cast, make an attack roll as normal, but for each hit that you score, and which is not blocked, you not only harm the target of the spell, but also heal one Health of damage. This spell will not take you above your starting Health.

Fear

When this spell is cast, you frighten a foe's minion with the terrors of the grave, preventing it from taking an action this turn. The minion cannot attack, or block, an attack this turn. To frighten a creature you must roll more successes then the creature has in Power. Thus the spell will only work on creatures of Power four or less.

Summon Ghoul

The spell summons a flesh-eating ghoul.

Summon Skeleton

The spell summons a weak skeleton to fight for you.

Summon Vampire

The spell summons a flying vampire to battle for you.

Summon Wright

The spell summons a dread Wright to do your bidding.

EARTH MAGIC

MAY PLAY AN ACTIVE RUNE TO INCREASE THE POWER OF ANY MELEE ATTACK, BY ONE RUNE IS THEN EXHAUSTED

EARTH SKIN
5 1

EARTH HAMMER
4 1

STONE HAND
1 C 1

EARTH MIGHT
+1 TO HEALTH TO ALL

EARTH WALL
4 1

SUMMON BASILISK
3 C 1

EARTHQUAKE
7 0

TREMOR
4 / 1

SUMMON EARTH ELEMENTA
6 1

SUMMON MINOTAUR
4 2

EARTH SKIN
5 1

EARTH WALL
4 1

EARTH ELEMENTAL
6 1

MINOTAU
3 2

BASILIS
3 1C

Avalon Games

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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.

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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.

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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.

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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.

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change lives

If you liked this game, then try on of Avalon Game's great Mini-Games, such as Conjurer.

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

Julia watched as her foe summoned a Hydra with a flourish and a puff of green smoke. Jarrird had always been a bit of a show off, Julia thought as she watched the many-headed beast slither about on the ground before its new master.

No matter, she smiled, her enemy could be as showy as he wanted to be, it would not stop her from crushing him under her boot heel. Knowing the Hydra would still be a bit dazed from the summoning spell, and thus vulnerable, Julia quickly sent her Goblins in to kill it. The small green warriors each drew their short swords and rushed the larger creature, yelling a shrill battle cries as they charged. Julia knew the little green Goblins would have no chance against the many heads of the Hydra, but she hoped to at least hurt it a little bit so her Minotaur could finish the job. Once his last defender had been taken care of, well… Jarrird would be next.

This is Conjurer, another Mini-Games from Avalon Games. Play a skilled wizard as you battle other spell casters in a duel of summoning. Each magician has the skill to summon various monsters to their aid, monsters they then may send into battle in a desperate attempt to kill their foe before they themselves are dragged down. Skill, cunning and a little bit of luck is needed to be a successful conjurer and thus, master over all those that would stand against you.

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.

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.