



# RUNES



**Avalon Games**



Kord cursed the gods as the Amazon's sword pierced his side, blood welling up out of the wound as the pain starting to send stars across his eye. The young mage knew he was in trouble, the damned Amazon servant of his foe had nearly killed him with her last assault, and Kord knew in his bones that the warrior woman's next thrust with the sword could very well be his last.

Taking a deep breath to steady his nerves, he cast out his last three rune stones while chanting the spell. With a flash and a silent explosion, the Amazon was turned to dust. Taking a sigh of relief the young wizard then turned to face his true foe, the sorceress Figga, who was herself in the act of casting another spell of her own.

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

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## **Air Magic**

The air mage focuses his or her will on controlling the essence of air, the swift, the cold, the lighting of loads.

The field's special ability allows the mage to increase either the Power or the Skill of any one ranged attack.

## **Spell Descriptions**

### **Air Wall**

This defensive spell creates a wall of swirling air and mist. It will stop up to two hits before being dispelled. It has a Skill of two vs. melee attacks and four vs. ranged attack.

### **Fly**

The spell allows the mage to fly, gaining the Flight special ability for one turn.

### **Gust of Wind**

The spell gathers the air about the mage and blows it outward in a strong gust of wind. All ranged attack made by any foe this turn suffers a -1 Skill (No skill can be brought to lower than zero.)

### **Lighting Bolt**

This deadly bolt of lighting can kill most creatures with a single strike.

### **Shock**

This simple melee attack shocks a foe.

### **Storm Wall**

Another defensive wall spell, this one works the same as the air wall, but any creature that attacks through the wall, suffers one hit of damage doing so. (Eh, if you use it to defend against a melee attack made against you, the attacker takes a hit of damage)

### **Summon Air Elemental**

This spell summons a quick air elemental. The creature has the flight special ability.

### **Summon Cockatrice**

The cockatrice turns to stone those it touches. It has the flight and the critical special abilities.

### **Summon Eagle**

The eagle is fast and deadly. It has the flight special ability.

### **Whirlwind**

When this spell is cast, the mage creates a small whirlwind, sending it out to snare and tumble a foe.

## **Conjuration**

The conjurer specializes in summoning beasts and magical monsters to fight for them.

The field's special ability allows the mage to increase the Power, or the Skill, of one summoned minion.

## **Spell Descriptions**

### **Summon Ape**

The spell summons a great ape to do your bidding.

### **Summon Bear**

The spell summons huge bear to fight for you.

### **Summon Boar**

The spell summons a nasty, mean boar to kill for you.

### **Summon Dragon**

The spell summons a mighty dragon to burn those about you. The dragon has the ability to do a single hit to one player and all their active minions. It may perform this breath attack or make a melee attack.

### **Summon Gargoyle**

The spell summons a stone covered gargoyle. The creature has the flight special ability.

### **Summon Salamander**

The spell summons a small, slimy salamander. The creature is magical and can heal up to two wounds instead of making an attack of its own.

### **Summon Spirit Tiger**

The spell summons a spirit tiger, a mystical creature of the neather world. It has the critical special ability.

### **Summon Wolf**

The spell summons a swift wolf.

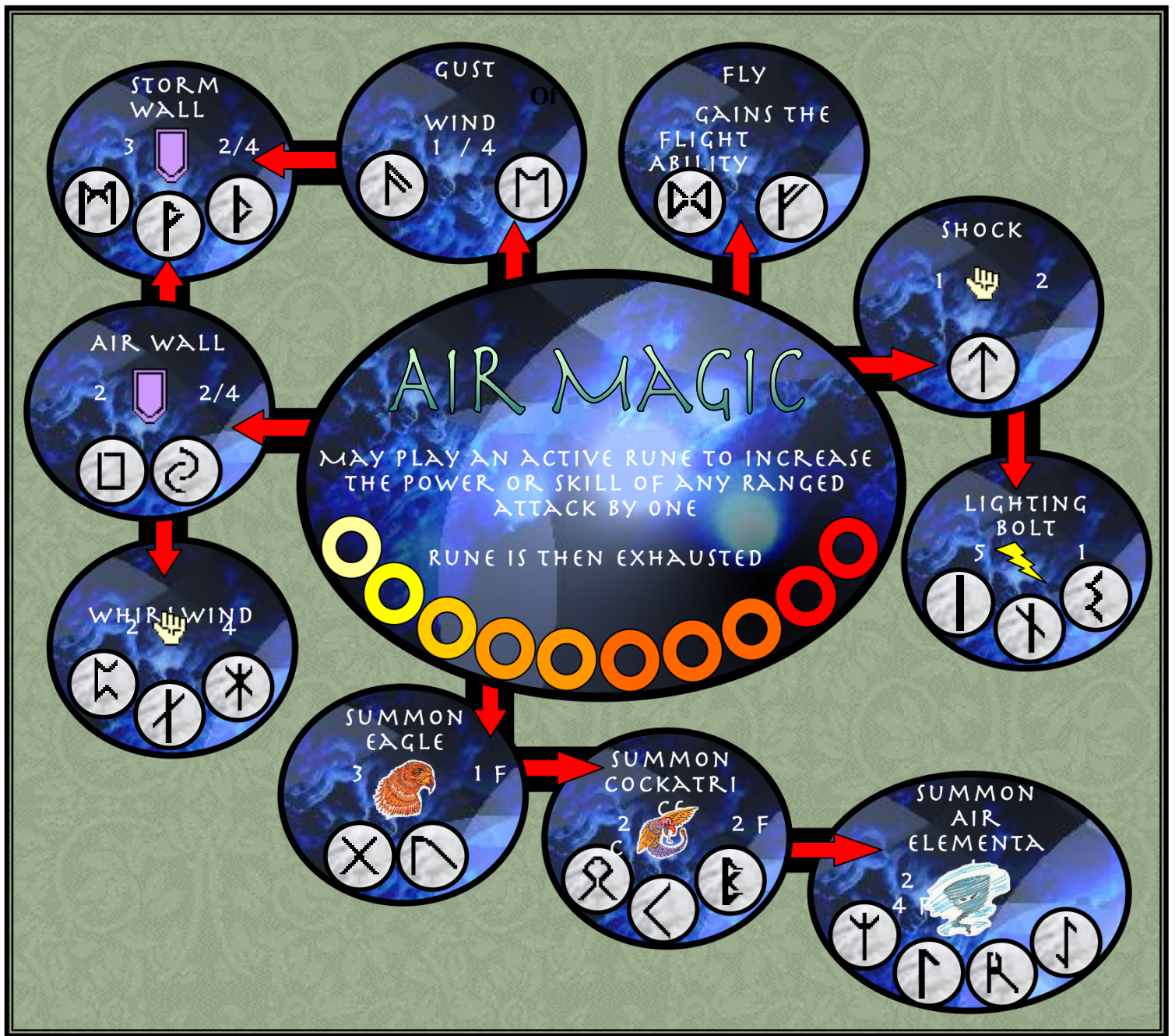
### **Summon Unicorn**

The spell summons a beautiful Unicorn. It has the critical special ability.

### **Summon Wyvern**

The spell summons a savage Wyvern, which has the flight special ability.





# Avalon Games



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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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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.

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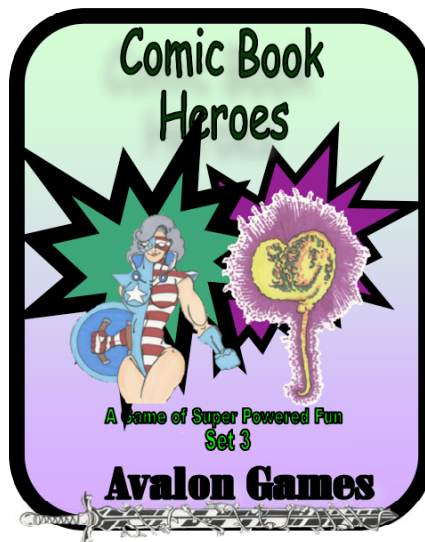
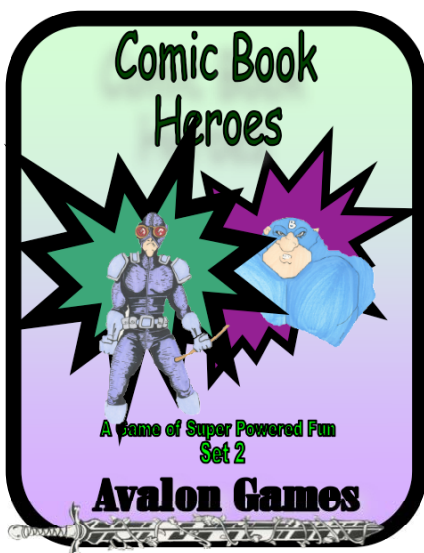
**If you liked this game, then try one of Avalon Game's Mini-Games,  
such as Comic Book Heroes.**

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

The blue color of your cape leaves an azure streak across the city skyline as you fly above the buildings on patrol. It has been a peaceful night over all, only one bank robbery, and that you stopped with the help of Kid Zip. The explosion rolling out of the building below you then breaks the silence. You watch with your super eyesight as the green colored smoke rolls out of the window of one of Sonic Lab's windows. Then Doctor Death leaps into the air from that very window, a beaker of the hyper explosive, chemical Y, tightly held in his armed fist. You thought he was still in jail, serving a 300-year sentence for his last attempt at destroying the city. With a sigh, you dive into the coming fight, sure it will be another long night ahead. Who said being a super hero was all capes and fun?

Comic Book Heroes is a multi player card game where you take on the role of either a super powered hero or one of their many villainous foes. Streak through the skies in your hyper jet boots or crash through brick walls with your super strong muscles. All the thrills, excitement and goofy fun of classic comics are here within Comic Book Heroes. Struggle with and aid other players as they battle each other to see who will be the hero supreme.

So let the cosmic beams fuel your dreams of glory, the mutant genes turn you into a freak with a heart of gold or allow sinister plots fill you with a destiny for glory and dominance of all mankind. Play Comic Book Heroes and live the adventure.



# 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**



**Lamia**



**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.

