RUNES
Avalon Games

Taking a deep breath the young witch cast out her rune stone and screamed the spell of summoning. With a puff of multi-colored smoke the spirit tiger leaped to the ground before her, the great green beast prancing the ground, ready to leap at the first fore she ordered it to kill. In response the wizard across the grove summoned a wall of swirling light and sound. The witch smiles an evil grin though, for she has just the spell to counter the magical wall her foe has just summoned.

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.

An Avalon Games Product, All rights reserved, Version 2.0, 2006

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
Cover art by Suzi Yee

Fire Magic

The fire mage channel their rage and the fury of the fire that burns within their own hearts.

The field's special ability allows the mage to increase the Skill of one melee attack.

Spell Descriptions

Burning

The spell will burn all foes in the game, and their minions, of one hit of damage.

Fire Ball

When cast, the spell creates a great ball of fire that explodes. It can be targeted against one foe and all their minion. Roll to hit for each creature, and the mage.

Fire Bolt

The spell when cast fires a great bolt of fiery death.

Fire Brand

The spell creates a sword of burning death.

Flame Shield

It will act as a defensive spell, but only for the mage. In additional, any creature that makes a melee attack against the mage suffers an attack of Power 4, Skill 1 with the critical special ability.

Rage

The spell causes a creature to fly into a mad rage. For that turn the creature gains a +3 Power, but suffers a –1 Skill (No skill can go lower the zero)

Summon Fire Bird

The spell summons a fiery bird. The creature has the flight ability.

Summon Fire Elemental

The spell summons a fire elemental. The creature can make a ranged attack at Power 3.

Summon Fire Toad

The spell summons a toad made of fire. The creature has the critical special ability.

Wall of Fire

This defensive spell will stop up to three hits.

Wizardry

The wizard is the user of all magic, but the master of none.

The field's special ability allows the wizard to convert a rune into another type.

Spell Descriptions

Dispel Magic

When this spell is cast, the mage can cancel any one lingering effect in play. Make a spell casting roll as normal. You must score equal to or higher success then the lingering effect power to dispel it.

Mage Armor

When cast the spell covers the mage in a suit of magical armor. The defensive spell will only protects the mage them self.

Magic Bolt

A deadly bolt of magical energy is released when this spell is cast.

Magic Wall

The spell creates a wall of magical energy.

Mystic Dart

The spell allows the mage to throw a small dart of magical energy.

Spirit Lance

The spell creates a mystical lance that can pierce the very soul.

Summon Amazon

When the spell is cast, the mage summons a skilled Amazon warrior woman to do their bidding.

Summon Golem

When cast the spell creates a mighty stone golem.

Transform

The spell allows the mage to change the runes from one type into another, but only for a short period of time. For each success that your score, one rune can be turning into another.

Ward

The spell will stop magical spells from harming you or your minions. It acts as a defensive spell, but it will only stop spells that are cast by the mage, not minion's attacks.

FIRE MAGIC

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

FIRE BALL
4
1

FIRE BOLT
3
2

FIRE BRAND
1
2

RAGE
+3
POWER
-1

BURNING
1
*

SUMMON FIRE TOAD
6
0 C

WALL OF FIRE
3
2

SUMMON FIRE BIRD
3
F
2

SUMMON FIRE ELEMENTAL
L
5
R
2

FLAME SHIELD
4
C
1

FIRE BIRD
3
2F

FIRE TOAD
6
0C

WALL OF FIRE
3
2

FLAME SHIELD
4
1C

FIRE ELEMENTAL
5
L
2R

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 then 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.

KIVA

loans that
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.