



# RUNES



**Avalon Games**



Jard drew his magical sword as the Ice Ape charged. With a swift upward swing of the glowing blade the young mage cut the mighty beast in two, all to the surprise of both the ape, and its master, who now stood defenseless before Jord. Buying this sword was the best thing he ever had done, Jord thought to himself, as his foe bowed his head in defeat.

This is Runes, Mystic Items, and a fun expansion for the Runes system. Now add mystical items to your magical arsenal and see if your foe would rather run then fight you.

**This is not a full game in and of itself, but an expansion to the Runes game system, and thus you will need a copy of that rules system to use this product.**

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**[www.avalon-games.com](http://www.avalon-games.com)**

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### Introduction

Runes, Mystic Items allows player to buy magical items from a common deck. Such items will then aid the players as they try to defeat their magical foes. This though, is not a full game in and of itself, but requires that you first have a copy of the Runes game system.



### Game Construction

Once you are ready to play Runes, Mystic Items, the first thing you will find necessary is to construct the game components. For the most part, the amount of time and extra expense you are willing to put into the game's construction is up to you. The simplest format is to print up all the needed parts and then just cut them out and go to it. Paper pieces are though, a bit difficult to deal with, so if you wish to continue to play Runes, Mystic Items over and over again, and we hope you do, then you may want to invest a bit of time and effort in making your game components more durable and usable.

### Suggestions on Component's Construction and Printing

First off, you should, if you want to spend the money, buy some good quality paper. Use this to print out the various components and counters. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of cards. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to mount the card onto thick card stock or chipboard. This will make the cards easier to pick up and use, which generally creates a better over all experience. Should you wish, you can protect your many parts with a clear, self-adhesive, sheet of lamination. (Again available at most office supply stores).

Plastic card sleeve can be bought at most game stores, and are suggested to protect your cards while they are being used.

A backing sheet has been supplied as well, but as there are so many different types of printers out there, it is suggested that you first print up some fast copies, that will not use up a lot of ink. Test the alignment of these cards to the backing sheet. You may need to adjust your margins, or printer settings.



### Getting Started

Once you have the game cards printed up and ready to play, its time to get started. Shuffle the cards into a common deck and place the deck so all players can reach it. As the game is played, players may buy a draw from this deck, so keep it ready for use.



### Buying Cards

When you wish to buy a card, you may purchase the ability to draw one card from the deck. This will cost you four action points. Only one card may be drawn within a turn, and no player may have more then three cards in play at any one time. Cards, once bought, may not be traded, stolen or sold, although they can be discarded if you wish, and thus make room for new cards to be bought.

The mage player themselves will use any cards drawn, for they cannot be applied to minion.

Some cards will allow you to use them to make an attack, and you may use the card once a turn to make such an attack, for free, with the Power and Skill listed on the card.





## SWORD OF SLAYING



WHEN USED THE SWORD  
ALLOWS A SINGLE MELEE  
ATTACK OF  
4 / 1



## SWORD OF THE BEAST



WHEN USED THE SWORD  
ALLOWS A SINGLE MELEE  
ATTACK OF  
3 / 1

AGAINST MINIONS THE  
SWORD IS AT 2 / 2



## BELT OF STRENGTH



WHEN WORN, THE BELT  
WILL ADD +2 POWER TO  
ANY MELEE ATTACK YOU  
MAKE



## RED RUBY SHIELD



WHEN USED TO DEFEND,  
THE SHIELD HAS THESE  
STATS

2 / 2

IT MAY BE USED ONCE



## THE SHIELD OF THE ROHAN



WHEN USED, THE SHIELD  
WILL BLOCK ONE ATTACK A  
TURN AT

2 / 1

IF THE ATTACK IS FROM A  
MINION, THE SHIELD WILL  
OPERATE AT  
3 / 2



## WAND OF CASTING



WHILE HELD THE WAND  
WILL ALLOW YOU TO UN-  
EXHAUST ONE RUNE A TURN  
FOR FREE

# 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**

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, then try one of Avalon Game's Mini-Games, such as the popular Dark Dungeon Series of Solo Adventures.**

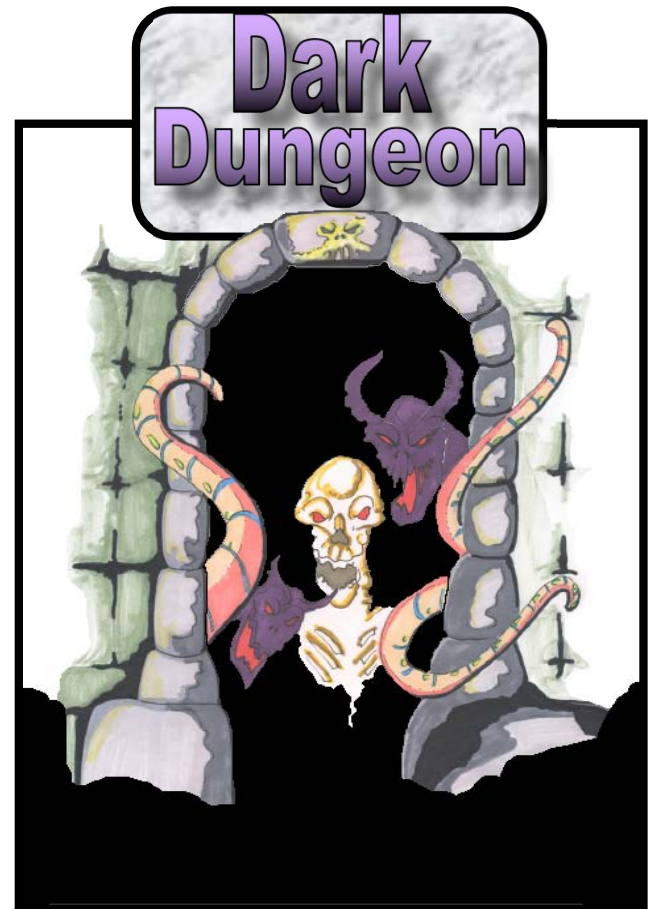
**(Click here to visit this product's page at RPGNow)**

Jord watched as the elf peered around the corner into the dark chamber before them. The dwarf warrior did not like the smell that was coming out of the dark room, it reminded him too much like his wife's cooking. By the Gods the woman could burn toast he thought, hell that was why he was always seeking out these dark dungeons, any excuse to eat something other than her gruel.

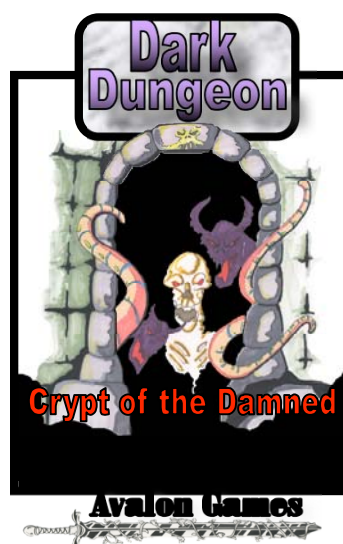
The elf signaled that the way was not guarded by a trap, and so the dwarf and the small human sorceress took up a position near the entrance while the burly human warrior and the elf entered. As soon as the two stepped into the chamber the whole place lit up with a bright light and the laughter of the necromancer that waited within. Damn Jord cursed as he watched the hoard of skeletons rush him and his companions. Maybe he should have stayed home today and eaten the roast his wife was burning.

This is Dark Dungeon, Another great Mini-Game presented by Avalon Games. Hire mercenaries and adventurers and then send them out to explore the many dungeons and adventurous locations about the great city of Mordenhelm. See if you can outlast, out fight and outsmart the many monsters, tarps and dangers that wait for you in the Dark Dungeons of this city.

Dark Dungeon is a sole game, using a fast, fun system of encounters and adventurous situations. See if you can meet the challenge and return with the glory you deserve.



**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.



**2**

**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**



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.

