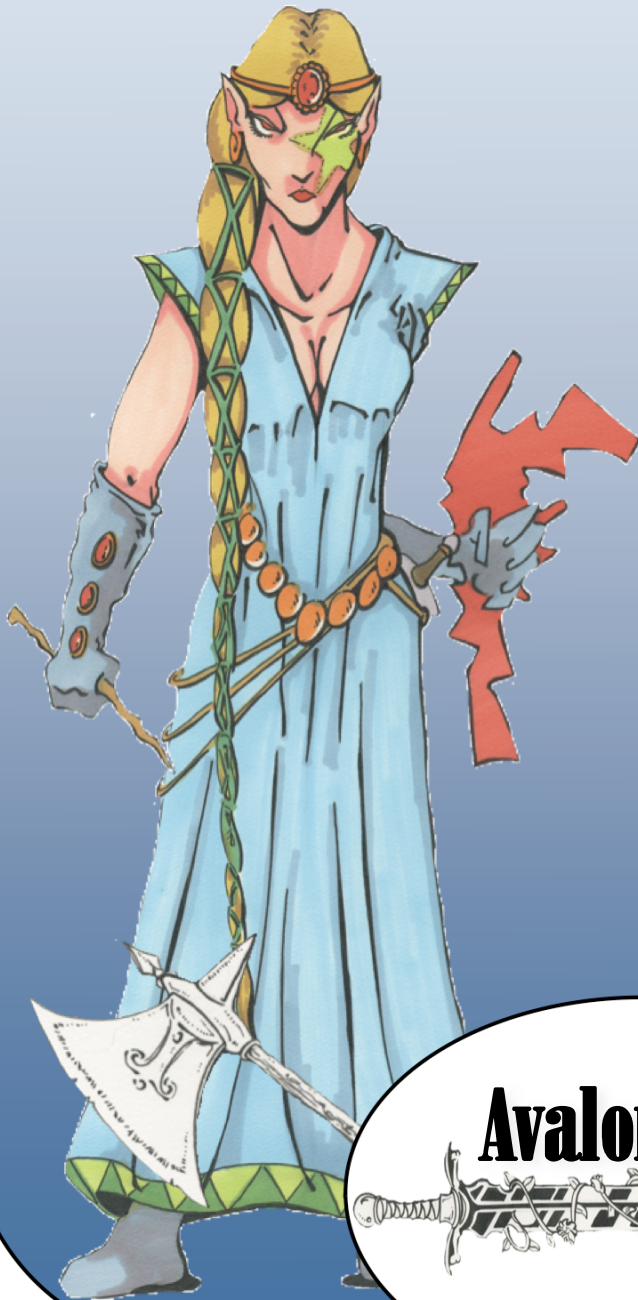


# Battle Axe



Elven

Sorceress

**Avalon Games**



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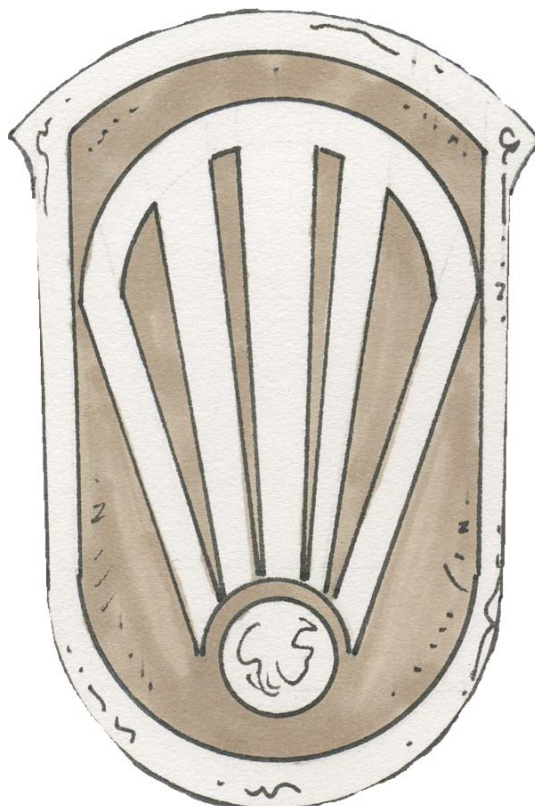
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**Game design, artwork and layout by Robert Hemminger**

# **Avalon Games**



# Sorceress

Those Spell Singers that show promise are often taken and trained within the White Tower of Magic, which sits along the North Eastern Coast within a hidden cove.

Here the young elven maids are taught the deepest secrets of elven magic, the forging of mystic items and the singing of powerful spells. The Sorceress when she completes her training is a true worker of the mystic ways and destined to command respect and loyalty from the elven people.

## Elven Sorceress

**Base Cost:** 14  
**Base Size:** Medium  
**Combat Skill:** 1  
**Health:** 3  
**Will:** Green 1 or Yellow 2  
**Factions:** Elves

**Armor:**  
None

**Equipment:**  
Dagger

**Options:**  
**Staff ...** 1 Point  
**Magical Staff ...** 3 Points

(Hits as a magic weapon)

**Arcane Staff ...** 8 Points  
(Hits as a magical weapon and at +1 Category)

**Broach of Protection ...** 10 Points  
(Magical Guard, Reduces all attacks by -1 Category)

**Arcane Faction ...** 2 points

**One Elemental Faction ...** 2 Points

**One Elemental Arcane Faction ...** 2 Points

**One Arcane School of Magic ...** 2 Points

**Command 1 ...** 3 Point

**Noble Sorceress ...** 7 Points

(Command 2 and gains access to One Elemental Faction or School of Magic)

**Royal Sorceress ...** 12 Points

(Command 3 and gains access to Two Elemental Factions or Schools of Magic)

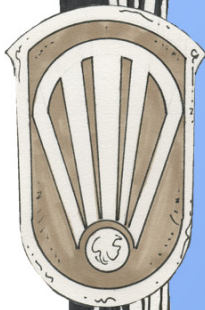
Royal Sorceress may buy the following options

**Crystal Chain Mail ...** 5 Points

(Acts as normal Chain Mail Armor (Medium Armor))

**Crystal Plate Mail ...** 10 Points

(Acts as normal Plate Mail Armor (Heavy Armor))



## **Sorceress FAQs**

### **Abilities and Options:**

#### **Magical Staff:**

Hits like a magical weapon.

#### **Arcane Staff:**

Like a Magic Staff, but also adds +1 to the Category of the attack.

#### **Broach of Protection:**

This item allows the Sorceress to apply a-1 Category to all attacks made against her, even magical attacks.

### **Common Cards**

#### **Spell Strike:**

The Burst template is a 3" diameter circle (6" for the Large Template) centered on the point where the Sorceress wishes the spell to take effect. The point where the spell will hit must be within the Sorceress's Line of sight. This is a Spell Card.

#### **Elven Aura:**

The modifier applies to all attacks, even magical ones. Note that the spell can be cast on other elves, but the Sorceress must have Line of Sight. This is a Spell Card.

#### **Magic Sprint:**

A great movement card, the spell can be cast on the Sorceress herself, or on another elf. Note that to cast it upon another elf, the Sorceress must have Line of Sight to this elf. This is a Spell Card.

### **Uncommon Cards**

#### **Trip:**

Not only does the spell knock the target prone, but also it ends their activation right then and there. It can be cast on any character, as long as the Sorceress has Line of Sight. This is a Spell Card.

#### **Elven Lance:**

Note that while this spell is active, the Sorceress cannot use her staff. Note that the bonus to damage is only gained if the attack scored a hit and did damage. This is a Spell Card.

#### **Elven Bolt:**

While the spell does automatic damage, the Sorceress still has to have Line of Sight to the target. This is a Spell Card.

### **Rare Cards**

#### **Elven Wings:**

A great movement card, the spell can be cast on the Sorceress herself, or on another elf. Note that to cast it upon another elf, the Sorceress must have Line of Sight to this elf. This is a Spell Card.

### **Unique:**

#### **Magic Wand:**

When used flip the Wand Card over and cast the spell at whatever Fate Card Color and Value you desire. Draw a Fate Card; this is the number of turns that the Wand is inactive. At the end of this period, flip the card back over, at which time it may be used again. Fate Cards without a Value count as Value 1.



## A close-up photograph of a hand wearing a white glove, holding a small, red, textured object. The object appears to be a piece of fabric or a small animal, possibly a cat, with a mottled red and white pattern. The background is dark and out of focus.

**Or**

Place a Small Burst template anywhere up to 6" away from the Sorceress. All characters in the template take a single hit of Damage and are knocked Prone

**Or**

As above but use the Large Template



## A graphic of two crossed battle-axes. The axes have large, white, ornate heads with decorative scrollwork. The hilts are wrapped in a dark, textured material and feature a series of white, triangular or diamond-shaped patterns. The axes are crossed in the center, with the heads pointing outwards and upwards. The background is a dark, textured brown.

Axe

**Or**

Place a Small Burst template anywhere up to 6" away from the Sorceress. All characters in the template take a single hit of Damage and are knocked Prone

**Or**

As above but use the Large Template



## A graphic of two crossed battle-axes. The blades are white with black outlines and decorative scrollwork. The hilts are dark with a speared or segmented pattern. The axes are crossed in the center, with the heads pointing towards the top corners.

# Axe

# 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.

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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.

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



# 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.

