

**Avalon Games**



# MYSTIC ADVENTURES



**A Game For 2 To 6 Players**

Mystic Adventures is a simple to play, but complex game of exploration, war and adventure, a game where endless hours can be devoted to mastering the many possible strategies needed to win. Using a system of tiles to create the map board, each game becomes a unique experience, one that is different from all others played before. In Mystic Adventures, players take on the role of a great hero, wizard or villain. As they move about the game's many different lands, they will encounter adventures, monsters, treasures and magic. All the while the characters that the players control try to complete their quest, one that will see them conquer the world and defeat all their rivals.

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**Game Construction:**

Once you are ready to play Mystic Adventurers, 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 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 Mystic Adventures over and over again, and I hope you do, then you may want to invest a bit of time and effort in making your game components more durable and usable.

We at Bad Baby have tried to put as many of the cards and counters on as few a number of pages as we possible could. We know there is a lot to print up, but we figure that you don't want to play small games, so we won't make them.

**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, map tiles 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 tiles, counters and cards. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to mount the map tiles and other components onto thick card stock. This will make the parts easier to pick up and use, and 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) Last, but not least, if you want, get some sort of nice backing paper. (Which can be found in the scrap booking section of most craft stores) You can glue these papers to the back of your cards, counters, what not, and so add to the over all look.

Character data sheets and other charts can be printed up on card stock paper, and again covered with lamination if you want.

Some fun can also be found in substituting counters and the like with other tokens. My own gaming group used small, plastic figures to depict characters and monsters. Wizards of the Coast have a good selection of cheap figures, although you can use just

about anything. Have fun looking around for things that will fit the bill.

Glass drops can be substituted for mana counters. (Available at most craft stores in bulk bags and jars, or from your local game store) Swapping pennies for gold coins is a great way to add some flavor to the game as well.

Again, it's your game, so feel free to make it personalized in whatever way you like, have fun, after all that's the point.

### **Getting Started:**

Once the game components are generated you and your friends are ready to get started. Clear a large enough area to play and separate the components into piles. Shuffle the map tiles, adventure cards, hero data cards, PC cards and spells into separate decks and then set them all to the side.

Next deal out the map tiles, face down, to each player. All map tiles should be dealt out, even if that will leave some players with more tiles than others.

Next have each player draw one PC data card from the pile. This will be their character for the game.

### **\*Alternate Rules\***

\* One possible alternate rule to this, is have players pick what character they want. Should more than one player want the same character, have them roll off, with the higher rolling player getting the disputed character and the loser diving back into the remaining characters to find another PC.

\* Another possible variation is that after all players have picked a character, anyone can discard what character they have drawn and pick a new PC from what is left.

### **\* Optional Play\***

While the game, in general, is set for 2 to 6 players, if you generate more components, there is no reason you cannot have more than 6 playing at one time. Be sure though, that this will increase the overall playing time by hours for each player you add to the game. To do this you will need to print up additional tower maps, one for each extra player in the game.

### **Map Layout:**

Once all players are ready and have their characters and map tiles, the game begins. First the players have to create the game map. To do this, pick one side of the playing area and designate this as the top of the

game board. From this point on, all map tiles placed must have their red arrow pointing towards the top of the playing area.

The player with the **City** tile then places that tile on the playing area, red arrow pointing up. The player to the right then may place one of their tiles, with this continuing on until all players have placed all of their tiles. If during the course of this activity, a player finds they cannot place a tile due to the rules outlined below, they must skip their turn and wait to place a tile when their next turn comes around.

Rules to map tile placement:

1. A tile must have its red arrow pointing to the top of the game area when it is placed.

2. When a tile is placed, all its road exits must match up with all connecting road exists for those tile around it.

3. Gaps and spaces are allowed when placing a tile, but a tile must be placed so that it touches at least one other tile. Thus the overall game board can be quite interesting and very different with each game.

Once all of the tiles have been placed, the last player to lay

down a map tile can pick any one tower region to start from, when the game begins. Each player then, from right to left, places their PC's counter on a tower of their choice. Only one PC can be in a tower region at a time, and each must start the game in a tower.

Now have one player roll 1D6. Players then place on each map tile, in the region shown by the dice roll, a single adventure counter. Note that only one die is roll for all the adventure counters, each using the same number rolled.

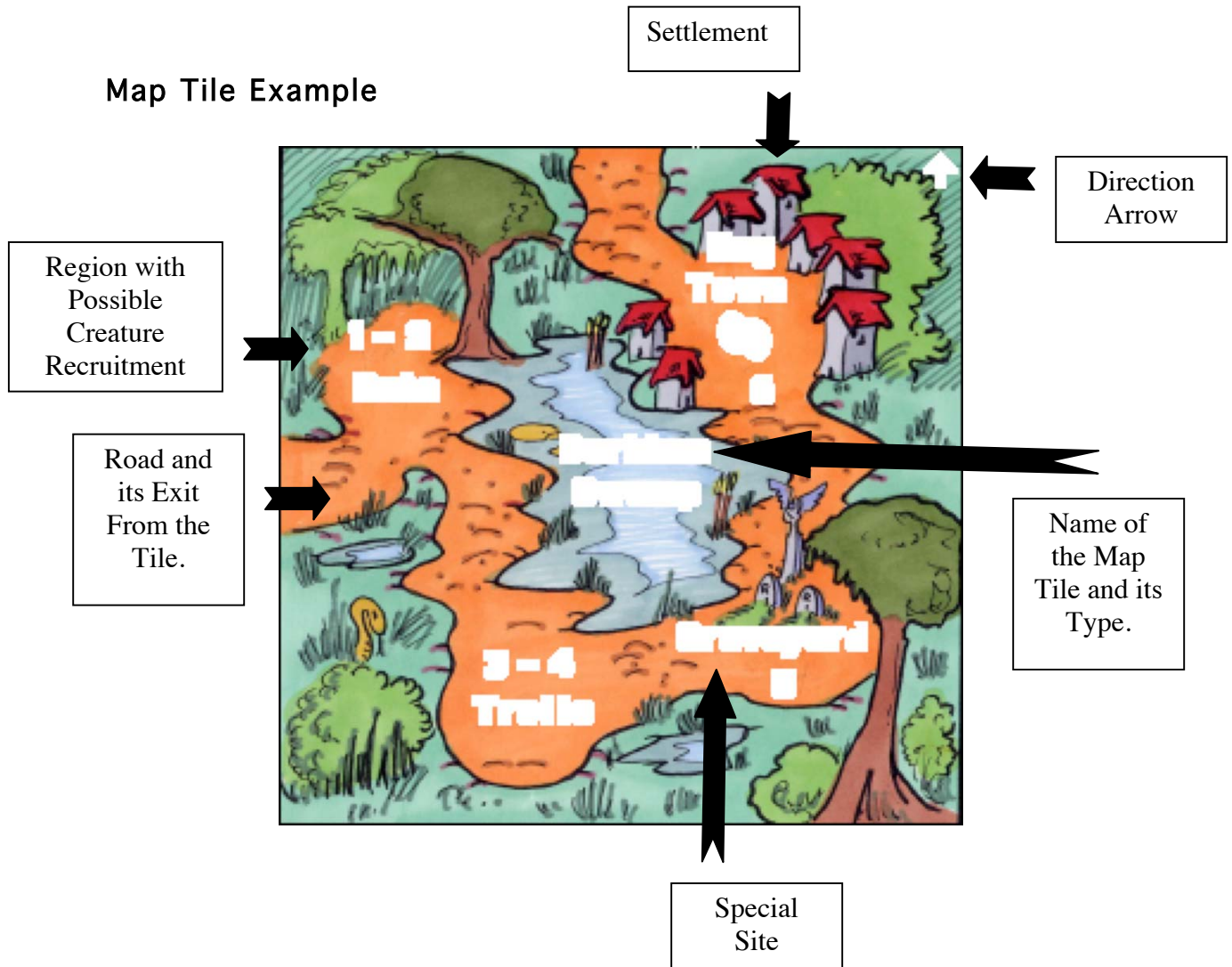
Next place face down, all spell icon counters and shuffle them. Then roll 1D6 and on each map tile place one icon, pulled at random from the pile, in the region indicated by the die roll. Once all icons are placed, flip them over to show what lies where.

Finally, have one player roll 1D6. Place onto each PC's card a number of mana counters equal to the roll. This mana is in addition to what is indicated on their character's sheet.

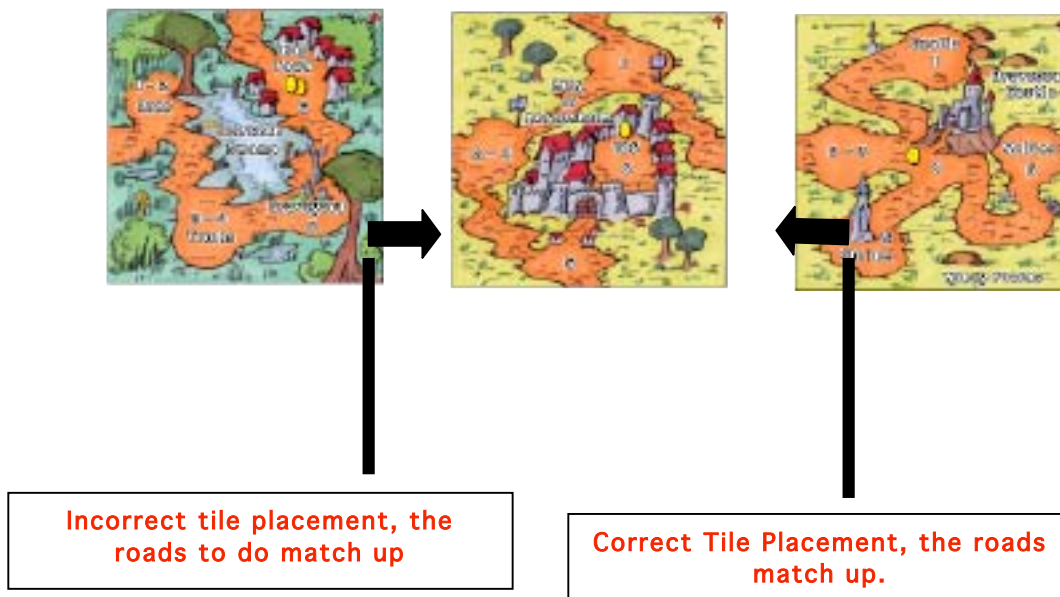
You are now ready to begin play.



## Map Tile Example



## Map Tile Placement Example:



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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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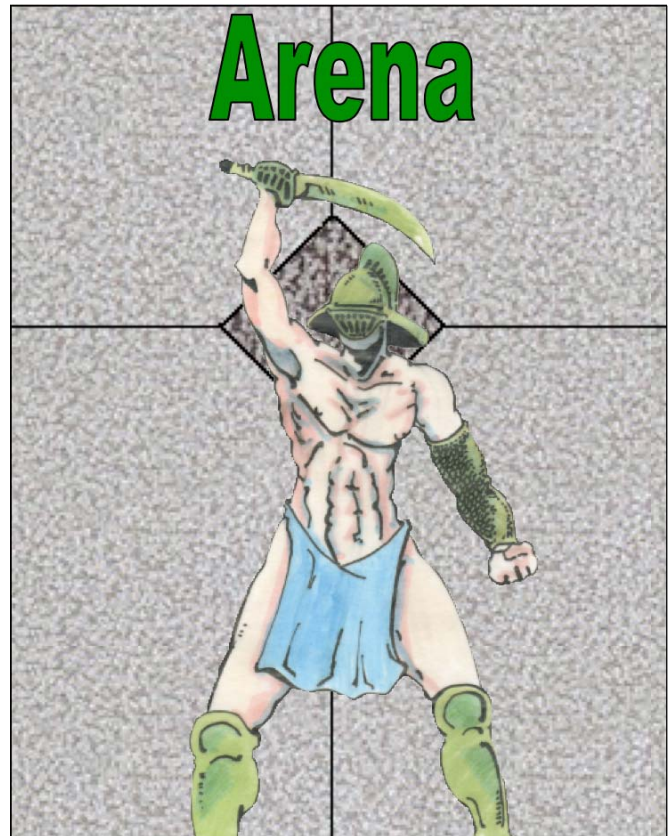
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**If you liked this game, try one of Avalon Game's many Mini-Games, such as Arena, a great game of man-to-man combat.**

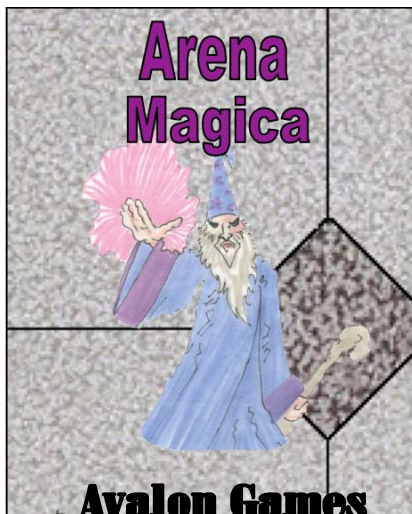
**(Click [here](#) to visit this product's page at RPGNow)**

As the Minotaur charged, Har gripped his battle axe tighter in his meaty hand. Swinging its club high into the air in anticipation of delivering a mighty blow, the mad half-man creature roared as it raced towards the small warrior standing his ground. With blinding speed, Har flipped his battle axe upwards and into the chest of the bull man. Staggering backwards, the great beast died as it spit blood and fell like a newly chopped tree. The crowds roared at the sudden defeat of the champion. No one had defeated the Minotaur before, but now there stood a new warrior for the fans to root for, a new lord of the bloody arena, a new master of the death sport.

This is Arena, another Mini-Game from Avalon Games. Create a gladiator, train him or her in the skills of killing and then equip them with the weapons and armor of your choice. Send them into the arena to battle other warriors and see who is the best... the toughest... the bravest warrior in the lands. Fully expandable, look for future expansions to the system, including a detailed magic system and more.



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**Add some magic to the system with this expansion and see you games expand.**



# 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

Warlord Grom

2

4



Strength 3

Speed 8 / 1

Movement 4

Adrenal 4

Will 4

Health

Weapons

As mod

Damage mod

Notes

Scimitar

-1

+1

-

Dagger

+0

-1

-

Special Abilities

1. 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)

2. 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.) Grom may perform this ability but once a turn.

3. 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



Night Stalker



Major Glory




Lamia



Sie



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.

