Mystic Adventures

Outer Planes

A Mystic Adventures Expansion

Avalon Games

Mystic Adventures, Outer Planes

The eather of the astral planes swirled around you as the demon approached. The foul beast of the lower planes had been stalking you for days now as you moved about the outer planes of reality. Now you will have to face it and the terrible power it holds. Should you defeat the demon though, well, the reward of the gods was no small blessing, especially if you meant to take that blessing and return to the mortal spheres. Your destiny of becoming king over the whole of the mystic lands was at hand...

Mystic Adventures, Outer Planes is the latest expansion in the mystic adventures game system. Take your quest into the outer reaches of reality, explore the lower planes of the damned and then move on to the halls of the gods. The elemental planes call to you, and if you answer, you can command their powers. This expansion will offer players a whole new realm of adventure, one that is dangerous, but whose rewards are great.

An Avalon Games Product, All rights reserved, Version 2.0, 2004

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

Index:

Introduction	Page 3
The Outer Planes	Page 4
Getting There	Page 4
Movement within the Planes	Page 4
Getting Home	Page 4
Battles within the Planes	Page 5
Astral Planes Charts	Page 6
Elemental Plane of Air	Page 12
Elemental Plane of Earth	Page 16
Elemental Plane of Fire	Page 20
Elemental Plane of Water	Page 24
The Higher Plane Charts	Page 28
The Lower Plane Charts	Page 31

Introduction:

Mystic Adventures, Outer Planes takes the mystic adventures game system and adds a new twist to it. Now players can leave the mystic realms and travel the outer planes of reality. There they may gain new spells, new followers and new treasure, all of which will give players more options in just how they will rule the mystic lands.

A word of caution before players enter the outer planes. The encounters in the planes are far more dangerous then the normal adventures presents to players in past expansion of the game. Players should be careful about entering the planes, for there is a good chance they may not return.

As with any mystic adventures expansion, players should agree first whether they will use this expansion, and should do so before the game begins.

The Outer Planes:

The outer planes consist of the four elemental planes, earth, air, fire and water. To these are three other planes, the upper realm of the gods, the lower pits of hell and the astral realm with its demi-elemental regions of ash, mud, ice and smoke.

Players, like in the other regions of the mystic lands, will travel about these planes, interact with its regions and so forth.

Each of the planes has its own charts and some have special rules on what can be done on that plane. (See each plane's description for details)

Getting There:

Getting to the outer planes can be an adventure in and of itself. There are several ways to do this, be it a magical spell, some event or just plan luck. Regardless of the means of reaching the planes, once you are there, you must obey its law, laws of reality that may be different then the mortal planes.

Before the game starts, players should shuffle into the various deck, those cards present with this set of rules. Take the spell cards and add them to the correct deck. Take the extra adventures cards and also add them to the adventure deck. You should also print up a new set of charts for the planes themselves and for the mystic realms locations, as there are new options presented to players in some settlement and special sites.

Movement within the Planes:

Once a player reaches the outer planes they will enter that plane by way of its gate. All characters will appear at the correct gate, on the plane they are to enter. From that region the player may then continue on with their adventure. For the most part, entering the plane itself is an action and thus no new movement or actions can be taken on the turn they arrive.

At the start of the character's next turn, they may move as normal, using the movement roll made for that turn.

Getting Home:

Generally the only way to return to the mortal plane, or to travel on to another outer plane, is for the character to reach the portal vortex on the plane they are on. Once the character has reached that region, they may interact withy the portal vortex as described for that plane.

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 one of Avalon Game's Mini-Games, such as Mage Wars.

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

Lord Yar issued the command with a wave of his hand. With a surge his mounted knights leaped into the charge, their lances lowered, ready to trample and pierce their goblin foes under heavy warhorses.

With a scream the Warlock's dragon plunged out of the clouds above the battlefield, dropping down onto the charging knights. Flames and death followed as the mounted warriors charge was broken by the great beast of scales and wing. The victory did not last long though, as the high lord Wizard cast a mighty lighting bolt to strike dead the dragon, it falling out of the skies and crashing into the front lines of the goblin hoards.

Lord Yar cringed at the carnage that was already sweeping over the battlefield. The two great mages would both continue to throw their forces at each other, cast spells and counter these magics with their own powerful spells. By the end of the day, Yar doubted that anyone would be left alive.

This is Mage Wars, another great game from Avalon Games. Mage Wars is a fast, fun game of magical conquest and war. Can your forces defeat your rivals before they grind you under their boot? Fully expandable, the system will showcase two new mages with each edition, as well as new hex boards, troops, magic and more. Gathered together, these different editions will create a massive game system which will devour hours of your time, so be warned, this game can be additive.

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.