

ARCANUM HEROES



Avalon

Games

Arcanum Heroes is the newest expansion for the Arcanum game system. Six new heroes wait for you to play, the vile Dark Mage, the Orc, the Seer and the Halfling are but a few of the new characters you can play with this expansion. Take a walk on the dark side and seek the evil lore of the Dark Mage or sneak about the shadows seeking gold and glory as the Gnome.

Fully compatible with all the other Arcanum expansions, you will find this just adds more fun and options to the already fun mix.

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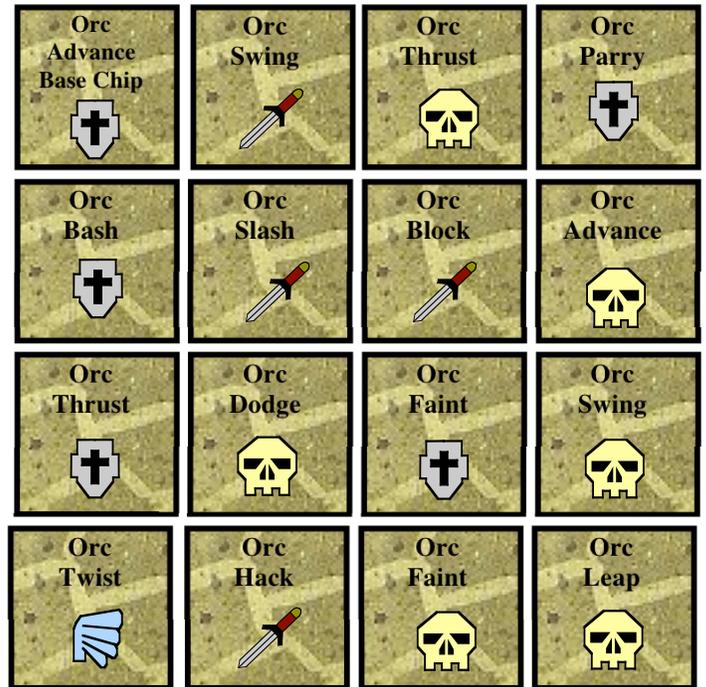
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Seer Character Chips

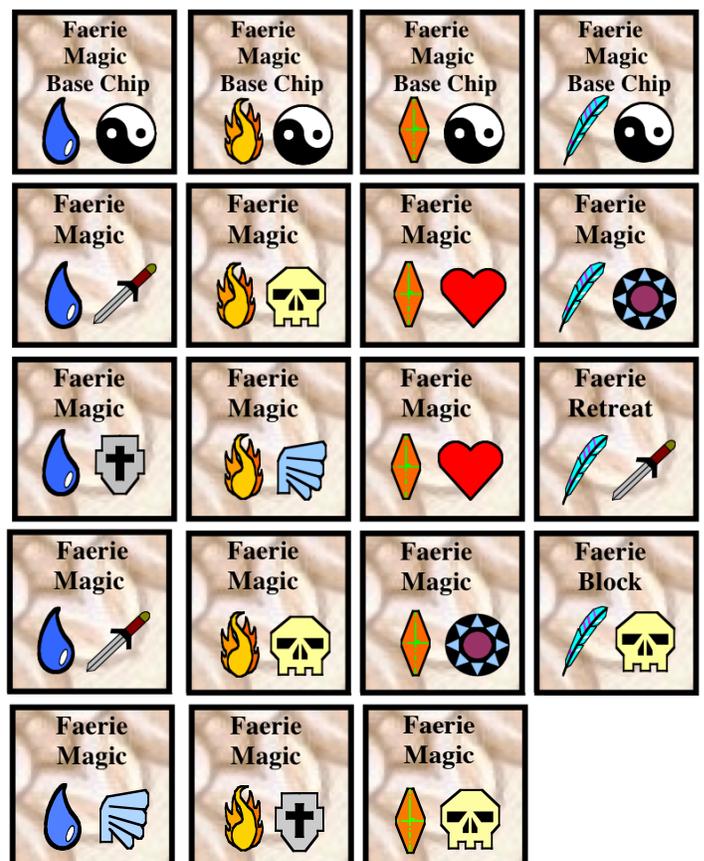
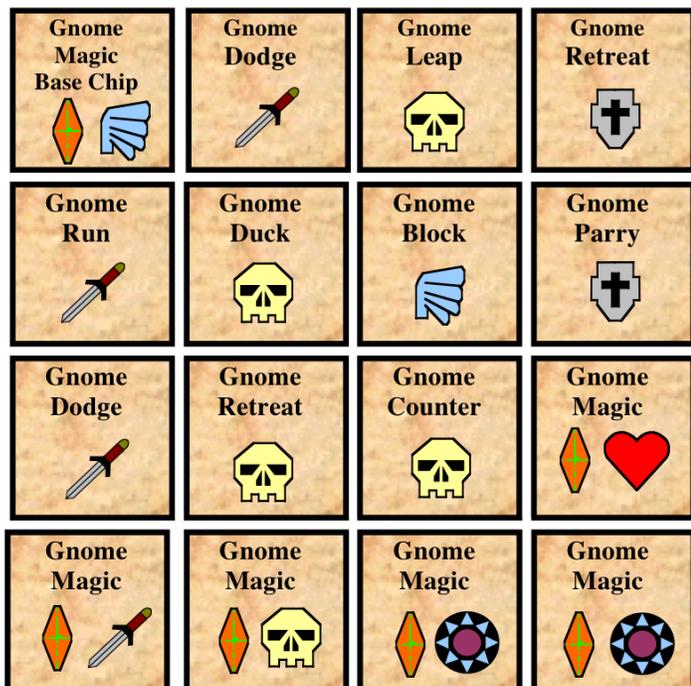
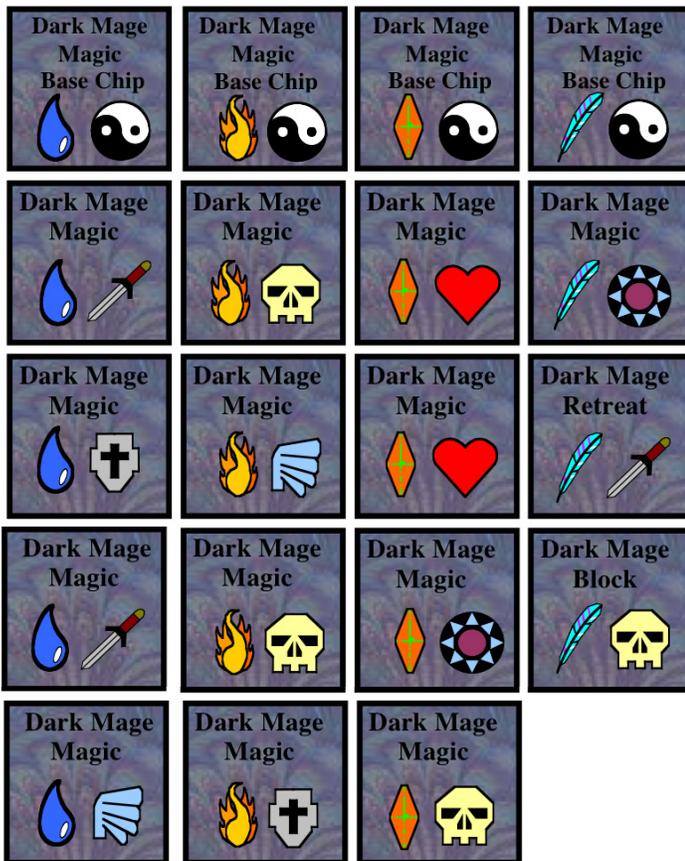


Orc Character Chips



Dark Mage Character Chips

Halfling Character Chips



Gnome Character Chips

Faerie Character Chips

S

SEER

2

STARTING SPELLS:

X1 spell of the player's choice and one water spell

GOLD:

BASE CHIPS

Pick one for the game



EXP:

LEVELS:

- 1st Magic + Plus One Chip
- 2nd Magic + Magic
- 3rd Magic + Plus One Chip
- 4th Magic + Magic
- 5th Magic + Plus One Chip
- 6th Magic + Magic
- 7th Magic + Plus One Chip
- 8th Magic + Magic
- 9th Magic + Plus One Chip
- 10th Magic + Magic

Wounds

S
S
M
M

SPECIAL ABILITIES

1. Starts the game with a dagger.
2. When you draw a chip or a card, you may draw two and pick the one you want, returning the other back to the deck or pool.
3. When you draw a chip or a card, you may spend a magic chip of Star category to be able to look through the whole deck or pool, and then pick the card or chip you want.

S

ORC

4

STARTING SPELLS:

None

GOLD:

BASE CHIPS:



EXP:

LEVELS:

- 1st Swing + Plus One Chip
- 2nd Thrust + Parry
- 3rd Bash + Plus One Chip
- 4th Slash + Block
- 5th Advance + Plus One Chip
- 6th Thrust + Dodge
- 7th Faint + Plus One Chip
- 8th Swing + Twist
- 9th Hack + Plus One Chip
- 10th Faint + Leap

Wounds

S
S
S
M
M
M

SPECIAL ABILITIES

1. Starts the game with a Club.
2. The Orc can start the game in either the Crag, Hills, Peaks or Swamps. Place the character in the same region as the category of the game's starting day.
3. The Orc never has to fight any of the following creatures, but may pass through those regions containing such creatures as if they held no encounter. The Orc may of course attack these creatures, should he wish to.

Orcs, Ogres, Trolls and Goblins

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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.

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loans that
change lives

If you liked this game then try one of Avalon Game's Mini-Games, such as Mage Wars.

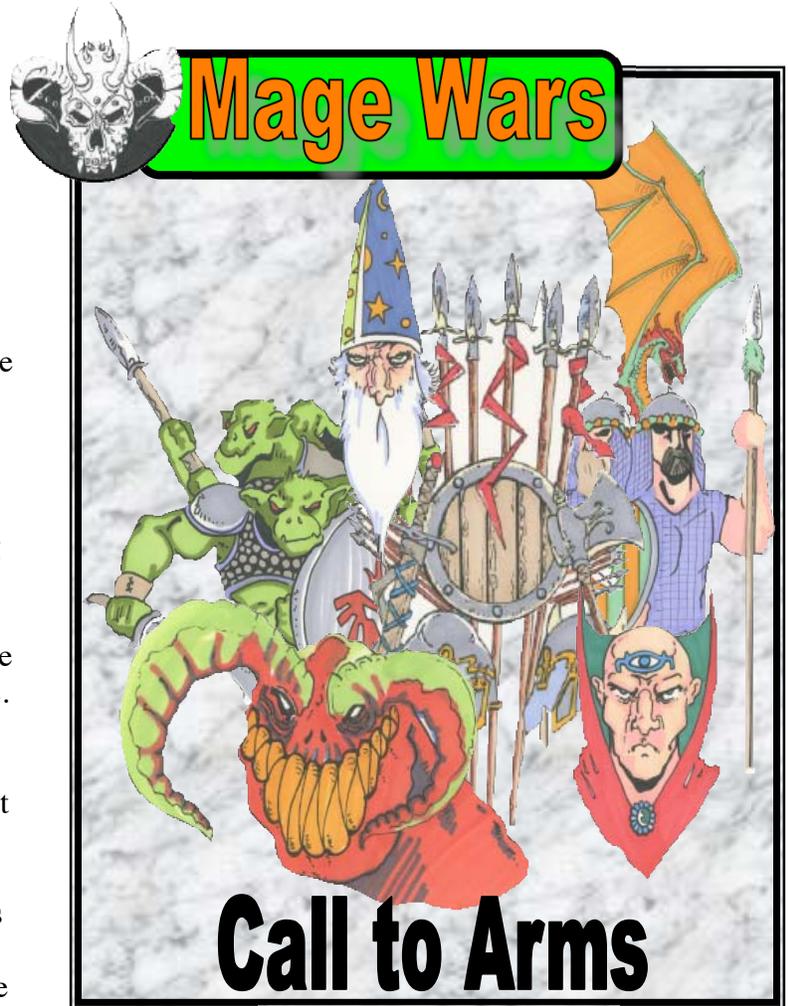
(Click Here to visit this product's page at RPGNow)

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.

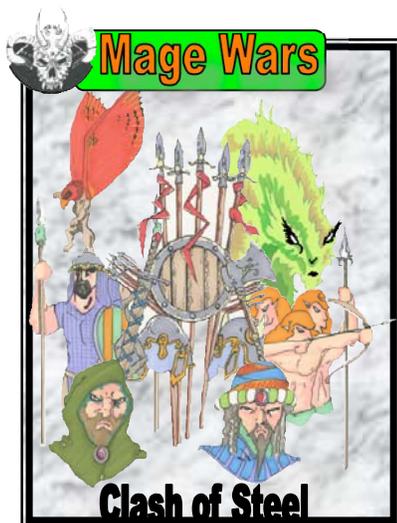
With a scream the Warlock's dragon plunged out of the clouds above the battlefield, dropping down onto the charging knights. Flames and death followed as the mounted warriors charge was broken by the great beast of scales and wing. The victory did not last long though, as the high lord Wizard cast a 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.



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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 and Armor

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.) Gram 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.



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.



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