

# Arcana

## Northlands

An Arcana Source Book

**Avalon Games**



**An Avalon Games Product, All  
rights reserved, Version 3.0, 2010**

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

**Game design, artwork and layout  
by Robert Hemminger  
Some artwork by Joe Calkins**

**Avalon Games**



## Contents

### Northlands Source Book

Introduction .....	Page 4
Lands of the North .....	Page 4
Weather .....	Page 5
Flora and Fauna .....	Page 5
History of the Northlands .....	Page 6
People of the North .....	Page 8
Appearance .....	Page 8
Dress .....	Page 8
Habit and Culture .....	Page 8
Faith .....	Page 9
Lords and Peasants .....	Page 9
Economics of the Lands .....	Page 11
Realms of the Lands .....	Page 11
Borden .....	Page 11
Duchy of Glasborg .....	Page 12
Realm of Ithengar .....	Page 13
Kingdom of Mulithor .....	Page 15
Nudia .....	Page 16
Shorenborg .....	Page 17
Sites of Note .....	Page 19
Lords and Ladies of the Lands .....	Page 30
Maps .....	Page 37



### Map Index

- 1: North Hall and The Township of Mutterioian
- 2: The Rose Castle and The Township of Oak Gleen
- 3: Castle Black and The Town Ship of Orthimar
- 4: Township of Gulmarinborg
- 5: The Town of Imborg
- 6: Castle Ithmoor and Township of Oatterfall
- 7: Town of Formborg
- 8: Castle Weird
- 9: Castle Wier and Township Hobbith
- 10: Tower of the Sun
- 11: Stone of the North
- 12: Castle of Red Tiles and Norborg Township
- 13: North Tower and The Town of Northern
- 14: The Ruins of Shivmillith
- 15: Ruins of Darkmoor



## Introduction



The realms of the north can be a cold place, wild with game, monsters and goblins. Here the green folk have their greatest number and the longest history of war and slaughter. The Northern realms are thus an independent, tough collection of people, stout in their beliefs and strong in their desires to protect what is theirs by birthright and might.

The Northlands runs the length of the northern half of Terival, the lands north of the Dragon's Maul and west of the goblin infested Dark North. The Northlands is composed of cold, wind swept plains and hard grass and brush and the deep, wide expanse of the great Northern woods, which covers the whole top of the area, from the sea to the Bay of the Lion's Maul.

Here men, dwarfs and hidden conclaves of elves struggle to survive not only the hard lands they call home, but also the constant threat of goblin war and monstrous beasts. Life is hard and cold in the north, but this has only made the folk of the land more determined and ready to face what life throws at them.



## Lands of the North

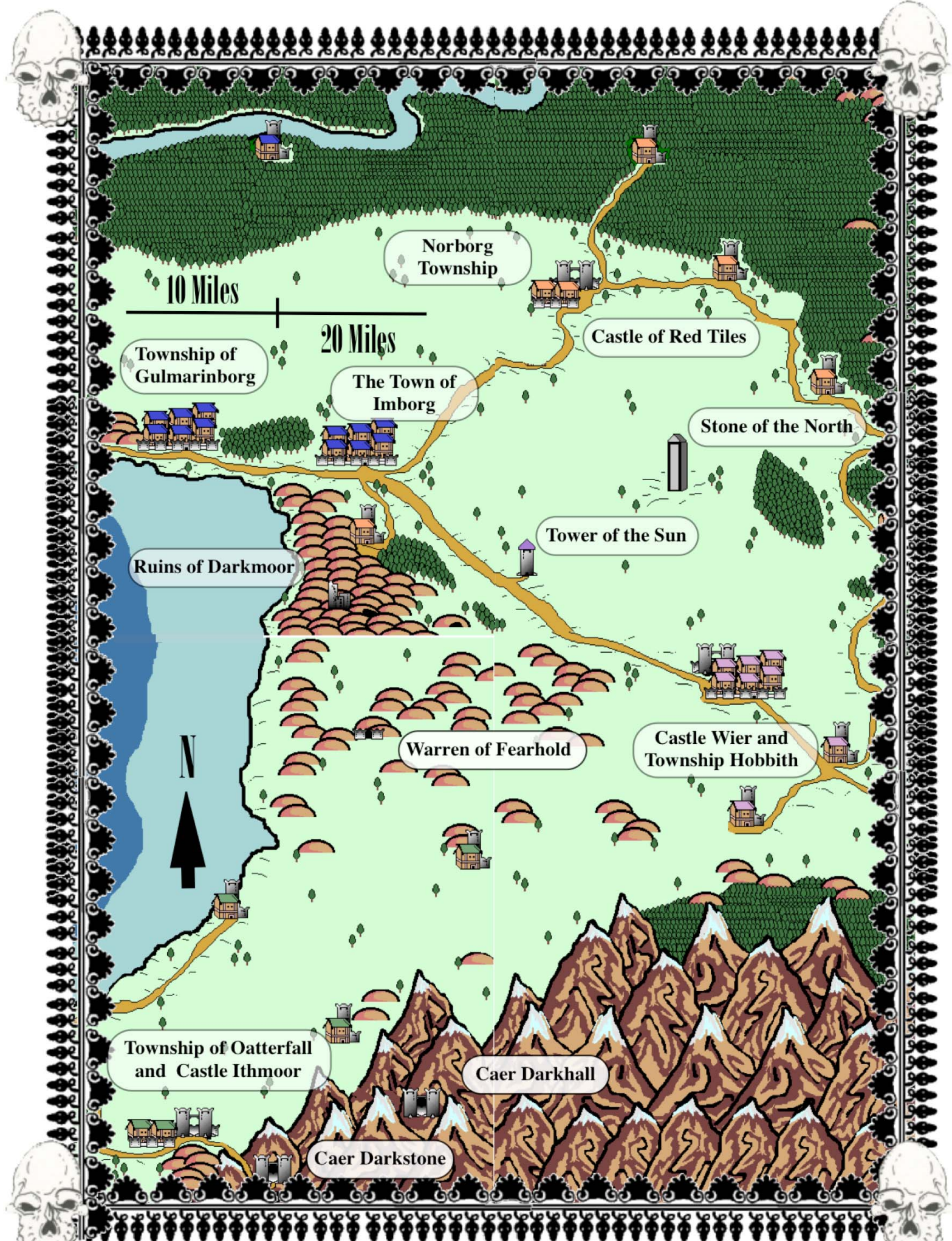


The northlands is composed of two distinct areas, the open Plains of Fromth with their rich croplands and the deep, forbidding trees of the great north woods. These two area clash in the north, each offering those that live there great access to game, harvest and dangers.

The plains of Fromth, which holds most of the realms of the area, is a rich soiled lands, ripe for grain productions and the grazing of cattle. Many small creeks and streams break the grass and brush of the land, each running towards the rushing waters of the River Mord or down to the ocean and the Bay of the Lion's Maul. The winds flows over these rolling hills and shallow valets, bring mist and fog in the fall and then blizzards most dire in the winter. Come spring the whole of the lands becomes one big mud hole, drying up late to becoming hard packed earth in the summer. Grass grows then, lush and tall, feeding large herds of dear, elk and cattle.

The great northern woods are composed of tall pines, deep brush and thick brambles. The woods are filled with beasts, animals and monsters, while goblin tribes hunt and war among themselves and wait for the summer raiding season so they may come out and seek men as prey. The woods are dark, thick with trees and brush, and one can become lost quite easily in the dark green of the forest. Birds, small animals and wolves can be heard in the day while owls and forest lions at duck and at night cry out.

Drakes make the woods their homes as do owlbears and other monstrous creatures. Bear and wolves are common, and in the winter months large packs of wolves have been known to hunt men and beasts alike.



# 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 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 tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe 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.

## Warlord Grom



2

4

<b>Strength</b>	<b>3</b>	<b>Health</b> 
<b>Speed</b>	<b>8 / 1</b>	
<b>Movement</b>	<b>4</b>	
<b>Adrenal</b>	<b>4</b>	
<b>Will</b>	<b>4</b>	

### 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.



Spirit  
Tiger

**Wolf**  


**Kir**  


**Sie**  


**Night Stalker**  


**Major Glory**  


**Lamia**  


**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.



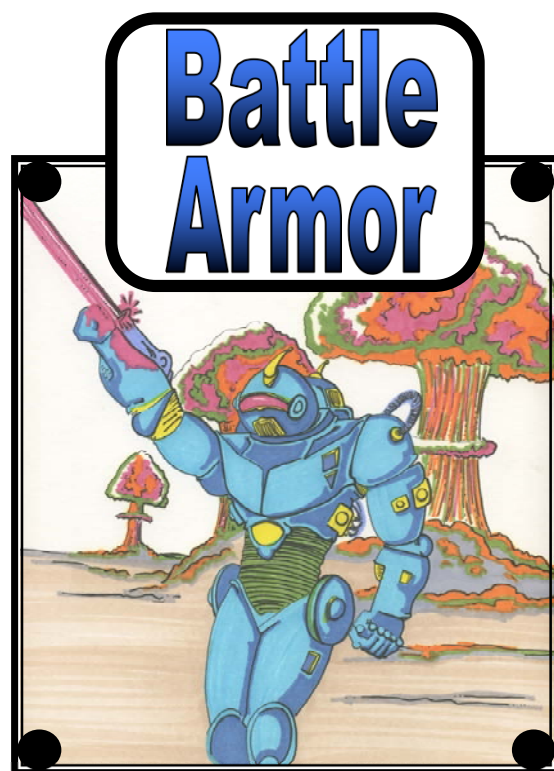
**If you liked this game then try one of Avalon Game's many Mini-Games, such as Battle Armor, a great game of future war.**

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

The plasma burst exploded too close for Chaves' comfort. He kicked in his jet booster and moved to a new location before the enemy could pin point his position. As he leapt into the sky, the jets sending him high over the alien trees, Sgt. Chaves made a quick recon of the battlefield as it appeared below him. On his heads up display, sensors marked where each of the other four members of his squad were located and where the enemy troopers were positioned... or as best he could tell from what his scanners were telling him.

As he hopped over the terrain he became exposed and incoming fire began to pelt his armor. Best to stay low, he figured as he hit the ground running. Over his communication link, the lieutenant was yelling at Private Jones to lay down suppression fire on the enemy units set up on the low hill to the right. Another day in the Core, Chaves sighed, as he headed off to that same hill to kill more of the enemy.

This is Battle Armor, the second Mini-Game by Avalon Games. Wars in the future will be fought by heavily armored warriors. Powered Battle Suits will rule the battlefield since they allow each man to pack the firepower of a battalion. Mobile, heavily armored and capable of laying down a path of destruction like no other weapon ever made, the Powered Battle Suit will rule the future of warfare.



**Avalon Games**



**Armored Assault**

**Avalon Games**



**Avalon Games**



**Avalon Games**

