

Avalon Encounters



Double Edged Sword

By

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A powerful demon destroying sword is also a powerful demon bent on conquest and slaughter.

Background

Long before the first mortal creatures appeared in the world, war waged throughout the planes. Sherefel was one of the demon lords vying for control of Balathran, an obscure abysmal plane. To aid him in his conquest, Sherefel crafted a powerful demon bane cold-iron long sword. Because the sword would have been just as deadly if turned against himself, Sherefel imbuing it with part of his own demented life force to maintain control.

Once forged, the intelligent sword developed a will of its own and resented being treated as a simple tool. The sword conspired with Glaffegol, one of Sherefel's lieutenants. The sword allowed itself to be used by Glaffegol to behead Sherefel, in exchange for which, Glaffegol recognized the sword as intelligent and named it an ally. With the original killed, the sword took the name Sherefel for itself. Together they followed Sherefel's dream of conquering Balathran.

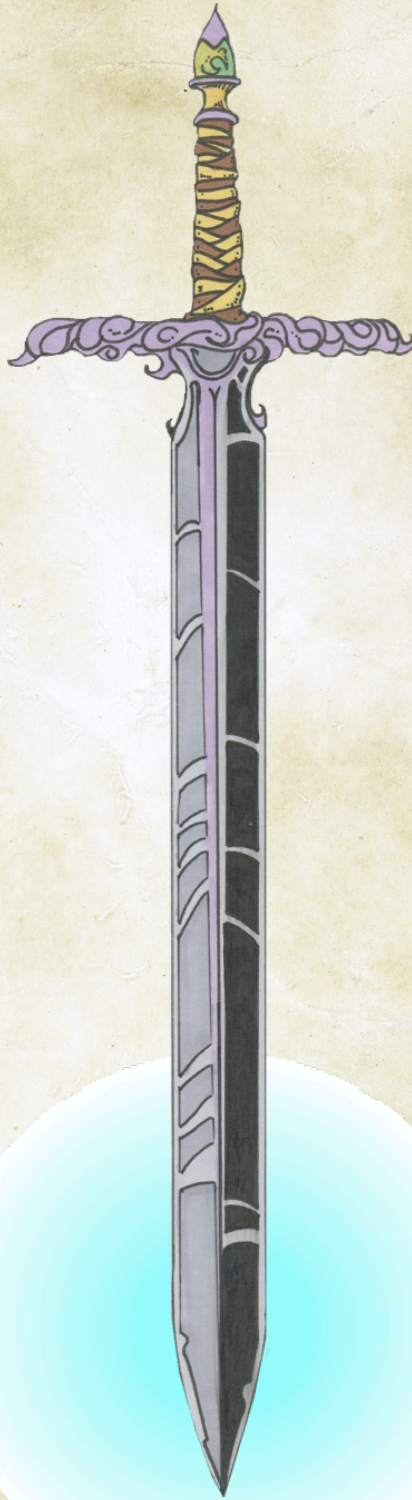
Even with the sword Sherefel in hand, Glaffegol remained little more than a petty warlord until, as chaotic creatures are prone to do, Glaffegol did the unexpected: he formed an alliance with the archons.

Glaffegol promised the archons a chance to bring order and peace to the abysmal realm of Balathran by helping him to bring it under his control.

With Sherefel and the archons as allies, Glaffegol launched a bitter, bloody, hard fought campaign to conquer Balathran. Although Glaffegol had intended to use the archons as sacrificial shock troops, he found their order and discipline made them much better at garrison duty than his own demonic troops. Loosing already conquered territory is a problem which still bogs down demonic campaigns to this day, but with the archons to hold and defend the realm, Glaffegol and Sherefel were able to concentrate on war, invasion and slaughter.

After centuries of warfare the Glaffegol alliance controlled virtually the entire realm of Balathran. Glaffegol and Sherefel continued to wipe out the last pockets of resistance to amuse themselves. The angelic leader of the archons, Joshua, confronted Glaffegol and rightly accused him of being the greatest source of chaos, war, and misery remaining in Balathran. Joshua pointed out that the archons had fulfilled their part of the bargain by bringing Balathran under control, now it was time for Glaffegol to keep his part of the deal by renouncing slaughter and mayhem.

Sherefel



Avalon Games



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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 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.



2

Warlord Grom





2



4

Strength 3

Speed 8 / 1

Movement 4

Adrenal 4

Will 4

Health

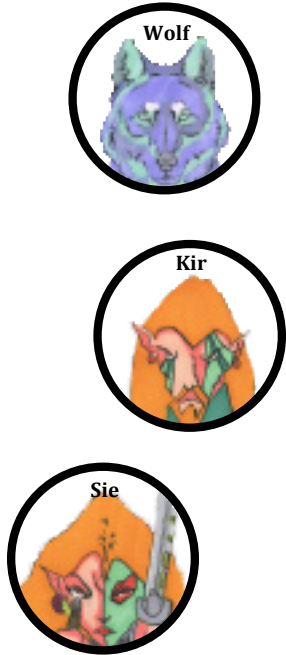


Weapons and Armor

Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

Special Abilities

- 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.



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.



Avalon Games

The world is about to fall into turmoil, the likes of which it has never faced before. The Magus, Mordicain, is dead, found in his tower with a dagger thrust deep into his chest. The Magus is dead and he has left no heir to the title. The ten Magi now stand alone, none ready or powerful enough to challenge their brethren for the title and the power that comes with it. So now the realms of the world ready themselves for the wars to come, the chaos to flow and the blood to spill.

Welcome to Arcana, a new RPG world where players will take on the roles of a hero, king or in some cases, even one of the ten mighty Magi. These heroes and lords then will live and have adventures in the world of Tifnarra, become involved in grand adventures, intrigue and danger, or for others, the fate of their kingdom lies in their hands. Some few may even take on the role of one of the great Magi, vastly powerful mages, who through tradition and might have ruled the world since the dawn of time.

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Fully booked marked for easy use, this is a must if you are looking for an expansive game world filled with magic, fun and excitement.

