

Avalon's Round Table of Fun



Welcome to Avalon Game's brand spanking new Newsletter. For those of you that use to subscribed to our old letter, you will find that things have changed a lot, including the fact that you can find copies of this new letter now on **RPGNow, Drivethru RPG and War Game Vault.**

We plan to offer free content in each and every letter, and in many cases a free sample of an up coming product, or some odd bit of this and that which we have laying around.

In all the newsletters you will find great gaming stuff, as well as a look at upcoming releases from Avalon that month.

So keep an eye out for this and other newsletter, which will arrive the first of each month. As always have a seat at the round table of fun with Avalon Games.

Necklace of Water Elementals

Aura moderate conjuration; CL 12th
Slot neck ; Price 16,800 Weight 1 lb.

The wearer of this necklace can summon a total of seven water elementals before the necklace loses all of its power.

The caster may each of the following a certain number of times: huge elemental (1x), large elemental (2x), medium elemental (2x) and small elemental (2x). The appropriate stone will lose its luster when the elemental is summoned. The elemental will obey the wearer of the necklace for 12 rounds and then it will disappear. The wearer must have the necklace for a period of 24 hours before it will respond to his commands.

Once the necklace is attuned to the owner, he can choose to activate one stone per hour if he needs to for whatever reason.

Requirements Craft Wondrous Item, Summon Monster II, IV, V, VI; Cost 8400 gp



**Avalon
Games**

Week One

Comic Book Adventures Mission Book 3

This third in a series of mission usable with Comic Book Adventures, these low level mission and adventure are feared towards 3rd to 5th level heroes and meant to continue your fun solo games. The mission book is packed full of new missions and adventures and builds on the story and plot line begun in the Mini-Mission and the first mission books.



Infinite Futures Threats, The Too-Nia

This book presents a GM with an new NPC species for use as allies, adversaries, and foils in a campaign set on the Fringes of settled space. Infinite Futures: Too-Nia contains a number of new creatures, complete with background information and plot hooks, for use with the Infinite Futures 2.0 and the Fringe rulebooks.



Nova Blast Start Fighter, Avalon Mini-Game #168

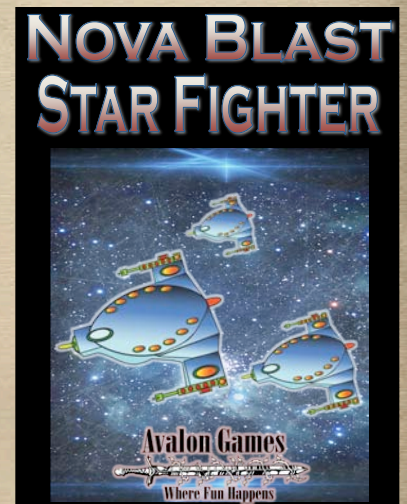
With a low hum the fighter ripped through the ice shards of the comet's tail and came about to bring its small lasers to bare on the target. The Too-Nia fighter drone was difficult to get a positive lock on, so the pilot switched to manual and pulled the trigger on his turrets. Laser bursts swept across the drone's tail, a blossom of silent destruction that consumed the machine. Then it was gone.

As the pilot got ready to celebrate his victory the alarm sounded, a hidden Too-Nia drone pulling up behind and locking its own guns on target.

This is Nova Blast, Star Fighter. Taking the Nova Blast game system and applying it to dog fighting star fighters, players can now take their future wars into orbit and out into the void of space.

The system comes with everything you need to play, great paper star fighter models, space terrain and a great set of data cards.

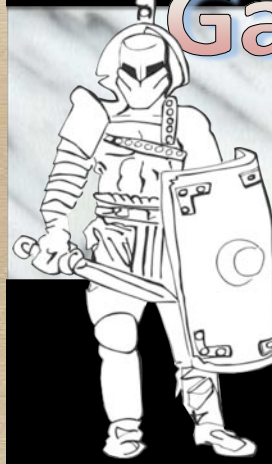
Look for expansion to the system with new fighters and new races.



Avalon
Games

One Knight Games

Vol 2, Issue #12



Green in
The Emperor's
Eye

Week Two

One Knight Games, Vol 2, Issue 12

Green in the Emperor's Eye

Thanks to heroic action in the arena, one of the Blues has been singled out for praise by the Emperor. Indeed, so pleased is the Emperor with this racer that an offer is made to let this Blue ride for the Greens for a race, as the Greens are currently in need of an extra pair of hands due to an injury. It is never said, but it is implied, that should the Blue run this race well, the offer may become permanent. Which would mean a spot on the team that has the favor of the Emperor. And that is a path to freedom from the arena. ... Only, racing for the Greens would mean betraying the Blues.

As with all One Knight Games, this is a complete game in itself, with everything you need for a single night of great gaming fun.

Infinite Futures, Gear Book 2

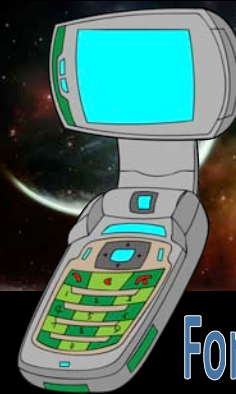
What Sci-Fi is complete without some cool gear to play with. Well Avalon is here with a great series of gear books for IF 2.0. Inside you will find all kinds of cool things to use in your game, so strap on your new toys and conjure the universe.

Nova Blast Terran Star Fighter, Avalon Mini-Game #169

A great expansion for the Nova Blast Star Fighter game, now you can field a whole bunch of human fighters. Added this to the core game and you get some really cool star fighter paper models, as well as new cards and excitement.



Infinite Gear 2



For Use with
Infinite Futures 2.0

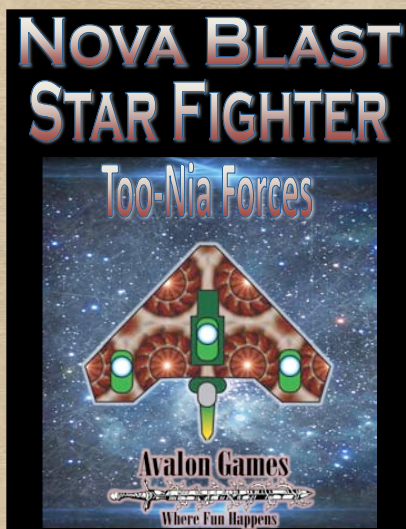


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Games

Week Three

Nova Blast Too-Nia Star Fighter, Avalon Mini-Game #170

A great expansion for the Nova Blast Star Fighter game, now you can field a whole bunch of Too-Nia fighters. Added this to the core game and you get some really cool star fighter paper models, as well as new cards and excitement.



Avalon Models, "A", Tri-Fold and Figure Flat Models

Ninjas Set 3

A collection of 10 "A" Frame Paper Models. This set offers 10 ninjas in full color. Save your money and don't go out and buy those expensive plastic and metal figure when you can get great models for a small price. Print up as many as you need and have fun.

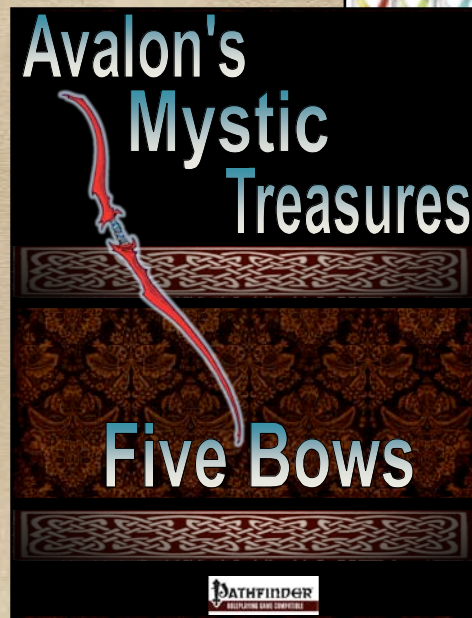
Look for other great models in this series.



Avalon's Mystic Treasures,

Five Bows

Each issue will showcase news items and new treasures, so get each and every issue and add to your magical collection.



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Week Four

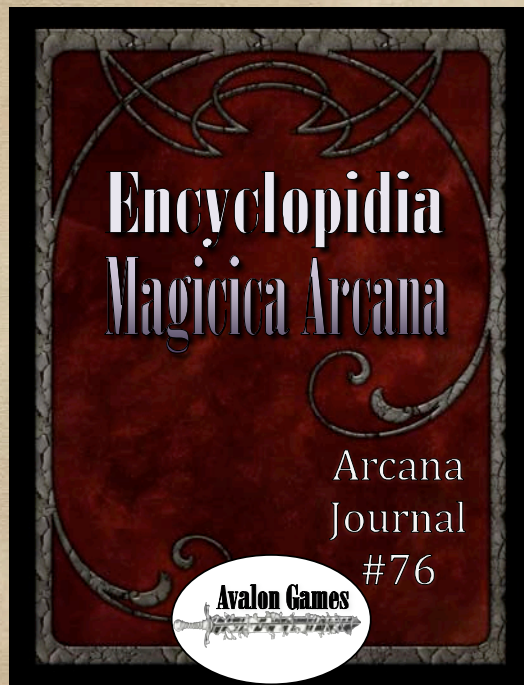
Arcana Journal #76

The true wonders of Arcana are explored in the monthly journals. Each issue focuses on a hex within the game world, offering rumors, hidden lore, and detailed descriptions of all the important sites and people of that area. Full color maps (also offered in print-easy black and white) are provided on the hex itself, plus all sites of worthwhile note, such as towns and major adventure sites. Floor plans of castles and other location are also offered.

In addition to this detailed write-up of the hex, each issue will also focus on other aspects of the game world, its history, important people, the Magi and gaming classes. When you add it all up, these journals take the mundane and make it magical. It is through the journals that the Arcana game world will grow, expand, and become a living place of adventure.

This issue of the Journal will cover the following aspects of the game world.

Tower of the Healing Sun
The School of Scribe Magic
The School of Shadow magic
Herbs of the East



Avalon Clip Art, Alien Beasts 3 And Avalon Covers

Over the years, Avalon Games has collected a ton of artwork for use in various games. Well, we got to thinking, why couldn't you use this great art in your products? So, here it is, Avalon Clip Art! Each set within this series offers you a ton of great art and for a great price. Each product focuses on a set genre or character type and provides you with great filler art and character art for your gaming products.



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Where Fun Happens

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