

The holidays are here and you might not get everything you wanted, so go on and buy yourself a gift, maybe a great game from Avalon.

Wand of the Cackling Skull

Range none; AOE: voice; Duration permanent until discharged; Save Will negates Weapon Type improvised; Hardness 6; Hit Points 5 Resistances none Vulnerabilities none Aura weak illusion; CL 5h Slot none; Weight 4 lbs. Price 11,300gp

Description

There isn't much to the craft of the Wand of the Cackling Skull. A simply shaft of wood with a skull knotted to one end and a leather strip wrapped around the base of the handle. And the materials used in the crafting are often the cheapest materials available. A dead, fallen branch. A skull from a creature killed during the latest hunt. Strips of hide from that same creature. The crafters could do more, of course,but they rarely bother. Many do, though, tie various objects to the base of the wands. Any such object is there purely for decoration, however.

The wand is crafted so because the materials are unimportant. All that the wand needs is a skull mounted on the end of a stick – preferably a skull with an intact jaw, though oddly this does not seem to be necessary. Whenever a Wand of the Cackling Skull is activated, the skull dances around on the end of the stick, cackling maniacally, before it at last states its message, as per the cackling skull witch spell.

History: The Wand of the Cackling Skull doesn't have a history, per se. Such wands have been used for countless centuries, but not by those who keep and record history. There are many tales of witch doctors and their sticks with dancing, talking skulls, but those legends tell little of the stick and skull. What these wands were first made for, it is difficult to say now for certain. But the tale goes that a hated elder shaman grew angry with a chief of his tribe who was beloved by the tribespeople. The shaman, in his hatred, slew the chief, mounted his skull on a stick, and then made it dance and speak in order to awe and terrorize the rest of the tribe. Which it did. And the witch doctors have supposedly, then, been following that elder's example ever since.

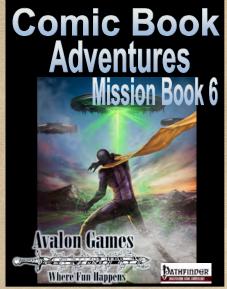
Construction

Requirements: Craft Wand, cackling skill **Crafting Time:** 12 days **Cost:** 5650gp

Comic Book Adventures Week One Mission Book 6

This third in a series of mission usable with Comic Book Adventures, these low level mission and adventure are feared towards 6th to 8th 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 previous mission books.



Infinite Futures, Weapons 3

What Sci-Fi is complete without some cool gear and guns 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 Telnik Star Fighter, Avalon Mini-Game #173

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



For Use with finite Futures 2.0

Infinite Weapons

Week Two

Arcana Journal #79

The true wonders of Arcana are explored in the monthly journals. Each issue focuses on 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.

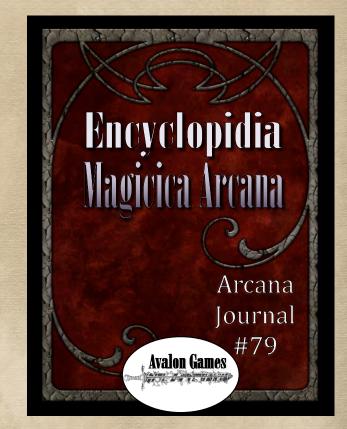
Infinite Armor

For Use with

finite Futures 2.0

House Holbrock The magic school of the Dark Arts

DATHFINDER



Infinite Futures, Armor 2

What Sci-Fi is complete without some cool gear and sci-fi armor to protect you. 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 armor and conjure the universe.

Week Three

Avalon's Mystic Treasures, Set 24

Five Wands

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

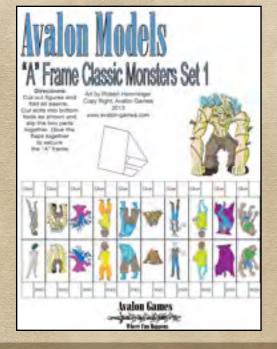
Avalon Models, "A", Tri-Fold and Figure Flat Models

Classic Monsters

A collection of 10 "A" Frame Paper Models. This set offers 10 super heroes 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.





Week Four Avalon Clip Art, Starships 5 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.



Where Fun Happens

Avalon Games

Check out our Blog and forum on our web page

avalon-games.com

Or join us on Facebook or Twitter

@avalongamesco

You may contact us through our content director, Rob, at...

Hemdog560@hotmail.com

Avalon is a proud participant of Kiva, making loans that change lives





loans that change lives



OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

(a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;

(b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

(c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

(d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

(e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;
(g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you

Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Class options Volume2: Paladins Prevail, Copyright 2009, Reality Deviant Publications, author Stefen Styrsk

Avalon Games Where Fun Happens

With over 1,000 games and gaming products, Avalon Games can offer you any sort of game you are looking for. Tabletop miniatures, RPG, board games, card games and dice games. Gaming art and gaming accessories are all available at Avalon Games.

