

Avalon's Round Table of Fun



Intense Channeling

School: evocation;

Level: cleric/oracle 1, paladin 1

Casting Time: swift action, see text

Components: V, S, DF

Range: personal

Target: you

Duration: 1 round

You can cast this spell as a swift action to affect any channel energy attempt of yours during the next round. For this particular attempt, you can reduce your channeling efficiency for all creatures in the area except for one that gets affected more than others. Reduce the channeling damage or healing dice by 1d6 for all other creatures; the single creature you have specifically picked gets +1 to its save DCs against any channeling effects you cause and +1 per your caster level to any healing or damage dealt by channeling.

More great games from Avalon this month with new editions of **Heroes Weekly** and **Infinite Futures**.



Heroes Weekly

Four new issues of this great series of super hero fun, this month we have a witch based adventure, a new ally in the fight to bring justice, a new origin and the deadly Hairpy.

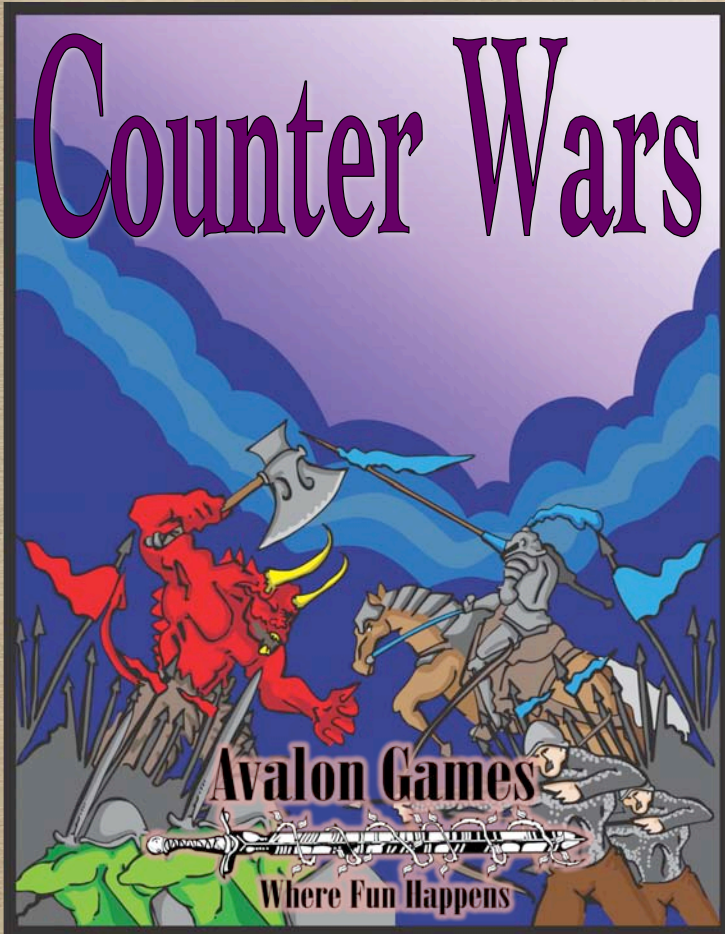


Avalon
Games

Week One

Infinite Futures, Threats 5

What Sci-Fi is complete without some cool alien monsters to battle. Well Avalon is here with a great series of threat books for IF 2.0. Inside you will find all kinds of deadly creatures to confront.



Counter Wars, Avalon Mini-Game #175

A great new war game by Avalon, simple, fun and fast, Counter Wars allows you to play a game of fantasy battle just about anywhere. This core set allows you to play battles between dwarfs and goblins and future expansion will allow even more fantastic races to join in.



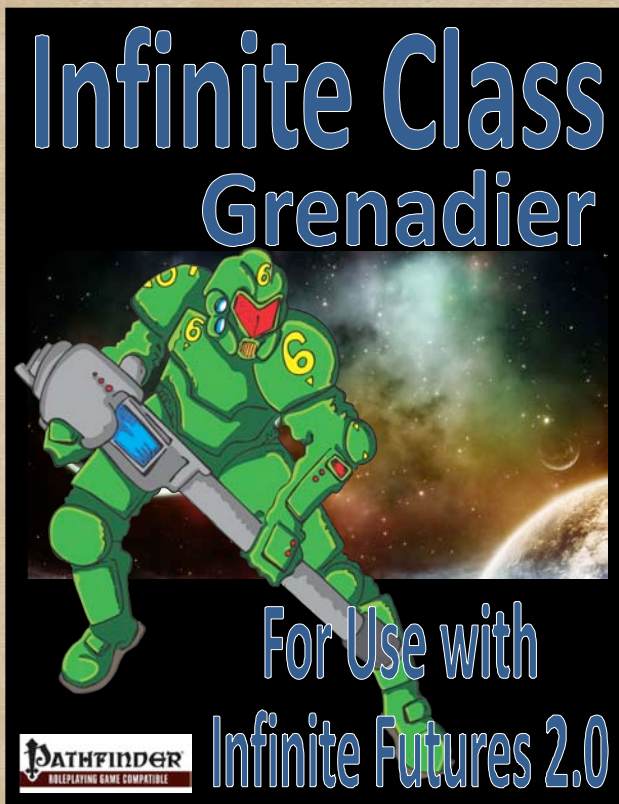
Avalon
Games

Week Two

Arcana Journal #81

Infinite Class Grenadier

Grenadiers are individuals wholly devoted to explosions and destruction. They spend their days designing and crafting grenades of different types, with their overall goal to design a grenade more destructive and more beloved than any that have gone before it.

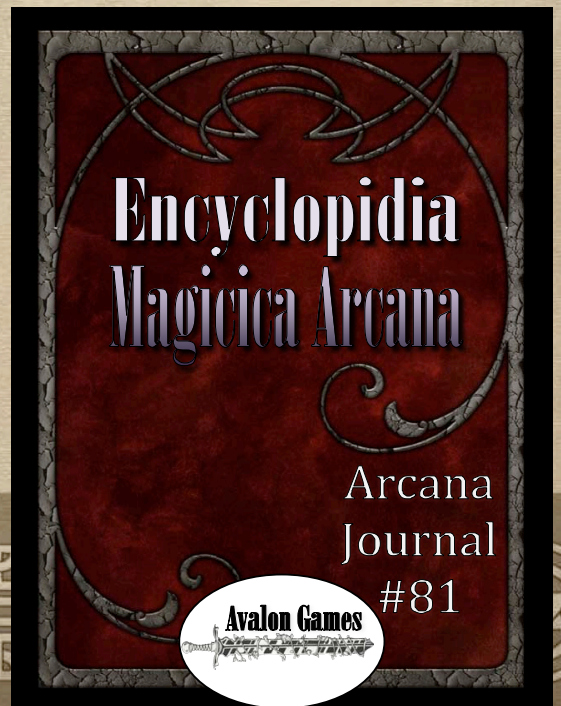


The true wonders of Arcana are explored in the monthly journals. Each issue focuses on hex within the game world, offering rumors, hidden lore, and detailed descriptions of all the important sites and people of that area. Full color maps (also offered in print-easy black and white) are provided on the 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.

- House Vainnier
- Ox Rail Inn
- Tower of the Dawn's Light
- The Voice

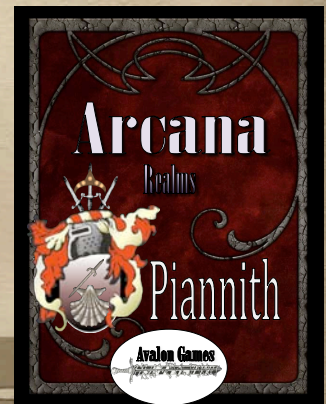
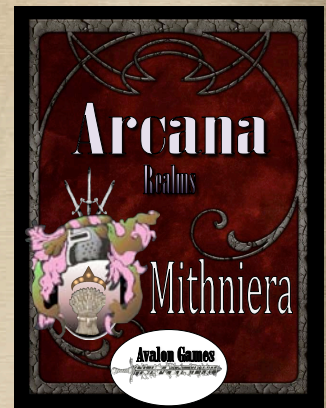
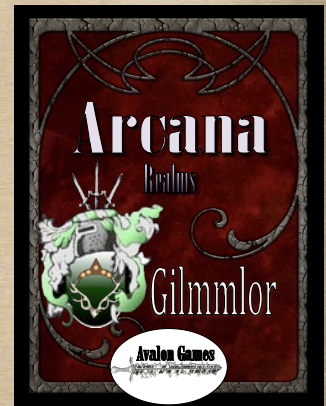
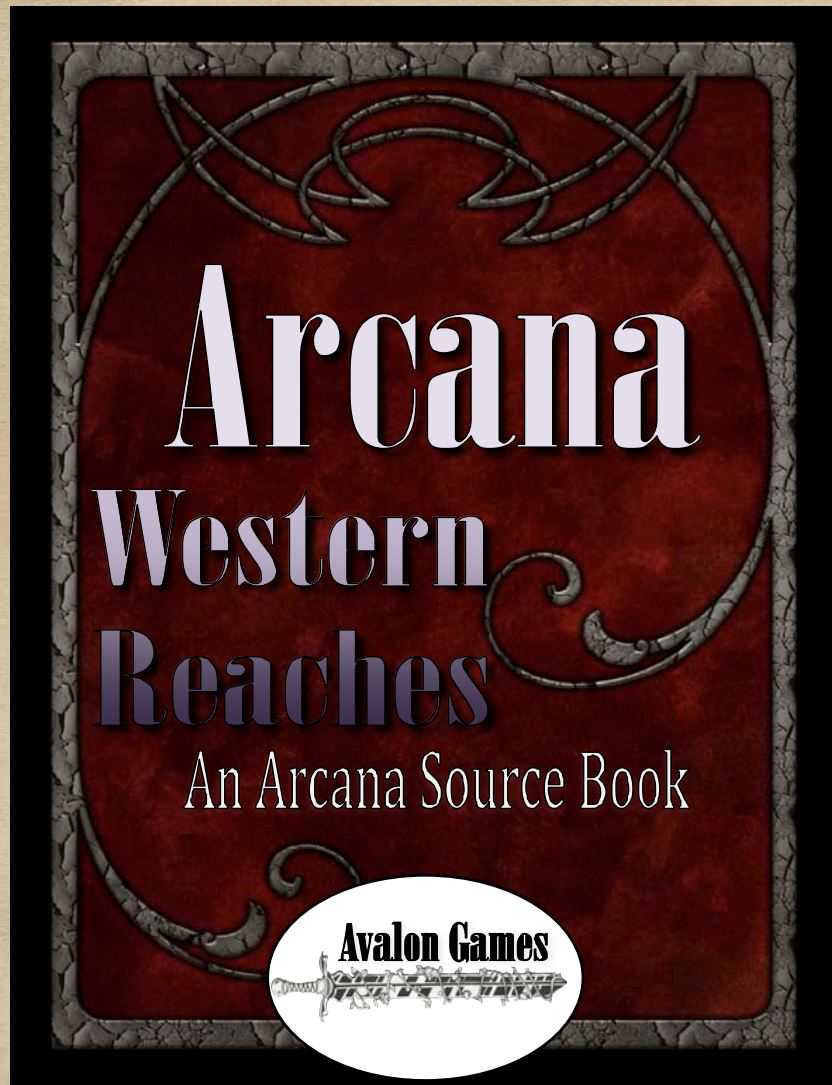
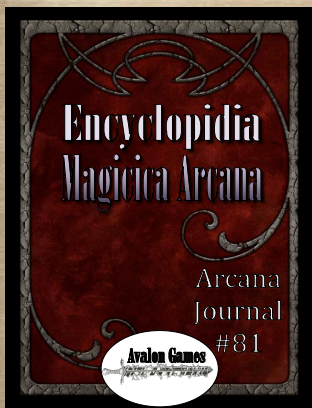
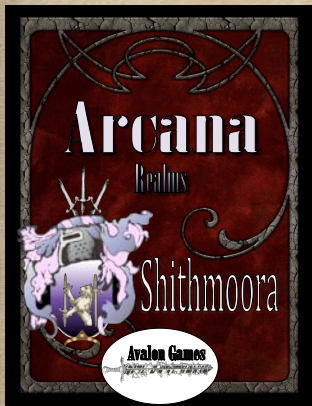


Avalon
Games

New Arcana for 2016

2016 is the year we bring all new Arcana goodies to our fans. Besides the standard 12 issues of the Arcana Journal, we also have coming out in 2016 the Western Reaches Source book as well as several new realm books to fill out the powers of the Western Regions.

This month we have the Western Reaches Source Book, with new maps of the area, detailed descriptions of the important people and places of that region and all new info for you to broaden your Arcana games.



Avalon
Games

Week Three

Avalon Spell Books

Divine spellcasters constantly use their channel energy ability in battles, damaging their opponents and healing their allies. However, the very existence of channel foci suggests there might be way more uses for this basic raw power. Basically, as long as one is able to target a particular item with the channel energy ability, it is possible to use this ability for spell triggering or item activation.

This fact unsurprisingly brings into existence new types of spells and magic items.



Avalon's Mystic Treasures, Set 26

Five Rods

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

Villains Set 2

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

Week Four

Avalon Clip Art, Fantasy 1 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.



Avalon
Clip Art
Color Fantasy



Great Art
For a
Great Price



Avalon Games



Avalon
Art



Cover
Art



Avalon
Games



Avalon Games



Where Fun Happens

Check out our Blog and forum on our web page

avalon-games.com


Or join us on Facebook or Twitter

[@avalongamesco](https://www.facebook.com/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.

