

Avalon's Round Table of Fun



Wall Run

Prerequisites: Acrobatics of 5

Description: The student with the Wall Run feat has practiced their speed and balance to such an extent that they can run along walls as if those walls were a floor - at least for a short distance. They can even run up walls, though that for even less of a distance.

Specifically, as a full-round action, the student can make an acrobatics check to run along walls for a short distance. The distance they can run is equal to their movement in one round; a Wall Run cannot be continued into the following round - the momentum is gone, and any such attempt will end with the student falling.

A student can also Wall Run up a wall, but the distance they can achieve with that maneuver is quartered (round down). However, if in a corner, running up a wall can be aided by bouncing back and forth between the two walls. And in that case, the distance achievable is only halved.

When running along a wall, the terrain is always considered difficult terrain no matter what the wall's surface. Or worse than difficult terrain, if such things as ice are involved.

More great games from Avalon this month with new editions of Heroes Weekly and Infinite Futures and the release of Kung Fu Kuma

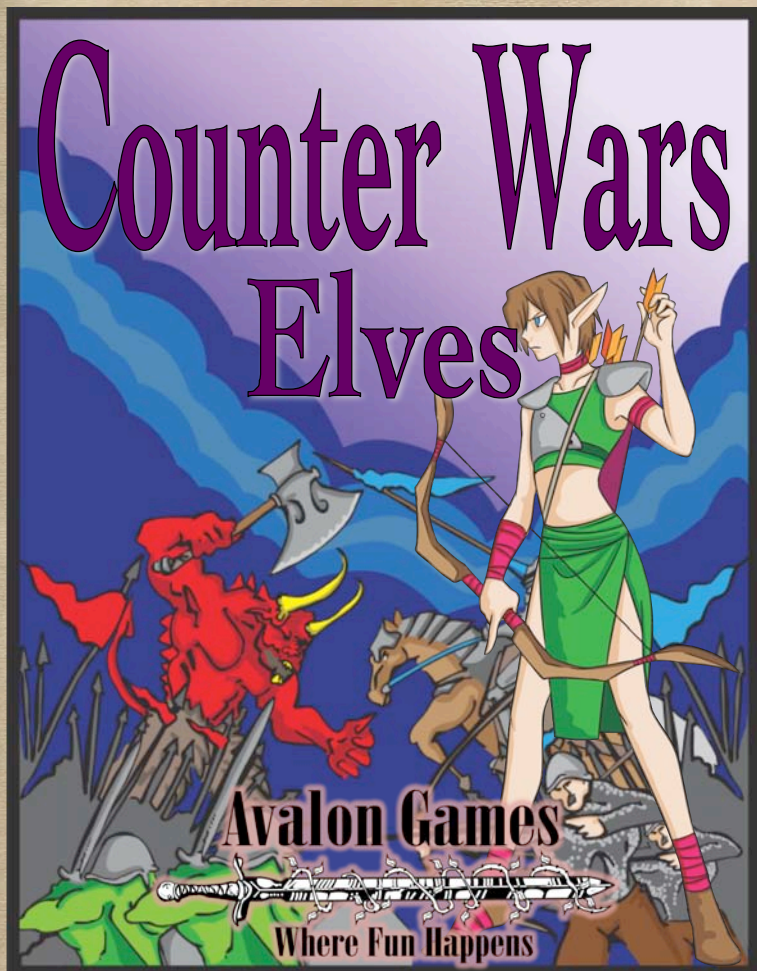
Heroes Weekly

Four new issues of this great series of super hero fun, this month we have a great underwater adventure, a new ally in the fight to bring justice, a new combat system and a great fictional nation..



**Avalon
Games**

Week One



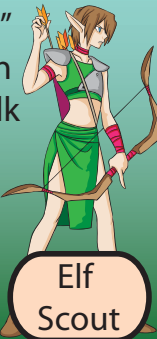
Counter Wars Elves Avalon Mini-Game #179

The first expansion for the Counter Wars system, now bring those nasty elves into play with their great archers and high levels of magic. Watch your foes flee in terror as the very forests walk and fight along side the elves.

Infinite Futures, Threats 7

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.



| | | |
|-----------|--|-----|
| +D4 | 10 | +D8 |
| Range 8" |  | |
| Bowmen | | 5 |
| Tree Walk | | |
| S/T | Elf Scout | 8 |
| 4" | | |

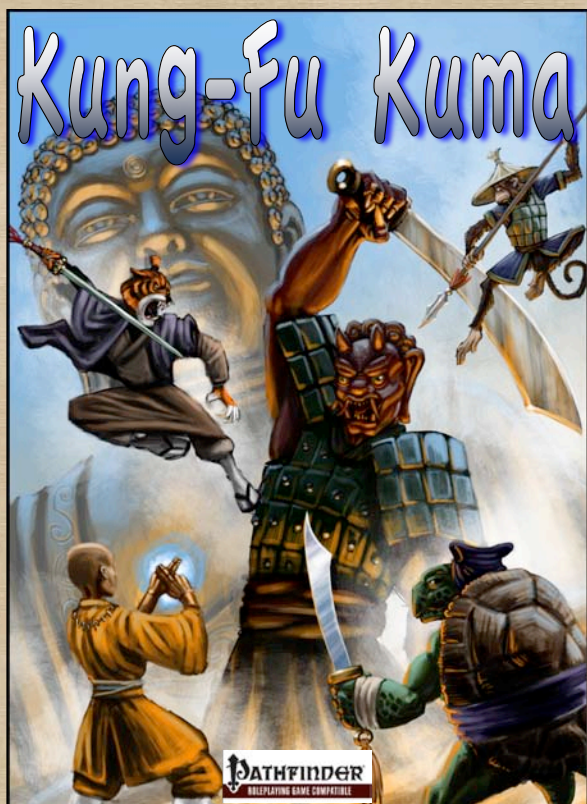
Avalon
Games

World of Kung Fu

Mix Kung-Fu and martial arts action, animals and human characters interacting and the thrilling adventures possible with the Pathfinder system and you have Kung-Fu Kuma.

Now you to can enter the wild and often savage world of Kung-fu and martial arts battles, one were your skills in the fighting arts is as important as your magical gear and spell might.

Seek your destiny, control your animal nature and find your inner Ki with Kung-Fu Kuma.



Avalon
Games

Week Two

Arcana Journal #83

Avalon Spell Book 4

How much damage can cause a trap that does nothing?

This is the question that comes into mind when you start looking for a best placing of the phantom trap spell. The answer, of course is in the trap's surroundings. Distractions, misleading and red herrings are all good only when there are other traps or creatures that can take advantage of them. Making intruders waste time, dispel magic spells and other resources is perfectly fine if they are going to have an encounter where they could have put these resources for better use. Used your bit of luck ability to improve an unexplainably failing Disable Device check? You might mourn it when you need it a few rounds later.

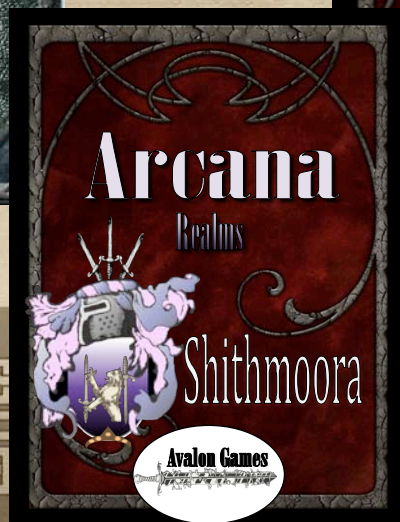
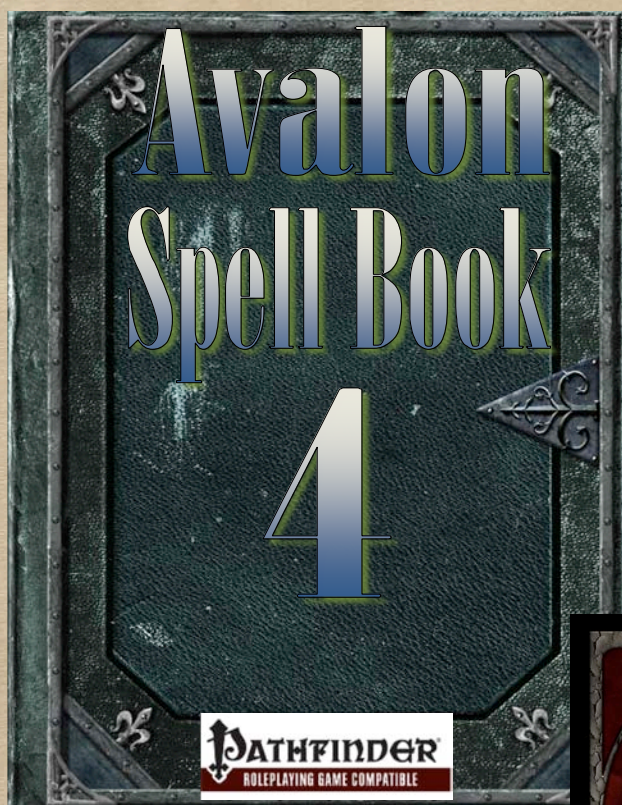
The true wonders of Arcana are explored in the monthly journals. Each issue focuses on hex within the game world, offering rumors, hidden lore, and detailed descriptions of all the important sites and people of that area. Full color maps (also offered in print-easy black and white) are provided on the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

Also out this month is the Sithmoora Realm book.



One Knight Games

Vol 3 Issue #4

Mountains of Ash

Week Three

Avalon's Mystic Treasures, Set 28

Five Travel Gear

After it has crossed much of the Trackless Wastes, the Ember Road just abruptly ends. What it once led to, no one knows, as there is not even a remnant left anymore. And beyond the end of that road is a wasteland of ash and rotten earth. However, it is said that somewhere far beyond those mountains of ash there lies a land that has not yet been utterly laid to waste. And there are those fool enough to cross the Trackless Wastes in the vain hope of finding such a place.

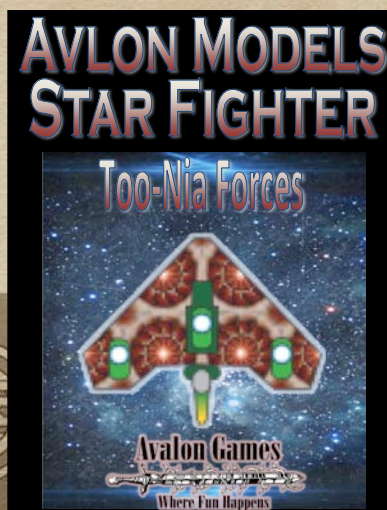
Each issue will showcase news items and new treasures, so get each and every issue and add to your magical collection.



Avalon Models

Too-Nia Star Fighters

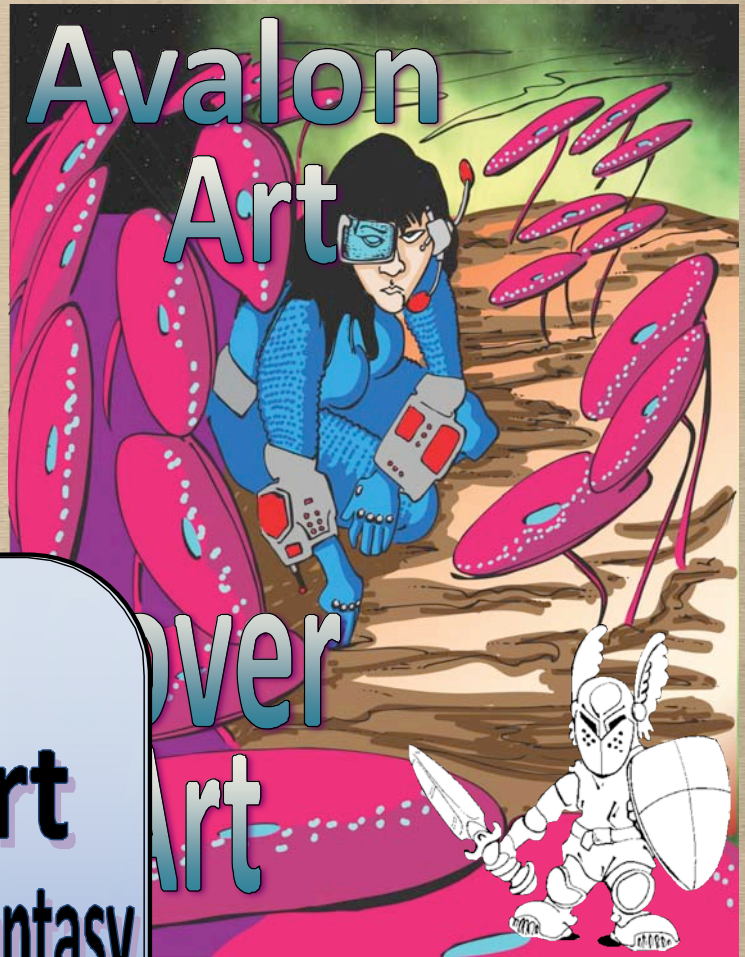
A great new addition to Avalon's paper model line, these simple to print and fold paper star fighter models are a great addition to any game.



Week Four

**Avalon Clip Art, Fantasy 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.



**Avalon
Clip Art
Color Fantasy
3
Great Art
For a
Great Price**





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://twitter.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.

