

# Avalon's Round Table of Fun



## Elendwel, the Planar Dancer

### Background

Elendwel started her career as an elven lady, delicate and performance-oriented. While many elves around could immediately see her great dancing talent, most would admit she is remarkably more brisk and aggressive than a decent young lady should be. Feeling never really accepted in this society, Elendwel eventually went to adventuring with members of other races, looking for a more comfortable company. She never has never fully severed relationships with her family, but she can never say she truly belongs to it either.

Some first attempts at companionship with humans, gnomes and some other races have made her more experienced, but still frustrated every time. Eventually, already being a skilled dervish dancer and a dangerous combatant, Elendwel has turned to adventuring in the company of jann. Such friendship has unavoidably brought her to interplanar travels, and one of her best successes was getting introduced to the court of a noble djinni, becoming his frequent guest, both as an exotic entertainer and useful ally against his enemies - typically efreet, as well as mortal spellcasters forcing djinn into servitude.

Elendwel's elven relatives tend to feel unhappy about her long absences and obvious preferences of her outsider friends. Yet she has little interest in elven policies and forest tending, answering only the requests that are decently paid for or calls for help from someone she really cares for.

More great games from Avalon this month with new editions of **Heroes Weekly** and **Infinite Futures** and more races for **Kung Fu Kuma**



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Elf bard 12

TN medium humanoid (elf)

**Class archetype** Dervish dancer

**Init** +5

**Senses** Perception +15, low-light vision

**Defense**

**AC** 23 (Touch 16, flat-footed 16 (+6 armor, +5 Dex +1 shield, +1 Dodge), (+ shield)

**hp** 66 (12d8+12)

**Fort** +4, **Ref** +13, **Will** +7 (+2 vs. enchantment)

**Immune** Elven immunities

**Offense**

**Spd** 30 ft (50 ft during battle dance)

**Melee** Mithral blade scimitar +13/8 (1d6+2/15-20) and +1 keen kukri +13 (1d4+1/15-20)

**Ranged** Mighty +1 short bow +14/+9 (1d6+1)

**Special Attacks** Bardic performance 30 rounds/ day (move action; battle dance, dance of fury, distraction, fascinate, inspire competence +2, inspire courage\*+3, inspire greatness\*, rain of blows (+3), razor's kiss)

**Bard spells known**

(4th) 3/day break enchantment, dimension door, freedom of movement, legend lore

(3rd) 5/day gaseous form, haste, invisibility sphere, slow

(2nd) 6/day invisibility, silence, suggestion, tongues, versatile weapon

(1st) 6/day cure light wounds, feather fall, grease, identify, silent image, sleep

(0-level) At will: dancing lights, detect magic, mending, message, mage hand, read magic

**Statistics**

**Str** 12 **Dex** 20 **Con** 12 **Int** 10 **Wis** 10 **Cha** 17

**Base Atk** +9/+4 **CMB** +10 **CMD** 25

**Feats** Craft Magical Arms and Armor, Dodge, Mobility, Two-weapon Defense, Two-weapon Fighting, Weapon

Finesse

**Skills** Diplomacy +18, Knowledge (planes) +15, Linguistics +7, Perception +15, Perform (dance) +24, Spellcraft +15, Use Magic Device +18

**Languages** Common, Auran, Aquan, Elven, Ignan, Terran,

**SQ** Elven weapon familiarity, fleet (+20 ft), jack-of-all-trades, keen senses, versatile dance

**Combat Gear** Scroll of cure serious wounds, wand of shield

**Other Gear** Belt of incredible Dexterity +2, mithral chain shirt +2, headband of alluring charisma +2, kukri +1, mithral blade scimitar (see below), short bow (mighty +1), 20 arrows

Mithral blade scimitar. This specific magical weapon has all normal properties of a +1 keen scimitar made of mithral, except that its light construction allows using it with the Weapon Finesse feat, as if it was a light weapon.

**Adventure Hooks**

\* Elendwell has been away at a court of some marid for suspiciously long time. Her genie friends do not seem to bother, caring little about time - but her elven relatives are worried, because she is not answering any sendings. Unable to come and check on her in the realms of the water genies, they look for some high level adventurers who can do that for them.

\* Elendwell is at a mission to rescue a trapped djinni, located at a place specifically dangerous for any outsiders. Unwilling to take her janni friends for this particular mission, she looks for high-level adventurers of indigenous races to assist her in this particular case.

\* Having reasons to believe that her home at prime material plane can be attacked by efreeti, she needs it protected - but she also has to actively attack her opponents, taking the war to their house as soon is possible. To protect her base in the meanwhile, she finds adventurers powerful enough to make an ambush against efreet and whatever the fiery genies bring with them.







## Week One

# Heroes Weekly

Four new issues of this great series of super hero fun, this month we have a great new low level adventure, some new stuff for Emerald and much more.

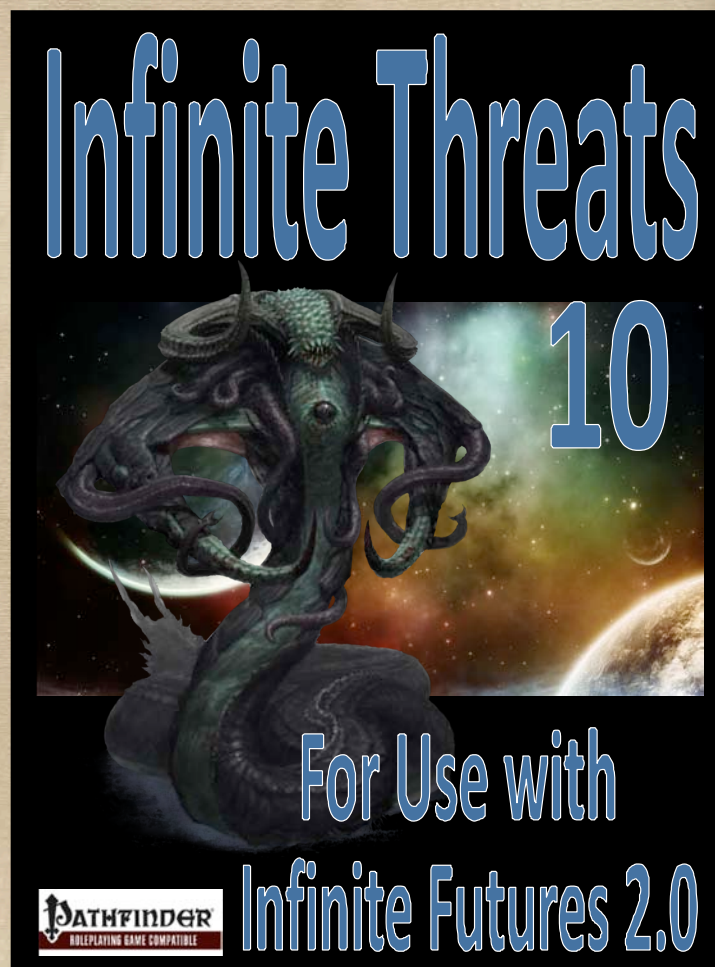
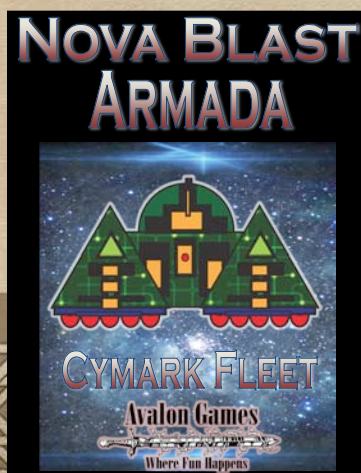


## Infinite Futures, Threats 10

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.

**Nova Blast Armada**  
**Cymark Fleet**  
**Avalon Mini-Game #182**

Expand your Nova Blast Armada games with the Cymark Fleet.



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Week One

# Kung-Fu Kuma



## Isle of the Sun Races



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

## Isle Races of Kung Fu Kuma

Not many people live out in the islands to the east, south, and southeast of Qiu Sang. And of those that do, most are Humans. Not all, though. A wide variety of Animal Folk make their lives out amongst the islands.

For one reason or another, a number of Animal Folk races live solely out in the barbarian lands, ignoring the safety and civilization of Qiu Sang. This races book details seven Animal Folk races who are important amongst the barbarian tribes, six of them available as PC races. Many more races than that exist amongst the jungles and plains of the barbarian lands, but these seven are the ones most encountered when traversing barbarian lands.

Because these are barbarian races, PCs of these races are going to be restricted from taking the 12 Clans classes of Qiu Sang. As barbarians, and likely proud of their heritage, they will be taking levels in barbarian classes alone. It is a part of the price one pays for living apart from Qiu Sang.

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## Chaotic Blast of Multicolored Hues

Lawful divine spellcasters have long been suspicious of entropic shields. The spell has “entropic” word in it, it creates a “chaotic blast of multicolored hues” - and yet it does not register as a chaotic spell. Any explanations based on this spell being a minor version of higher level “prismatic” spells do not seem to be feasible, since arcane spellcasters seem to have no access at all to this kind of magic, except for sorcerers with protean bloodline. So why gods of all alignments seem to be reconciled with this spell, so obviously using wild chaotic energies?

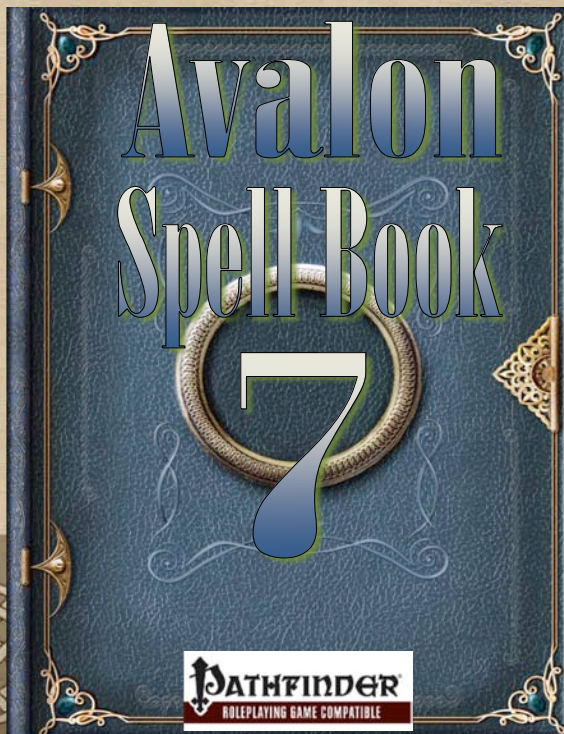
One simple answer is that most spellcasters are using a limited version of the spell, providing only the most obvious and unaligned concealment bonus. When a spellcaster chooses to delve a bit deeper into the spell's energies, entropic shield offers some new choices and uses. The most eminent of such uses is the spell's ability to end preliminarily in certain cases, releasing its energy to fuel some other chaotic effects.

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.

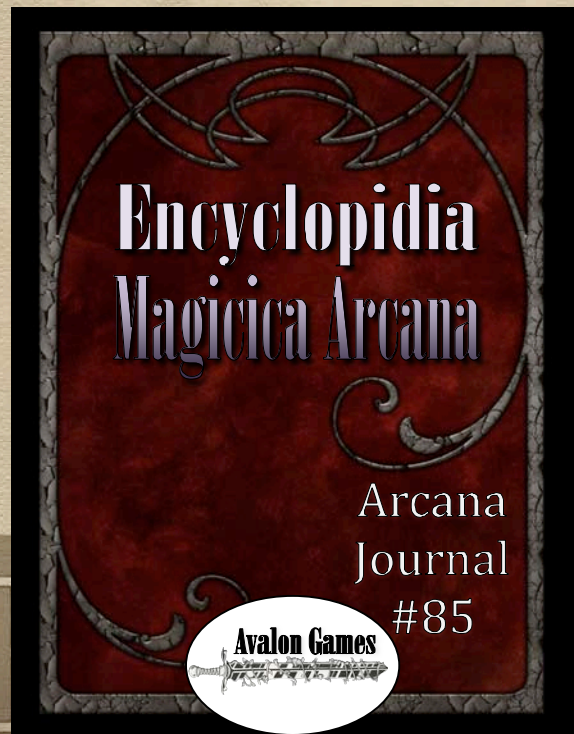
In addition to this detailed write-up of the hex, each issue will also focus on other aspects of the game world, its history, important people, the Magi and gaming classes. When you add it all up, these journals take the mundane and make it magical. It is through the journals that the Arcana game world 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 Morth
- School of Weather Mastery
- Villages of Inthengar



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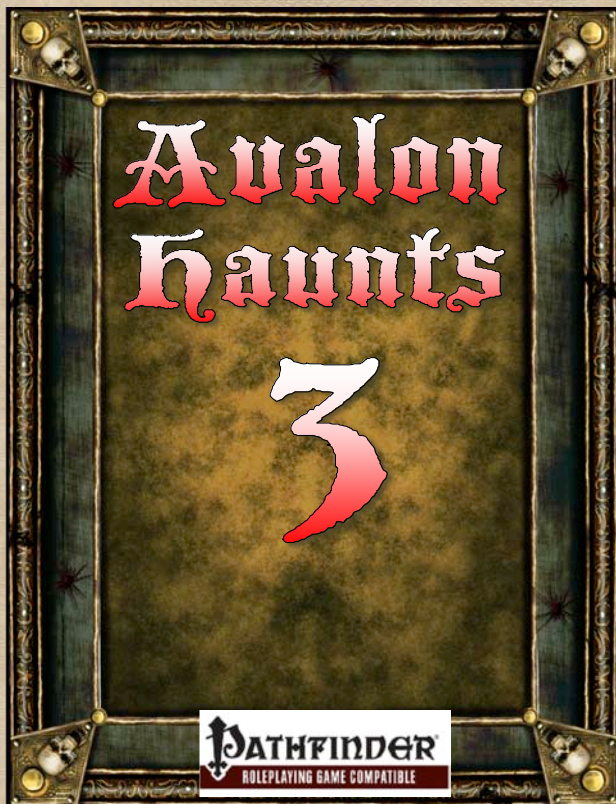
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## Avalon Haunts #3

## Week Three

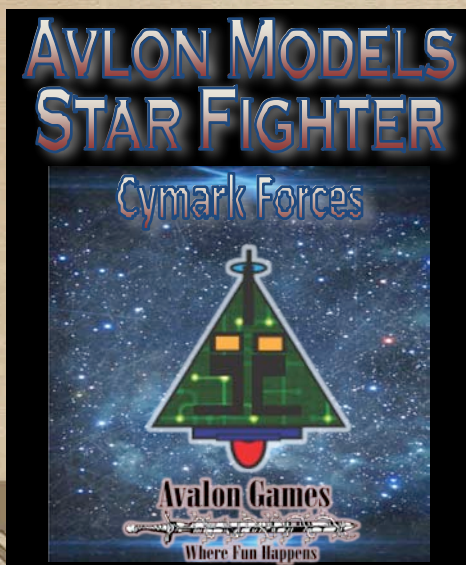
Avalon has more great scary stuff for your Pathfinder games with the second issue of Avalon Haunts. This time around we have another scary haunt to thrill your players with.



## Avalon's Mystic Treasures, Set 31

### Five Scimitars

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



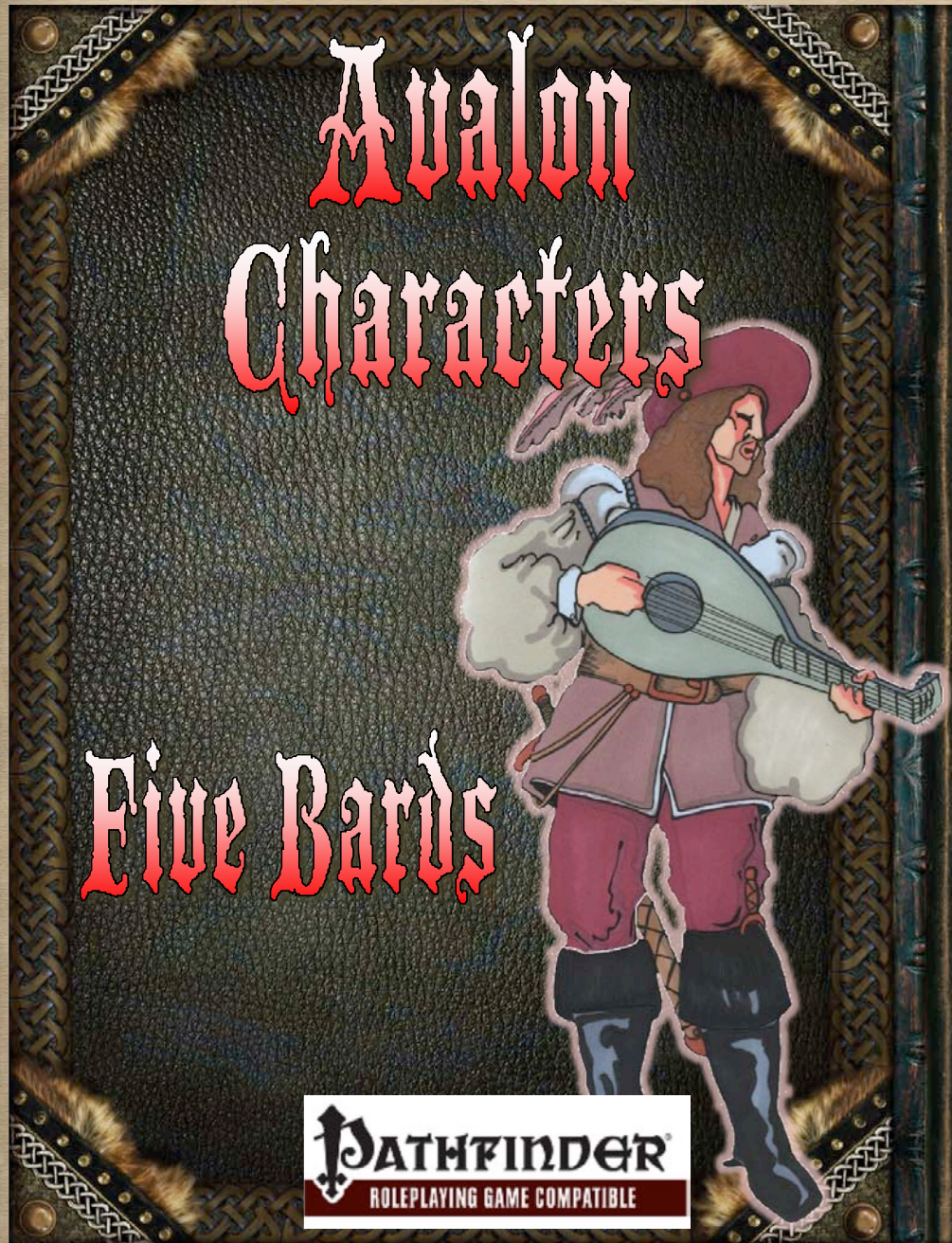
## Avalon Models Cymark Star Fighters

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.

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## Week Three



Avalon is bringing more Pathfinder goodies to your game with a new series, Avalon Characters. Each issue will highlight a class or race, bring you five great NPC to add to your game. Need a new villain, well we have them. Need a love interest or a rival, Avalon has just the character for you.

Bring some great new stuff to your game with Avalon Characters.

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Week Three

# One Knight Games

Vol 3, Issue #8



One Knight Games is a simple to play, fast paced RPG for use in a single night of fun.

Need a fast pick up game or just want to have a great game without having to spend months working through the campaign, well One Knight Games offers you all the fun, but just in one night.

Look to any of the volumes of One Knight games for a great time.

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## Week Four

### Avalon Clip Art, Fantasy 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.



# Avalon Clip Art Color Fantasy

6  
Great Art  
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