

Avalon's Round Table of Fun



Minion Haunt 1: Golden Chain Leash (CR 4)

Alignment: LE

Area: 15x15 feet area at the dining hall entrance

CL: 4

Notice: Perception DC 20 (soft ringing of metal chains nearby and light footsteps)

Reset: 1 day

HP: 8

Weakness: None

Trigger: proximity

Effect: When this minion haunt is triggered, all living creatures in the area can see a lady in crimson with a fine gilded chain coiled around her forearm. She addresses the triggering creature (preferring humanoid males, unless there are no suitable targets of this type in the area, in which case she picks the closest living guest), saying “You have disappointed me”. Her chain lashes at the creature and coils around its body. The lady then pulls the leash, urging the creature to follow her.

The creature needs to succeed a Willpower save DC 17 or follow the haunt (compulsion effect), moving right into the area of the second haunt (Heated Chains one); all other creatures in the area also need to make a Willpower saving throw DC 13 or be paralyzed as per hold person spell for 1 round only. These other creatures around can attempt to stop the main target of the haunt physically by grappling or tripping it, or by using other similar means. If they succeed to stall it for at least one action before the creature gets to the second haunt area (which normally takes only one round of walking), the enchantment is immediately broken and the creature is free to act normally again.

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

If the creature succeeds at the saving throw, it wrests back, resisting the pull; in this case both the lady and her leash immediately disappear.

Boon: If the target creature succeeds at its saving throw against the compulsion or is prevented by its friends from following the lady, it is considered to have the minion haunt's boon. It gets a +3 luck bonus against all supernatural abilities of the dining hall master haunt for 1 day.

Bane: If the target creature follows the lady all the way into the second haunt area, it gets the minion haunt's bane, suffering -3 bad luck penalty against all supernatural abilities of the dining hall master haunt for 1 day.

Special: Creatures outside the area cannot see the lady and her leash, but they can attempt a Sense Motive check DC 15 to suspect the creature is acting compulsively rather than normally. Note also that this haunt has enhanced saving throw DC for its main target compared to normal.

Avalon
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Week One

Heroes Weekly

Four new issues of this great series of super hero fun, this month we have a great new adventure, some new stuff for Emerald, new powers and a new NPC class.

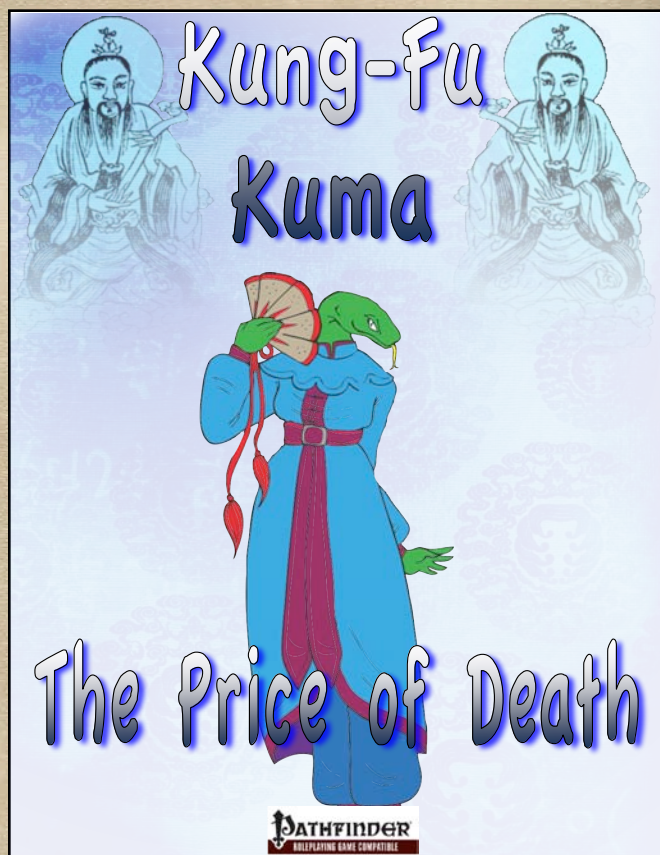
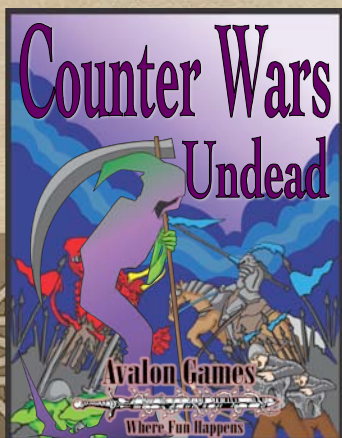


Price of Death

Price of Death is an adventure for the Kung Fu Kuma campaign world and the Pathfinder Game System™. It is an introductory adventure for 3-5 adventurers without any experience. While 1st level characters with some experience can be brought into the adventure without any difficulty, the wealth and equipment they have acquired will make the adventure much easier than intended. This adventure is also specifically intended for four characters. Bringing along fewer or more characters will affect the difficulty of the adventure accordingly.

Counter Wars, Undead Avalon Mini-Game #183

Expand your counter wars games with the un dead faction and drive fear into the hearts of your foes.



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Week Two

Arcana Journal #87

Avalon Spell Book 8

Death Delayed

While many spellcasters do know the 0-level spell of stabilize, few of them use it often. The reason is that pretty much any healing magic can do the same stabilization trick, only better. Yet easy availability of this orison and its close range - when compared to touch-delivered cure wounds spells - grants it enough usefulness to survive in the spell lists.

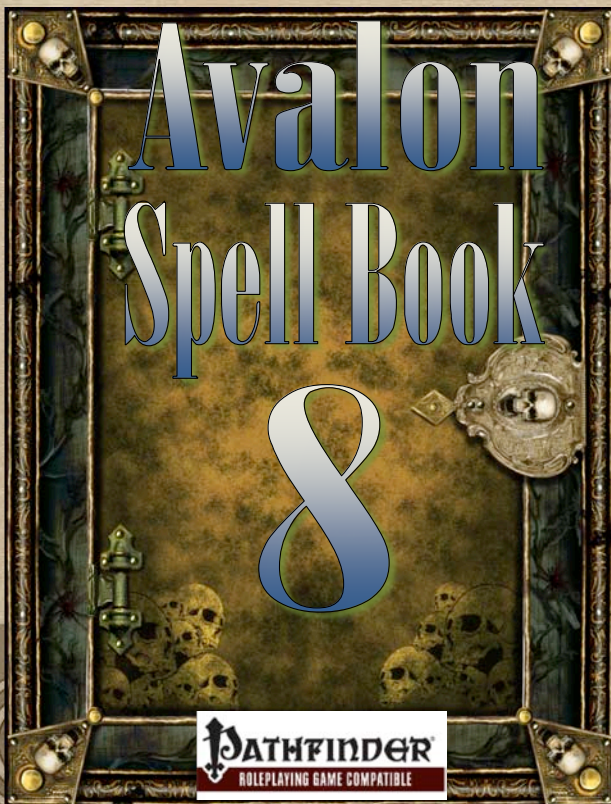
A spell that taps body resources to fight off death still has some potential, and new uses for it are possible. The simplest of them require trained use of Heal skill, while more complicated ones bring development of new spells and magical items into existence, all of them increasing chances of survival for those who got unlucky enough and dropped to negative hit points.

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.

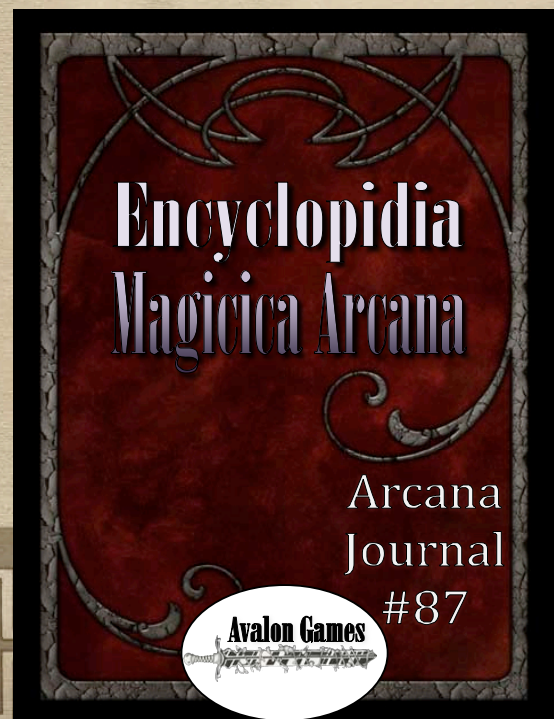
In addition to this detailed write-up of the hex, each issue will also focus on other aspects of the game world, its history, important people, the Magi and gaming classes. When you add it all up, these journals take the mundane and make it magical. It is through the journals that the Arcana game world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



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Week Two

One Knight Games

Vol 3, Issue #9



Truckin'!

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.

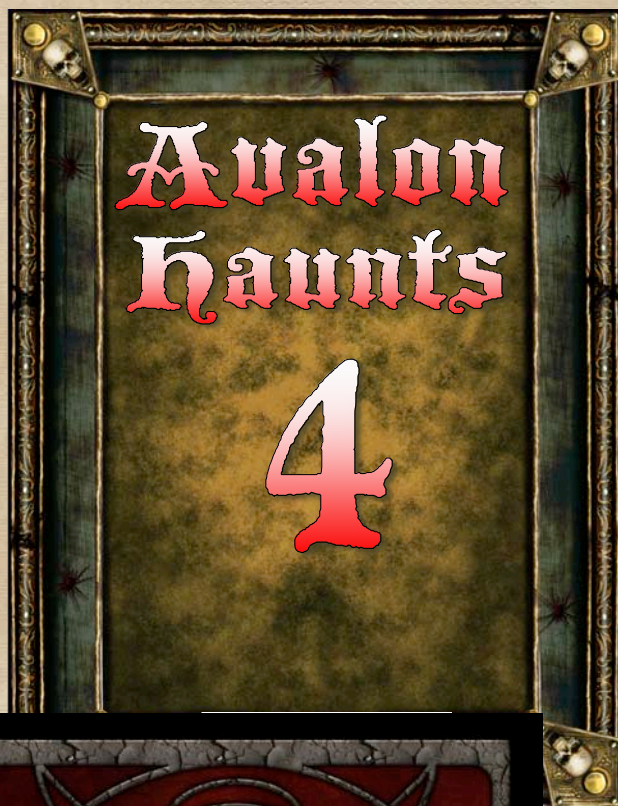
Look to any of the volumes of One Knight games for a great time.

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Avalon Haunts #4

Week Three

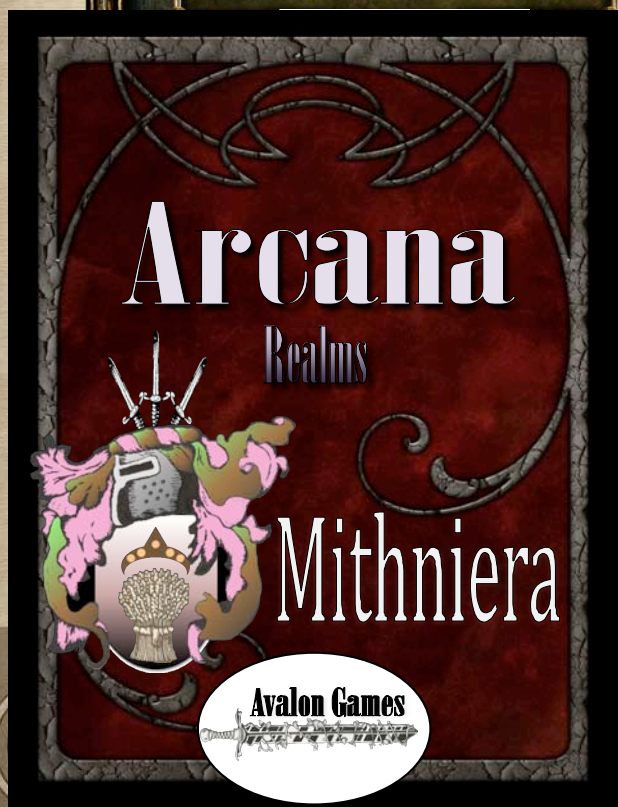
Avalon has more great scary stuff for your Pathfinder games with the second issue of Avalon Haunts. This time around we have another scary haunt to thrill your players with.



Avalon's Mystic Treasures, Set 32

Five Swords

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



Arcana Realms

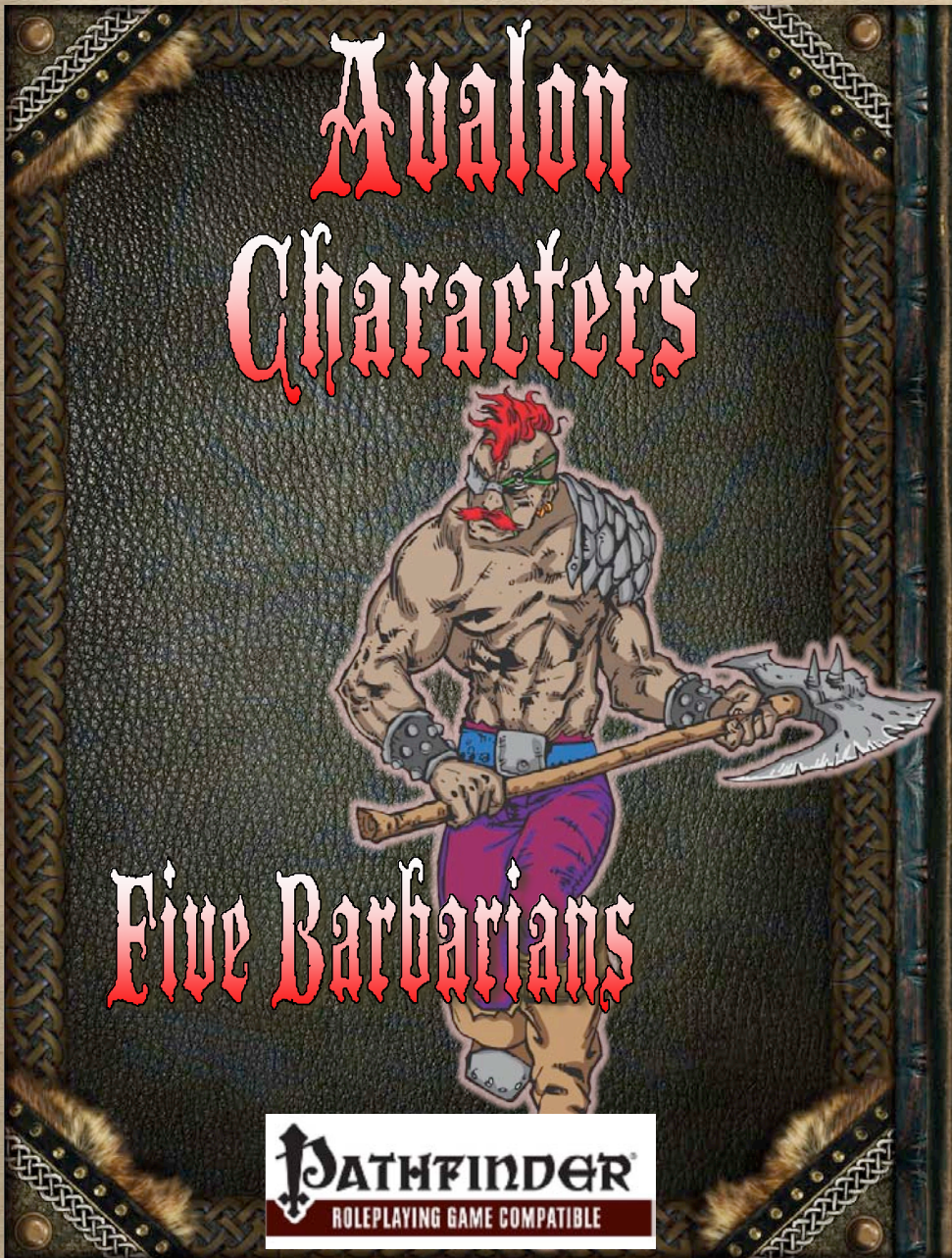
Mithniera

Explore the great old realm of Mithniera, one of the greatest realms in the west. The booklet offers detail information on the realm's history, lords and ladies and important places.

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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.

**Avalon
Games**

Week Four

Avalon Clip Art, Fantasy 7 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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