

# Avalon's Round Table of Fun



## Create Log

**School:** Conjuration (creation)

**Level:** druid 1, sorcerer/wizard 1, Elemental school: wood 1

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** touch

**Effect:** creates a wooden log about 11 feet long

**Duration:** 10 minutes per level

This spell creates a single log, smooth or gnarly one, at your choice. It can be used as any wooden log of that size can be - as a temporary bridge across a 10-foot pit, a temporary support for a weak ceiling, a large object to be dropped upon enemies, or even as a poor quality ballista ammo (imposing -2 penalty to hit). Any pieces chopped from it and put to fuel a fire remain existing and burning even after the spell's normal duration ends, but immediately disappear if quenched or burnt out. That means create log can be used as a source of firewood where none is available, as well as a way to create a bonfire that does not leave many tracks after burning out.

This spell can be used as an additional spell for a secure shelter enhancement (see shelter enhancements section). The only thing it does is putting the created cottage on stilts.

This allows secure shelter to stand above any uneven surface, vegetation or shallow water up to 5 feet deep, instead of needing flat ground to rest, as normally.

**More great games from Avalon this month with new editions of Heroes Weekly and Infinite Futures and a great adventure for Kung Fu Kuma as well as the long awaited new power system for HWM.**



**Avalon  
Games**





## Week One

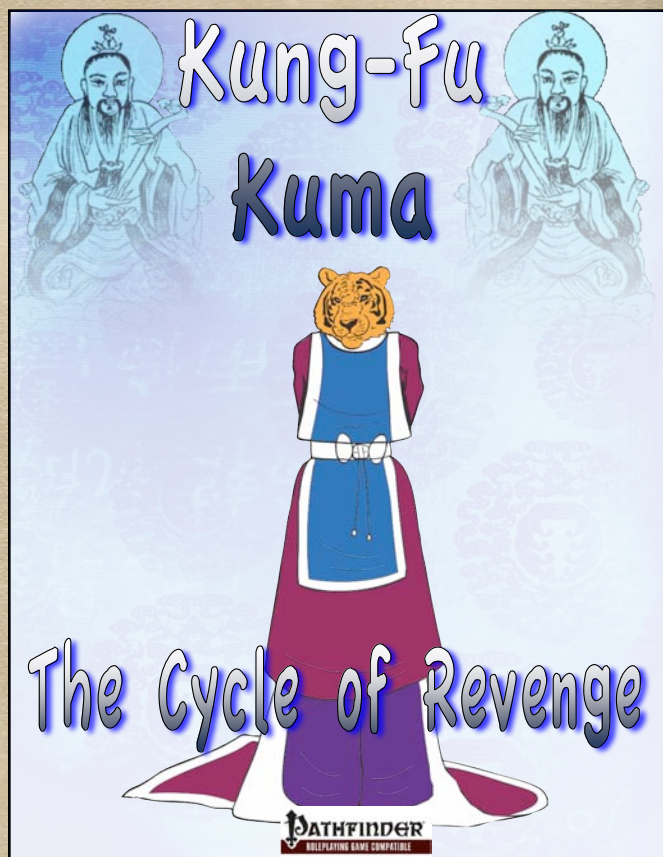
# Heroes Weekly

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.



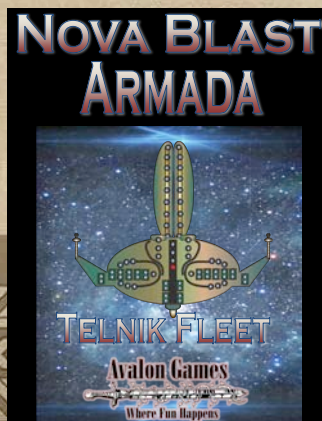
## The Cycle of Revenge

The Cycle of Revenge is a cinematic adventure for the Kung Fu Kuma campaign world and the Pathfinder Game System™. It is an adventure for 4-6 adventurers of 2nd to 3rd level. The adventure is designed for 4 characters of 3rd level. If more characters are involved, then some of the characters should be 2nd level. As always, though, an easier or harder game can be implemented by altering the difficulty of the encounters, or simply by adjusting the levels of the characters.



## Nova Blast Armada, Tealnik Fleet Avalon Mini-Game #184

Expand your Nova Blast games with the addition of the Tealnik fleet.



Avalon  
Games





## Week One

Heroes Wear Masks allows players to explore the myth of superheroes using the Pathfinder game engine. When HWM was first designed, we here at Avalon had to make some choices. The superhero genre is rich and as varied as any fantasy or sci-fi setting, and easily includes these two genres with little effort. So much can be done with the superhero genre that it is almost impossible to cover it all with a single game system. The basic question is: how can you have god-like characters such as Superman alongside mere humans with little to no super powers and still maintain some sort of game balance? Numerous companies have attempted to rationalize this basic difficulty and none have really come up with a satisfying answer.

So Avalon just said to hell with it and did not even try. We instead opted to offer a system that would allow you to play superheroes, but in a more limited way. Low-level characters have powers, but they are weak in nature and power level. Yes, as the characters rise in level and power their abilities also grow, but even at the highest levels they are nowhere near the god-like abilities of a super-man.

This, of course, does not satisfy everyone, so we have offered several ways for the game to be upped in power. The basic and easiest way is to just offer more Power Points. Increase the starting Power Points by three to five and offer more each time the character gains a new one. We have also offered a new approach in our volumes of Heroes Weekly with new options and character class adjustments.

While these systems work, they still limit the overall powers and abilities that a character can have and call upon in the game.

The result of all this work on our part is what you are now reading. This system is just an add-on to the core system, but allows for more options and more powers at even the lowest levels. So we hope you will enjoy this addition to the game system. It is just a possibility and should be seen not as an official change to the core game, but an optional system for use.

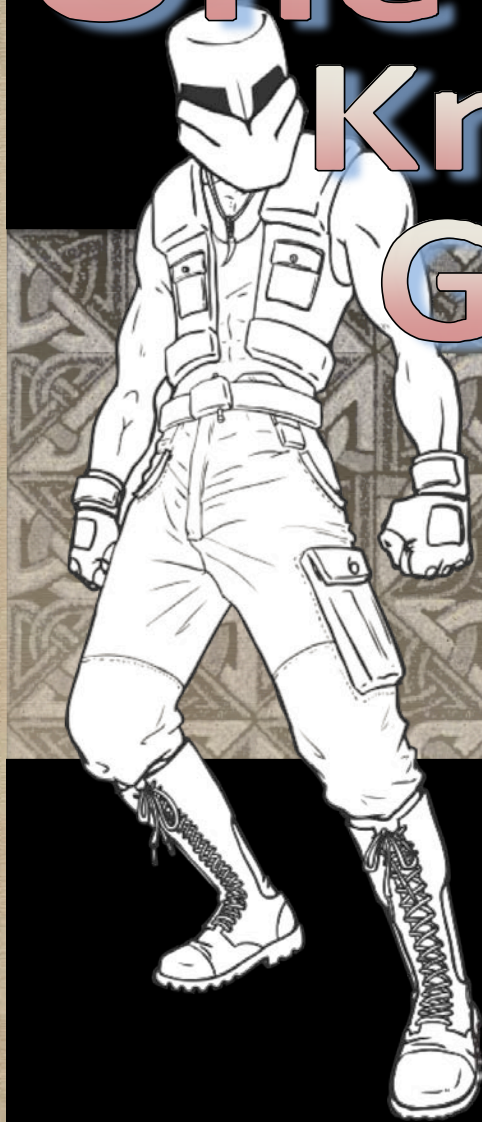




Week One

# One Knight Games

Vol 3, Issue #10



## Plains of Rust

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.

Avalon  
Games



## Week Two

## Arcana Journal #88

### Avalon Spell Book 9

## Happy Camping

The classic secure shelter is a convenient way to camp when you have use for eight bunks and a writing desk.

Yet it tends to become a mess when you need to accommodate four people, a couple of large mounts or animal companions, plus a water mephit who badly needs a deep pool of water for fast healing.

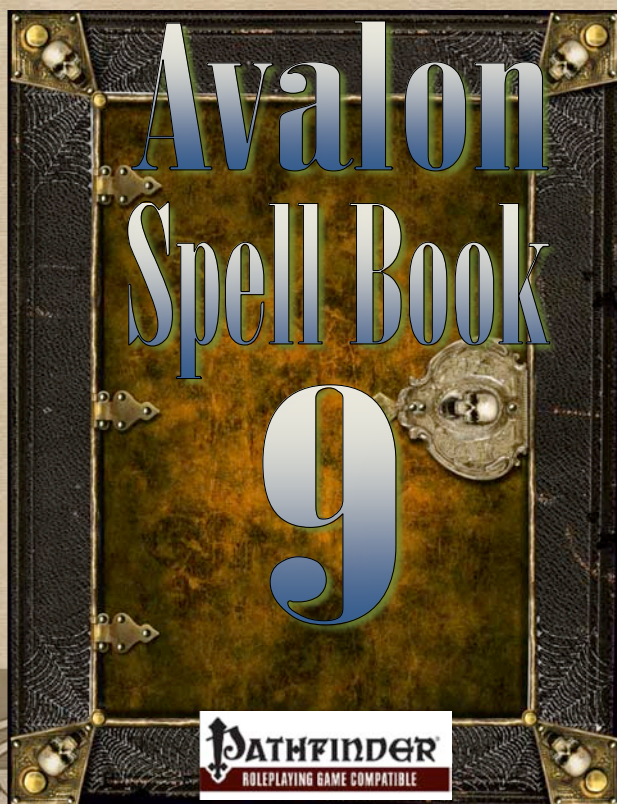
While certainly many modifications of the basic sturdy cottage can be created, ranging from steamy bathhouses to ogre-sized mess halls, it seems unnecessary to create separate spell for each version. Instead, the basic spell can be modified to replace some of its basic features with more appropriate ones. This approach is detailed in the “variant shelter furnishing” section.

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.

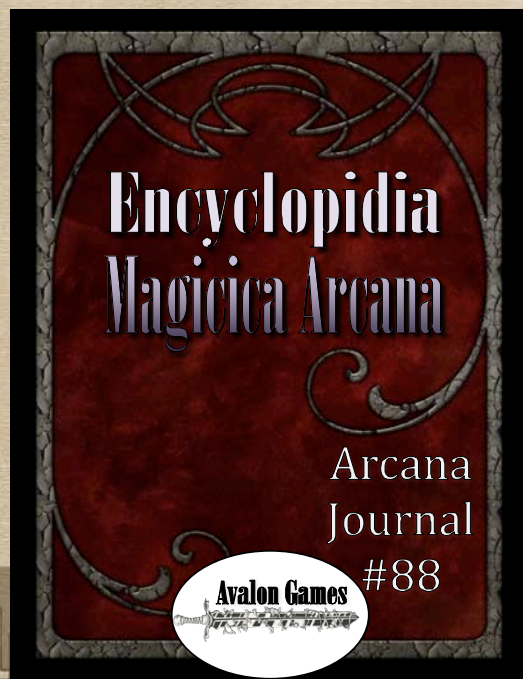
In addition to this detailed write-up of the hex, each issue will also focus on other aspects of the game world, its history, important people, the Magi and gaming classes. When you add it all up, these journals take the mundane and make it magical. It is through the journals that the Arcana game world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



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## Week Two

### IF Threats, Cymarks

A threat all about the Fringe, the Cymark hate everyone and will stop at nothing to be the only intelligent race in space. Get the full write up about this alien threat and their stats.

At heart, the Cymark are a xenophobic and highly aggressive species that shows no regard for the lives and property of other beings. For them, the fact that such things as non-Cymark civilizations even exist is an intolerable offense - a blight upon the purity of the Universe.

Still, they have not attempted interstellar genocide. Yet.

So far, they have settled for destroying anyone who comes within their reach, slaughtering everyone and stripping the place bare - ships, outposts, even entire colonies. Simply traveling near Cymark space is considered a high-danger occupation. Few independent pilots will dare to do so, at least without a full military escort. And even then, they might think twice.



Infinite Threats  
Cymark

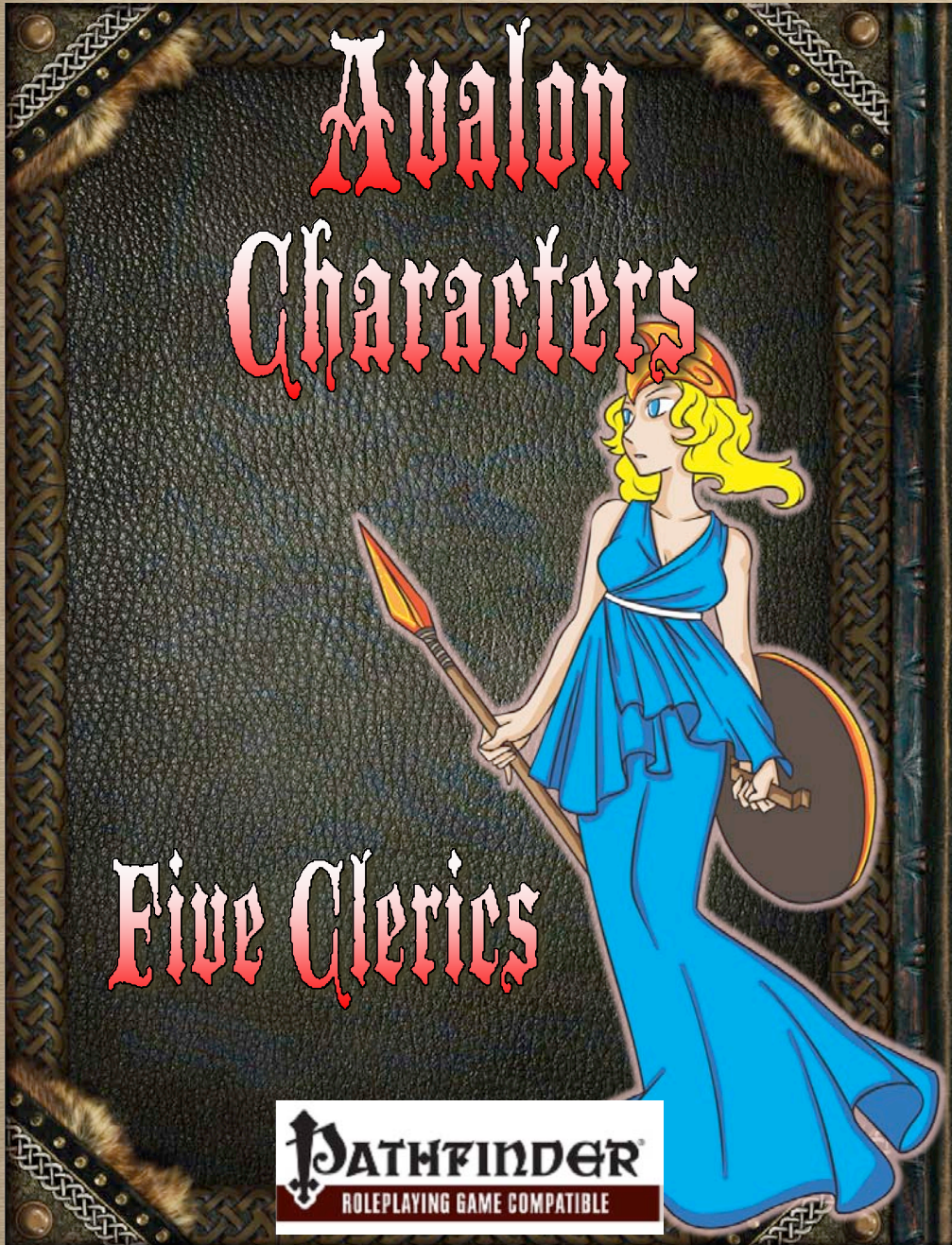
For Use with  
Infinite Futures 2.0

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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Week Two



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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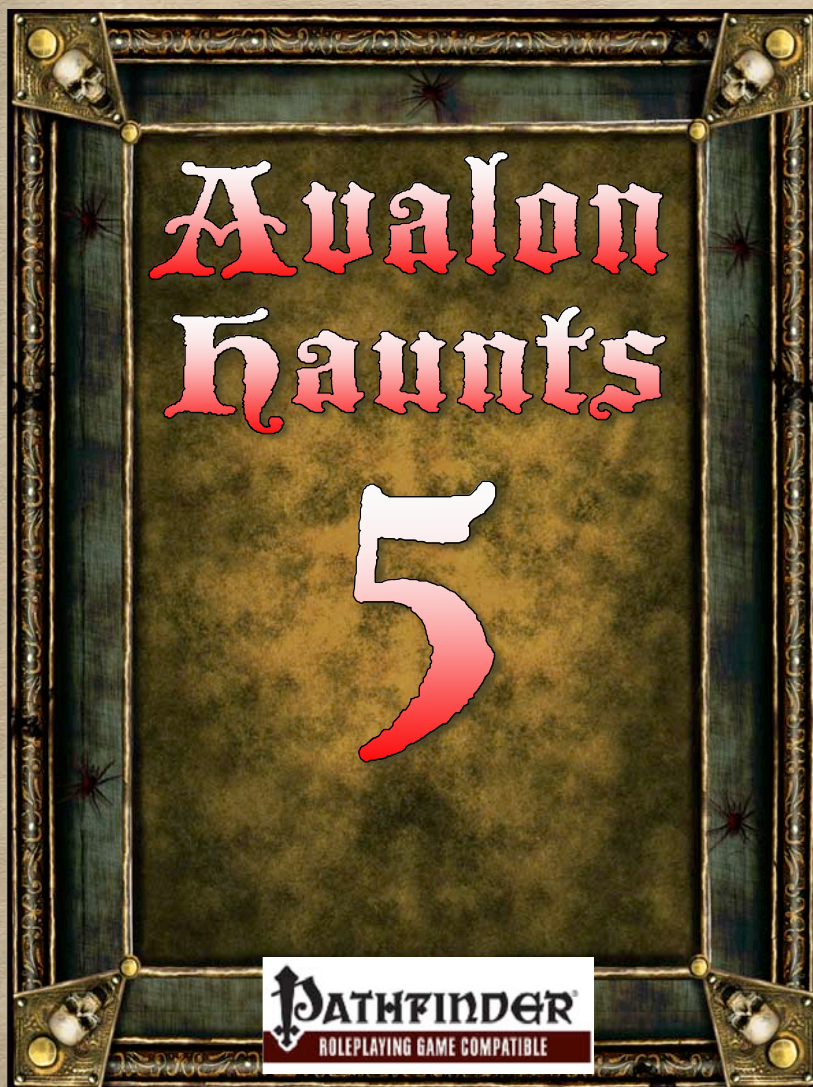
## Avalon Haunts #5 Week Three

Avalon has more great scary stuff for your Pathfinder games with another issue of Avalon Haunts. Add some chills and thrills to your game with Avalon Haunts.

## Avalon's Mystic Treasures, Set 33

### Five Staves

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



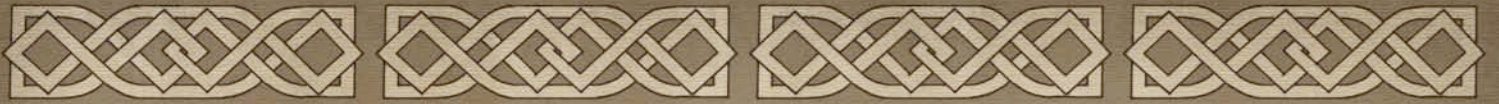
## Avalon Models, Terran Fleet

More great paper starship models with this addition to Avalon's already large paper model collection.



Avalon  
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## Week Four

### Avalon Clip Art, Fantasy 8 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  
8  
Great Art  
For a  
Great Price







# Avalon Games



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