

Avalon's Round Table of Fun



Nosferatu, Greater

CR 8

XP 1,600

LE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +16

Defense

AC 21, touch 14, flat-footed 17 (+7 natural)

hp 60 (11d8+33)

Fort +5, **Ref** +9, **Will** +8

Immune undead traits

Offense

Speed 30 ft.

Melee 2 claws +15 (1d4+6 plus d6 bleed)

Special Attacks Sneak Attack +3d6

Statistics

Str 22, **Dex** 18, **Con** -, **Int** 6, **Wis** 8, **Cha** 14

Base Atk +8; **CMB** +15; **CMD** 29

Feats Iron Will, Lightning Reflexes, Shatter Defenses, Skill Focus (Perception), Toughness, Weapon Focus (claws)

Skills Perception +16, Stealth +18

Languages French

Special Abilities

Consume Corpse (Su)

The nosferatu may messily gorge himself on any freshly killed corpse. During this process it may continue to consume the corpse for a number of rounds equal to the hit dice of the victim. For each round it feasts, the nosferatu gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).

Unearthly Gaze (Su)

A nosferatu can fill a humanoid opponent with fear as a swift action. Anyone the vampire targets must succeed on a DC 17 Will save or become shaken for 1 minute. The ability has a range of 30 feet, and the target must be able to see the nosferatu. Whether or not the save is successful, the affected creature is immune to the same nosferatu's unearthly gaze for 24 hours. The save DC is Charisma-based.

Catacombs Dependency (Su)

A nosferatu is drawn to the catacombs, and cannot leave it easily. It must make a DC 26 Will save to voluntarily leave the catacombs, and is sickened and fatigued as long as it outside the catacombs.

October is the month of scary things and Avalon has some scary games for you this month. So lock the door, get together with some close friends and play a great game.



Avalon
Games

Comic Book Adventures Week One

Mission Book 4

This third in a series of mission usable with Comic Book Adventures, these low level mission and adventure are feared towards 4th to 6th level heroes and meant to continue your fun solo games. The mission book is packed full of new missions and adventures and builds on the story and plot line begun in previous mission books.



One Knight Games Vol 2, Issue #13, Control

Some person or organization or conglomerate – exactly what is unknown – has targeted one of the Vigilantes, and has systematically been destroying that Vigilante's life. It started small, with an assault upon the Vigilante's credit and records, but quickly accelerated into forcing them out of their job, and then out of the Ultrapolis altogether. And as the team's investigation into these events deepens, they begin to realize just how many people have suffered this same fate...

Nova Blast Hive Star Fighter, Avalon Mini-Game #171

A great expansion for the Nova Blast Start Fighter game, now you can field a whole bunch of hive fighters. Added this to the core game and you get some really cool star fighter paper models, as well as new cards and excitement.



Infinite Futures Threats, The Hive

This book presents a GM with an new NPC species for use as allies, adversaries, and foils in a campaign set on the Fringes of settled space. Infinite Futures: Hive contains a number of new creatures, complete with background information and plot hooks, for use with the Infinite Futures 2.0 and the Fringe rulebooks.

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Week Two

Avalon's Mystic Treasures, Set 22

Five Barbarian Weapons

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

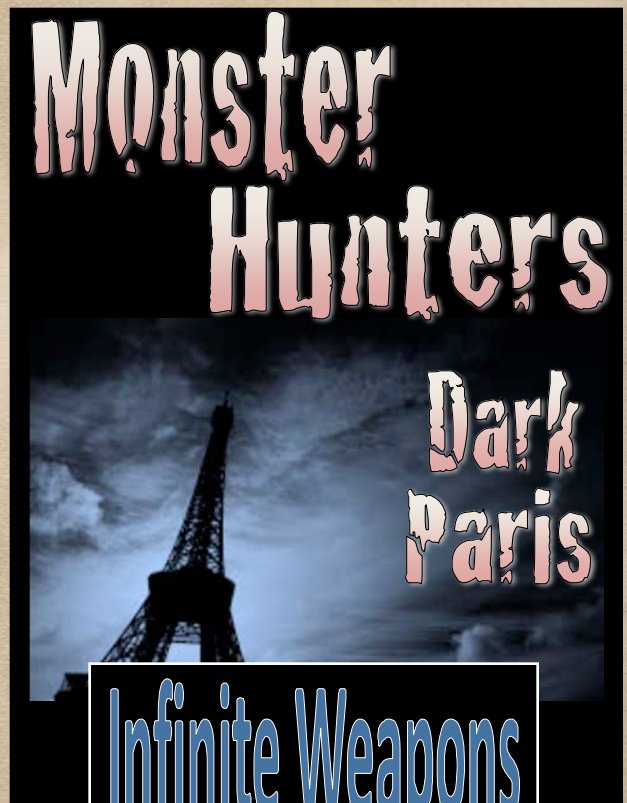


Infinite Futures, Weapons

What Sci-Fi is complete without some cool gear and guns to play with. Well Avalon is here with a great series of gear books for IF 2.0. Inside you will find all kinds of cool things to use in your game, so strap on your new toys and conjure the universe.

Monster Hunters, Dark Paris

Paris in the 20th Century is a sandbox adventure for the Monster Hunters roleplaying game. Within these pages is a fleshed out turn of the century Paris, dripping with gothic horror, deadly enemies, and a multitude of crazed madmen, supernatural quests, nefarious organizations, and horrific ways to meet a gristly end. Paris in the 20th Century is meant for characters of level 5 to 8, though it is easily adjusted for a party at any level.



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For Use with
Infinite Futures 2.0

Week Three

Arcana Journal #77

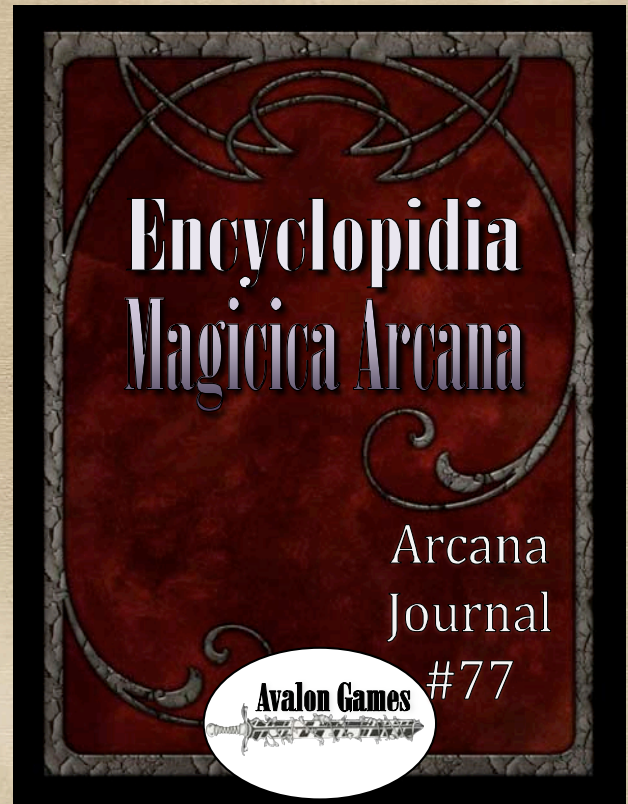
The true wonders of Arcana are explored in the monthly journals. Each issue focuses on hex within the game world, offering rumors, hidden lore, and detailed descriptions of all the important sites and people of that area. Full color maps (also offered in print-easy black and white) are provided on the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

School of Sorcery, Spirit Mastery and Summoning



Avalon Models, "A", Tri-Fold and Figure Flat Models

Heroes Set 1

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

One Knight Games Vol 2, Issue #14, The Color of Freedom

All of the best racers from all across the Empire have been invited to Rome for the last, and most prestigious, race of the season. This year, the Blues of Alexandria are amongst those who have been invited. Their fame has grown much this past season, and now it has brought them to Rome. The fame, favor, and fortune that can be won here in Rome is far and away above any other race anywhere in the Empire. Win here, and the brass ring (and the freedom that goes with it) may be yours. ... But of course, every other racer there has the exact same notion, and will do anything to win.



Avalon Clip Art, Star Ships 4 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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Where Fun Happens

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avalon-games.com

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You may contact us through our content director, Rob, at...

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making loans that change lives**



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