

# The holidays are here and you might not get everything you wanted, so go on and buy yourself a gift, maybe a great game from Avalon.

#### Wand of the Cackling Skull

Range none; AOE: voice; Duration permanent until discharged; Save Will negates Weapon Type improvised; Hardness 6; Hit Points 5 Resistances none Vulnerabilities none Aura weak illusion; CL 5h Slot none; Weight 4 lbs. Price 11,300gp

#### Description

There isn't much to the craft of the Wand of the Cackling Skull. A simply shaft of wood with a skull knotted to one end and a leather strip wrapped around the base of the handle. And the materials used in the crafting are often the cheapest materials available. A dead, fallen branch. A skull from a creature killed during the latest hunt. Strips of hide from that same creature. The crafters could do more, of course,but they rarely bother. Many do, though, tie various objects to the base of the wands. Any such object is there purely for decoration, however.

The wand is crafted so because the materials are unimportant. All that the wand needs is a skull mounted on the end of a stick – preferably a skull with an intact jaw, though oddly this does not seem to be necessary. Whenever a Wand of the Cackling Skull is activated, the skull dances around on the end of the stick, cackling maniacally, before it at last states its message, as per the cackling skull witch spell.

**History:** The Wand of the Cackling Skull doesn't have a history, per se. Such wands have been used for countless centuries, but not by those who keep and record history. There are many tales of witch doctors and their sticks with dancing, talking skulls, but those legends tell little of the stick and skull. What these wands were first made for, it is difficult to say now for certain. But the tale goes that a hated elder shaman grew angry with a chief of his tribe who was beloved by the tribespeople. The shaman, in his hatred, slew the chief, mounted his skull on a stick, and then made it dance and speak in order to awe and terrorize the rest of the tribe. Which it did. And the witch doctors have supposedly, then, been following that elder's example ever since.

#### Construction

**Requirements:** Craft Wand, cackling skill **Crafting Time:** 12 days **Cost:** 5650gp

## Comic Book Adventures Week One Mission Book 6

This third in a series of mission usable with Comic Book Adventures, these low level mission and adventure are feared towards 6th to 8th 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.



### **Infinite Futures, Weapons 3**

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.

#### Nova Blast Telnik Star Fighter, Avalon Mini-Game #173

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



For Use with finite Futures 2.0

Infinite Weapons

#### Week Two

#### Arcana Journal #79

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.

Infinite Armor

For Use with

finite Futures 2.0

House Holbrock The magic school of the Dark Arts

DATHFINDER



#### **Infinite Futures, Armor 2**

What Sci-Fi is complete without some cool gear and sci-fi armor to protect you. 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 armor and conjure the universe.

#### Week Three

#### Avalon's Mystic Treasures, Set 24

#### **Five Wands**

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

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

#### **Classic Monsters**

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.





# Week Four Avalon Clip Art, Starships 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.



# Where Fun Happens

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