

Banger

Damage: d6 +1 (x2); Type B; Range 10' Hardness 12; Hit Points 15 Resistances none Vulnerabilities none Aura moderate evocation & transmutation; CL 10th Slot none; Weight 8 lbs. Price 20,001gp

Description

The Banger is named for the hollow, metallic, ringing noise that the weapon makes when it strikes someone on the head. The Banger is an impervious, wounding steel club +1. The weapon isn't so much forged as it is found. The goblins scavenged the club from a broken construct found out in the badlands. The powers of the club result not from anything involved in the forging, but from the original workings of the construct.

avalon's Round Table of Fus

Clubs and other blunt weaponry don't normally have access to the bleeding weapon power. The Banger is unique in that. While it does have several spikes bolted to it, they are not the source-of the weapon's bleeding power. Instead, the bleeding comes from the metal used for the weapon. For some strange reason, the surface of this otherwise blunt instrument causes multiple lacerations whenever it is moved across skin, much like the edge of a knife.

The weapon is very poorly weighted, causing a -1 to hit. Though the goblins did bang out the metal with a hammer, attempting to make the weapon more club-shaped, the metal was surprisingly resistant to their attempts. And they didn't care enough to put in a real effort.

History: The Banger is a weapon of goblin make. The magic found within the weapon is not forged enchantment. Instead, they are properties inherent to the construct they were taken from. How this came about, the weapon's makers do not know. Such answers could certainly be found with a careful study of the wreckage. But the goblins didn't care to make such a study, and the wreckage has since been stripped bare. Only a handful of Bangers have reportedly been made, mostly due to lack of good-sized materials with which to make them. While there was a lot of wreckage, there were few parts large and solid and intact enough to make for a good club. Plus, such materials could easily be put to use for other, more deadly weaponry.

Adventure Hooks: The goblins forged a number of weapons out of the materials they scavenged from the construct's wreckage, several Bangers amongst them. The site has been stripped bare. If there are any other materials to be found, they are well hidden amongst the weeds and broken landscape. Those weapon that have been made are mostly in the hands of the goblins who made them, or their leaders. A number, though, have been wrested from the hands of the goblins, mostly by orcs, but a few by hardy adventurers.

Construction Requirements: impossible Crafting Time: impossible Cost: impossible



Heroes Weekly

Week One

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.



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Avalon Games

Week One

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Barbarian

Races

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Barbarian Races of Kung Fun Kuma

The various peoples of the barbarian lands around Qiu Sang are mostly Humans. Not all, though. A wide variety of Animal Folk make their lives out amongst the barbarian hordes. Some scholars even speculate that every animal out there has an Animal Folk equivalent. This isn't anything close to being a proven theory, however.

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

Avalon Games

Week One

Avalon

Games



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Avalon Spell Book 6

Week Two

Beast Form Secrets

The beast shape spell family is far from exotic. Not because many wizards eagerly prepare this spell (they do not, and they do have reasons for that), not because many magi choose to fight as animals (they typically prefer blades and spellcasting) - but because druids spend their lives polymorphing to anything that runs, swims, flies or burrows.

While there are many magic enhancements for animal and monstrous forms, few of them fully explore the fact that any shapechanging is curiously close to lycanthropy, making a druid in wild shape and a "monstrous" lycanthrope very similar from a certain point of view.

Another interesting aspect of changing shapes is that many alternate forms prevent any use of classic spells (at least as long as you do not have Natural Spell feat), but still they might have their own magic of growls and yowls, hardly usable for humanoids. While not many examples of such magics have been found, most of them being supernatural and spell-like abilities of magical beasts rather than proper spells usable by adventurers, some of such spells are listed below.

Arcana Journal #84

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 Nathmoor School of Void Mastery Villages of Glasborg







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.





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