

Game Geek

Geek Evolution
Ruin Sword Maiden
And More

Avalon Games



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Raging Swan Gaming

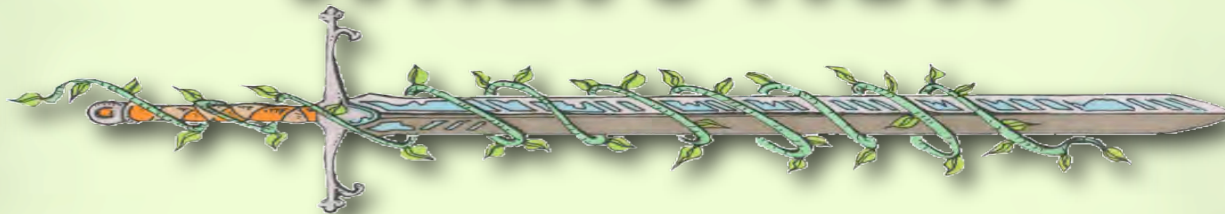
Cave & Cavern Dressing

Adventurers often explore cave systems in pursuit of wealth and glory. GMs can utilize the table below to add areas of minor interest to such networks. Such features add depth and verisimilitude to delves. As always, the GM should modify the entries below to suit the area under exploration. For example, the various gnawed bones and bodies referenced in the table could belong to a specific subterranean race (perhaps troglodytes or goblins) or could even be the remains of previous expeditions.

The table is compatible with the Pathfinder Roleplaying Game, but also works (with a few minor tweaks) with the 3.5 version of the world's favorite roleplaying game.

D%	Feature	D%	Feature
01-06	Mud fills several deep depressions in the floor. The broken skeleton of a humanoid juts forth from the filth. Picked clean by scavengers, a DC 15 Knowledge (local) check reveals it to be that of a troglodyte.	17-25	The channel of a stream cuts across the passage. Although no water now flows here, thick cloying mud lurks ready to catch unwary travellers. Entering a square containing mud costs 3 squares of movement, (and gets the character very muddy!)
09	Several broken stalagmites lie scattered across the floor. A DC 10 Knowledge (dungeoneering) check reveals that something large blundered into them.	26-28	Dim light filters through a network of cracks in the ceiling. (The light provides concealment [20% miss chance]). Hundreds of bats dwell in the cave and guano covers the floor. Characters approaching the cavern smell the guano when they make a DC 15 Perception check. Creatures with scent automatically detect the smell 60 ft. away from the cavern.
10-15	Water drips from a fissure in the ceiling, creating a curtain of water that protects the entrance to a small passageway. The water is pure (but cold).	29-31	A wide, sluggish stream flows across the passageway. Previous explorers have hurled large rocks into the water to form stepping stones. Crossing the stream without falling in requires two DC 12 Acrobatics checks.
16	A 20 ft. deep natural shaft pierces the floor. A rusted iron spike and the rotting, frayed remains of a hemp rope bare mute witness to some long forgotten exploration. At the bottom of the pit, a small rocky overhang provides access to a space big enough for two Medium-sized creatures to lie down.		

What's New



Well fall is here and Avalon Games has some good stuff to keep you warm on those cold nights.

How about some new Mini-Games. This month we start a new series of Mini-Game, Future Wars. Taking the Battle Armor game universe, we move up in scale with full fledged war. Yep now you can play with whole armies and they rage about the planets of the galaxy. Fully detailed, each set will offer new map tile, new forces and new fun. This is a great series so put on a suit of Battle Armor and have some fun.



Arcane this month sees the release of the next Journal, #13, and the realm book for Ithengar. Both are great additions to the Arcana game world.

