

ROLEMASTER QUARTERLY

Issue #1

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WARNING! All Items in this PDF should be considered optional and completely unofficial.

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Introduction

Welcome to the first installment of the Rolemaster Quarterly. Similar to the **HARPer's Bazaar**, this PDF publication will put out new material for the **Rolemaster** system. A very brief introduction might be in order... I am Cory Magel, one of the freelance authors who wrote the *Channeling Companion* for RMSS (and re-published under RMFRP). I've also contributed a small amount of work to *The Guild Companion* that I may flesh out a little more in future issues of this publication also. While I rarely actually Gamemaster (I wanna play!), I do create a decent amount of material that could be used by one. So, I get to use this as a potential outlet!

In the past I have run a multi-round tournament event at GenCon and I once worked for *The Company That Shall Not Be Named* who make *The Game That Shall Not Be Named*. You get three guesses, and the last two don't count. You'll also see me regularly on the ICE Forums, so feel free to say "Hi" or ask me questions or just plain tell me I don't know what the heck I'm talking about (politely mind you).

Due to the amount of material out for **HARP** this publication will have some differences. For example there are many more Races and Cultures published under **Rolemaster** already, while **HARP** is fairly fresh ground in that respect. So, I'm going to try and come up with some alternate standard material.

I will attempt to work up an NPC for each issue I create, using the core book and talent law mainly. If it gets a favorable reaction I might even toss in a short story about those NPCs to give you some insight apart from a basic description of them. You will likely see some new magic items, occasionally a major one (fairly large write-up). I may throw in an individual new spell list here and there, more often than not something somewhat familiar but occasionally something essentially entirely new.

Anyhow... on to the first segment!

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