

Fantasy Hero Companion

Edited by Rob Bell



HERO  **PLUS**™

FANTASY HERO™

COMPANION

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Editor's Dedication: This book is dedicated to all the clutch authors who wrote 400+ pages of good material (in 7 weeks). It was your work that made this book possible. And necessary. Thanks.

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For our convenience, we have employed the male gender throughout this product. This does not imply any chauvinism on our part (quite the contrary), but it is hard to say him/her/it, or he/she (or "s/he") every time the situation crops up. So, please accept our apologies for this shortcut.

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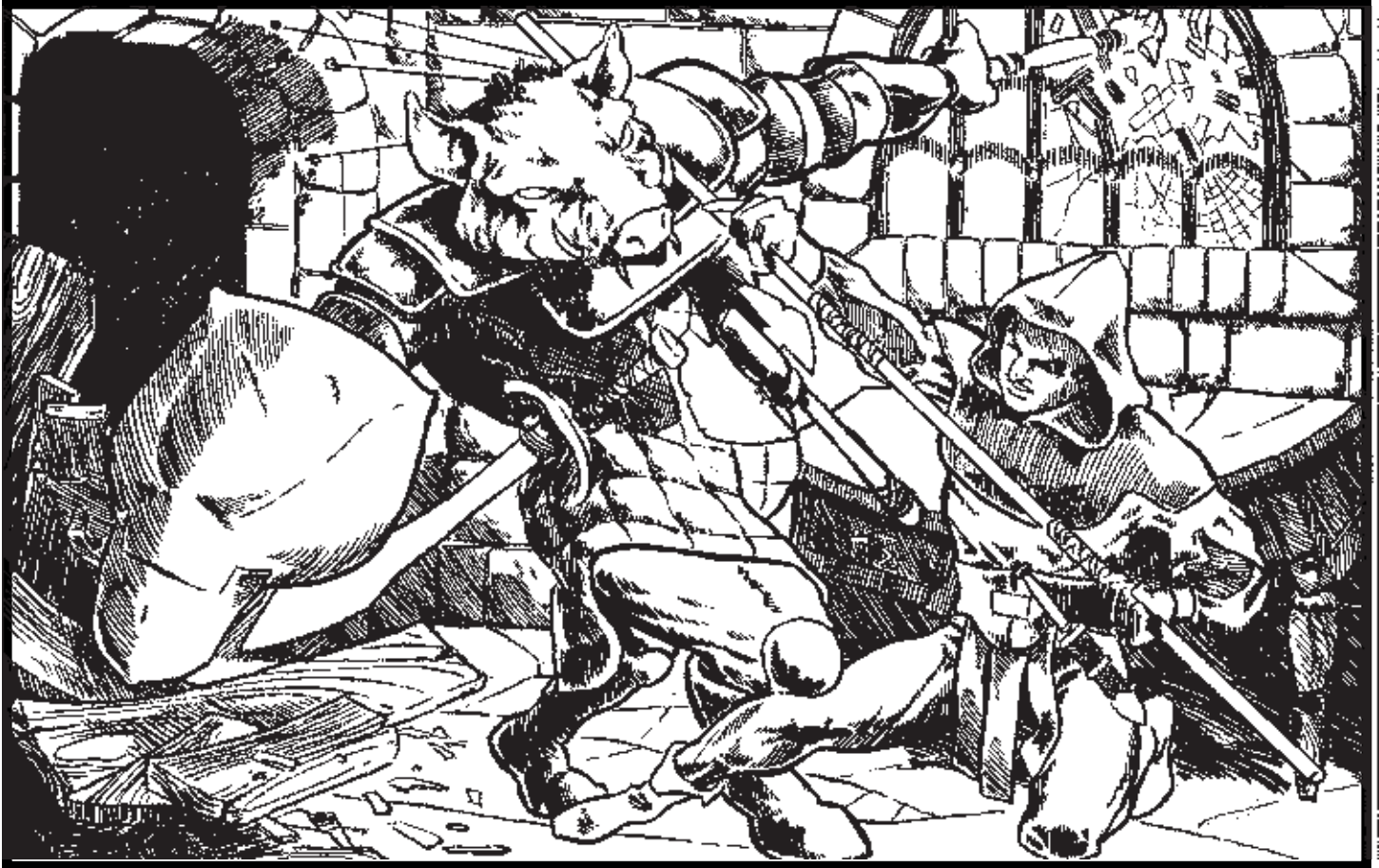
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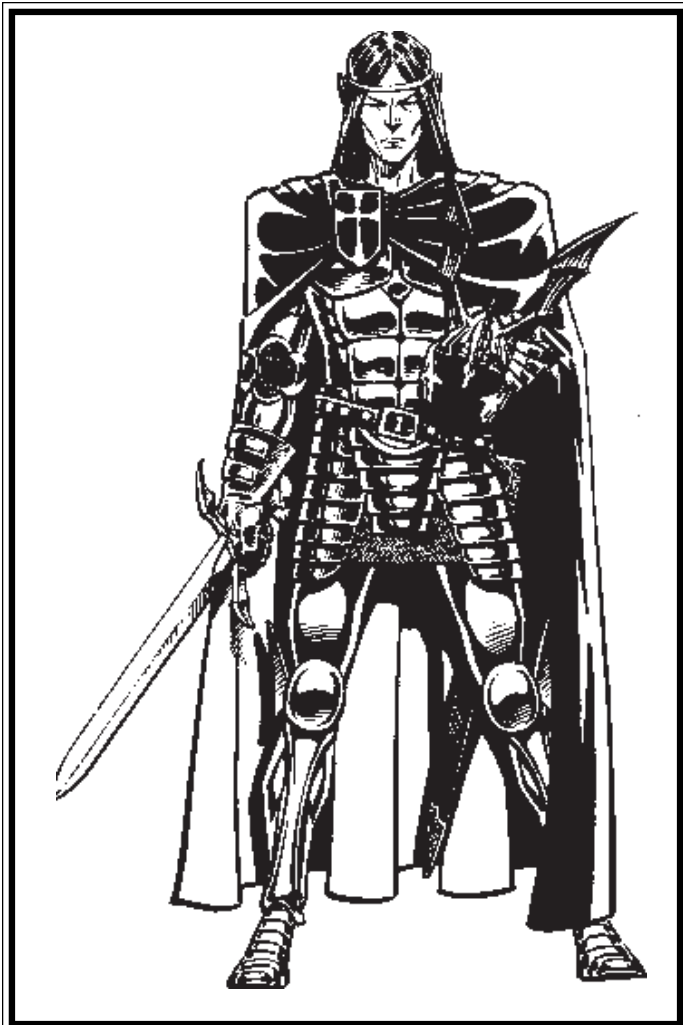


INTRODUCTION

More, more, more! Within these pages there are more spells, more magic items, more fantasy guidelines — everything you need to make a good *Fantasy Hero* campaign even better. While not absolutely necessary to play, this book should prove a valuable play aid to all *Fantasy Hero* players and GMs.

HOW TO USE THIS BOOK

The *Fantasy Hero Companion* is just that — a companion for *Fantasy Hero*. The chapters in this book should be treated just like the chapters of *Fantasy Hero*; they are just put under a separate cover. The creatures, spells, and magic items in this book are completely compatible with those in *Fantasy Hero*, and are designed under the same rules. They can be used directly, or they can serve as examples for players and GMs to emulate.



If you don't already own *Fantasy Hero* you should probably go get it. While it is possible to directly use the material in this Companion, there are many references to the *Fantasy Hero* book that will not make any sense. Moreover, *Fantasy Hero* contains extensive guidelines for designing the monsters, spells, and magic items that appear in this and future *Fantasy Hero* support pieces.

WHAT'S INSIDE

Like *Fantasy Hero*, the *Fantasy Hero Companion* is divided into several chapters. These are:

Playing Fantasy Hero: This chapter contains a mass combat system that allows players to handle large battles in a *Fantasy Hero* game. There is also a lengthy *Bibliography* that lists books and movies that can provide inspiration for players and GMs.

Locations: This chapter has floor plans and descriptions for a variety of fantasy locations, ranging from a humble farmhouse to a mighty keep.

Bestiary: This chapter contains the full write-ups and descriptions for more than 75 fantasy creatures and monsters.

Magic Items: Using the guidelines presented in *Fantasy Hero*, this presents dozens of magic items. These include trivial items like potions and scrolls, major items like magic swords, and unique — and powerful — artifacts.

Spellbook: Taking up where *Fantasy Hero* left off, this chapter presents 13 more spell colleges, with hundreds of new spells. There are 12 colleges for wizards, and one college for priests.

SUPPORTING FANTASY HERO

This book is only the first in what will hopefully be a long line of *Fantasy Hero* support pieces. As we assemble useful *Fantasy Hero* material, we intend to publish additional *Fantasy Hero Companions* — but that's not all. We publish *Campaign Classics*, each of which describes a special historical or mythical setting. We also publish adventures and sourcebooks for *Shadow World*, a game line set on the planet Kulthea. Like the *Campaign Classics*, all *Shadow World* products have full statistics for *Fantasy Hero* and *Rolemaster*[®]. HERO also publishes a quarterly magazine — the *Adventurers Club* — which has regular *Fantasy Hero* features. If you want additional information on any of these products, just send us your name and address, and we'll send you a free catalogue.

WHAT IF I WANT TO WRITE?

Given our ambitious plan for supporting *Fantasy Hero*, we are always looking for new authors. If you have a good idea for an adventure or sourcebook, we'd love to hear about it. We are also looking for appropriate material for future *Fantasy Hero Companions*. If you'd like to try writing, send an SASE, and we'll send you our current *Writers' Guidelines*.