

JORUNE PRODUCTS

SIYREALMS OF JORUNE, 3rd edition, 216 pages, 14.99

The basic rulebook, and extremely good value. Excellent art by Miles Teves, and a goodly number of words per page. Split broadly into two sections for players and GMs (the 'Sholari'). Contains the revised Tauther Guide; a first-person look at the background of the world, and the adventuring process embodied in the Tauther/Drenn system, as narrated by various human and non-human guides. Also the chapters on character creation (much improved in both concept and execution from the 2nd edition), combat, and Isho (the 'magic' system). The Sholari Guide takes up the last half of the book, detailing the races and cultures of Jorune, the planet, equipment, history, and a mini-campaign in the planet's largest city, Ardoth.

There are the usual glitches and typos in this book, but it is an absolute pleasure to read. The notes on the sentient fauna of Jorune teem with adventure ideas, and for the players the Tauther Guide is a classic. If you don't want to GM or play Jorune after reading this you're probably dead.

THE SHOLARI PACK, GM screen/32 page module/80 page GM companion, 10.99

The most useful supplement so far, in fact the only one that is indispensable. The Sholari Companion is an eclectic mix - errata pages (had to happen), an in-depth Jorune timeline, variants on character generation, new skills, new character sheets, Jorune calendar (full moons illustrated) and a solo scenario. The comprehensive glossary is very welcome and some of the entries are enough to spark a scenario, plus there's the useful Gazetteer and a list of Important Names in Joruni History. You should find a use for almost everything here, which isn't that common when you think about it.

The adventure, 'Voyage of the Aylon Star', concerns a trip on a crystal-schooner out of Jasp. Not a great scenario in and of itself, but the maps, floorplans, and history of Jasp ensure that it will remain in use after the adventure has been completed. In fact the Aylon Star could be used as a convenient hook to hang the Sholari's own adventures on. The GM screen is what you'd expect, but it is genuinely useful at times.

INNOCENTS OF GAUSS, 32 page scenario, 6.99

The first module for the 3rd edition, and a disappointment. The problem is that the adventure is targeted toward beginning players, which seems odd to me as Jorune could be unfathomable to the beginning gamer. That's not elitism it's the truth, you just have to remember how strange and complicated AD&D looked way back when. Anyway, as a result the plot is the old cliched 'help the village' one (a kidnapping no less), and it's just not executed very well; ludicrously easy clues, Jorune fauna on show as mere cannon fodder, and the reckless bandying about of both Earth-tec and Isho manifestations. Not good, but get it if you must have everything (if you're like me in other words).

THE GIRL OF SILLIPUS, 64 page scenario/sourcebook, 9.50

This is better, and actually written by the same guy responsible for 'Innocents..'. The book deals with the island of Sillipus, a lawless haven for Gire pirates, slavers, and other ugly mugs. In some ways it's slightly tepid (no mention of prostitution or illegal drug use), but the scenario should occupy a group of PCs for a while and, again, the background material can be extended for a longer running campaign. You may want to bolt 'Thieves World' on top of it for that grungy feel though.

THE SOBAYID ATLAS, 60 page supplement, 11.99

I haven't actually got this yet, mainly thanks to a lovely letter from TV licensing, asking if we had one. We have now. As far as I know this deals with the Sobayid area, one of the provinces of Burdoth, providing a different starting point for PCs and detailing the region's cities, local populations, and critters, plus a new maudra sect and their custom dysbas.