

Note = This gazette was created to show current campaign news and to get new rules and considerations to my players. The newsletter is intended to be used with ANY game that I GM. It is intended to be both fun and informative. If there is anything that you don't understand, you just want mentioned, or you just want to say please let me know and I will give my comments and suggestions. The articles will be arranged in the following format:

[Article Type] = [Name of the Article (if needed)] [Article].

Quote = Conquest: "I'll get you and your sticky shoes!"

Quote = Trickster: "Hello, my name is the Trickster!"

Conquest: "My name is Winston Churchill, but I'll still give you a punch in the face!"

New Rules = From MYSTIC MASTERS.

1) Detect = If the power Detect is taken with the Analyze option then the character may analyze and determine spell effects. The more the roll is made by the more info the character will get.

2) Life Support = May be defined as having to turn on. This is no limitation unless some other limitation is present. (EX: A spell to breath in water is no limitation. If the power goes off if the character is knocked out then there would be a limitation.)

3) Attack Does Knockback +1/4 = Lets attacks that normally don't have knockback do 1d6 dice knockback per DICE of power. (EX: A 3d6 Ego Attack that does 3 "body" counts only 3 body for knockback.)

4) Trans Dimensional = Allows Indirect attacks (with at least +1/2 Indirect) to affect other dimensions. +1/2 for one dimension, +3/4 for one group of dimensions, and +1 for any dimension. This can be fancy on Clairsentience and Mind Scan!

5) Dimensional Travel Skill = For a -1/2 limitation a roll may be taken on Dimensional Movement. A skill to control this cost 3 pts. and is Ego based. AK:Dimensions is a complimentary skill.

6) Gates = Teleport or Dimensional Movement may be taken with a -1/2 limit. open at both ends. For an additional -1/2 limit. stays open until characters next phase. This limit. includes the ability to hold the door open as long as end is paid. It also allow for attacks through the "door". Remember extra mass.

Hero Events = The base on Alcatraz Island has been verbally decided on. Langley is going to try to talk to the government about the base. Details will follow next game. (Characters might want to think about saving points for base/vehicle/etc...)

Last Game = The last game I ran was Ravenloft. Miraculously none of the characters died! Some highlights include: Arcane jumping 1000 feet from the castle wall, and killing Strahd...twice. Look for Strahd in the future in Ravenloft II!

Next Game = Sat. Mar. 17, Champions. For my Birthday! BBQ also!

Note = Regular Articles

The regular articles are currently Last Game and Hero Events. These will be covered in some way or another in every issue. I am thinking about adding Next Issue and Next Game articles. (Maybe just one column for both: Upcoming Events??)

New Rules = New Disadvantages from MYSTIC MASTERS

1) Conditional Distinctive Features = This is for features that appear only in certain occasions. (EX: Mutant and a mutant detector, etc...)

Points Concealability

5 Small Group Can Identify or With Major Effort or Sensor  
10 Large Group Can Identify or With Minor Test  
15 Everyone Can Identify

Bonus Reaction

+0 Noticed and Recognized  
+5 Always Noted; Prejudice  
+10 Extreme Reaction; Fear; Disgust

2) Prohibition (Hunted) = Character is prohibited by a major power. Should be something the character must do. (EX: Budist monks can't speak to anyone except priests, etc...)

Points Capabilities

5 Enforcer is Less Powerful than PC  
10 Enforcer is As Powerful As PC  
15 Enforcer is More Powerful than PC  
+5 Non-combat Influence  
-5 Limited to Certain Area

Bonus How Restrictive is Prohibited Activity

+0 Occasionally (8-)  
+5 Frequently (11-)  
+10 Very Frequently (14-)

Bonus Motivation

-5 Mildly Punish  
+0 Harshly Punish

Hero Events = The base has been set up, but several restrictions have been placed on the characters by the government. These include monitor duties and partial government control. The government will provide a base "shell" and a jet. Langley plans to add to the base and provide a boat. More next game.

Last Game = The last game played was Rudy's D.I. campaign. The game included a costume ball. Bish (Jim) came as an ape, "Ace" (Steve) came as a WWI pilot, and Holden (Me) came as a cowboy. We were all attacked separately by Ninja with swords. They captured us and locked us up in a closet. We escaped and found that we were at a tram lift station that goes to a large mansion. Later we discovered that we were framed for several murders that were committed at the party. The next mission is the assault of the mansion on the bluff.

Next AD+D = The next AD+D game that I run will be the Slave Lords Series. I have not yet begun to read the module. Plan on playing Champions for a while; the module is quite long.

**Notes = Upcoming News**

Upcoming News will now become a weekly article. Upcoming News will feature future games, future Gazettes, and other important events.

**Article = New Products Information**

There are several new products going to be released from Hero Games. This list is in roughly chronological order and is non-inclusive.

- 1) Invasion Earth = (Released) Aliens invade earth.
- 2) Ninja Hero = (April) First non-super genre book. Over 150 styles of martial arts!
- 3) Dr. Destroyer = (April) NEW Dr. D. master plan!
- 4) Fantasy Hero = (May) Reprinting of old Fantasy Hero in 4th Edition rules.
- 5) Kingdom of Heroes = (May) Champions in the U.K.!
- 6) 3-D Champions = (June) Other dimensions for Champions.
- 7) Enemies Beyond = (Tentative) New Enemies book.
- 8) Beneath the Earth = (Tentative) Non-super post-holocaust game.

**New Rules = Cyberpunk Rules**

For the next several issues I will be covering the modifications for D.I./Cyberpunk. Most of this is on the previous sheets that I have passed out. Modifications to fit the new 4th ed. rules are included in this version. (A familiarity with D.I. rules is assumed.)

**Cyberpunk Rule Changes: Character Creation**

- 1) Characters start with \$2000.00. Money points may not be purchased to buy cybernetics. Money points may be bought by Fixers and Corporates. In this case the money can be spent on "backing" or goods. (EX: Cars, Houses, etc...)
- 2) Distinctive Features may not be taken as a disadvantage.
- 3) Humanity Cost is applied to Ego in Cyberpunk D.I. Every 5 HC is 1 Ego point. The penalty on Ego always rounds down. (EX: 8 HC is -1 Ego.) A low Ego could result in Cyberpsychosis. If all cybernetics are removed from the character then the character will gain back 1 Ego per week. A chart for low Egos follows:  
Ego: 0 = Robot/Killing machine/Borg/Cyberpsycho.  
1 = Violent/Irrational/Murderer.  
2-3 = Unpleasant/Hard.  
4-5 = Cold Fish.

Hero Events = San Andraes Nuclear Power Plant opens. Protesters show up and begin to picket. (Built just south of Santa Cruz.)

Last Game = The last game we played was my Champions campaign. The adventure involved Langley asking the group to help Senator Pinchard, protect his daughter Lucy. The group, with the "appointed" hero Patriot, later discovered that Lucy Pinchard was being hunted because she has the psionic power to speak with animals. The villains (from the group PSI) grabbed her, but the heroes tracked them down and rescued Lucy.

Upcoming News = More Cyberpunk! Rule Warpings!

## New Rules = Cyberpunk Rules: Cyberwear

- 1) Boosterware: Reflex = +3 Dex, no limit if over 20.  
Sensory = +2 to all perception rolls.
- 2) Optics: Dartgun (0.5d6 AP RKA, +0 Ocv, -2 Rng Ocv, 2 Shots)  
Scope = +1 OCV with firearms.  
Image Enhancement = +2 sight perception rolls.
- 3) Audio: Audio Enhancement = +2 hearing perception rolls, \$200.  
Bug Detector = 11- roll to detect and/or +2 Bugging roll to detect.
- 4) Cyberlinked Vehicle = +3 to Combat Driving roll or 11- if character normally has no roll.
- 5) Optionware: Scratchers (0.5d6 HKA, 5 Str Min, 1d6 Max)  
Vampires (1d6-1 HKA, 7 Str Min, 1.5d6 Max)  
Rippers (1d6 HKA, 9 Str Min, 2d6 Max)  
Slice/Dice (0.5d6 AP HKA, 5 Str Min, Max 1d6)  
Biomonitor = +3 to Paramedics roll on yourself.  
Big Knucks (+2d6 punch)
- 6) Chipware: In D.I. functions as Skill Points. These points can be used in any skill as long as the skill can be done with a chip. (EX: Shadowing can't be purchased with Chipware.) Max number of Chipware and Memoryware on one character is Int/2.  
3 pts. for \$400.00, 5 pts. for \$600.00.
- 7) Memoryware: Works the same way as Chipware except that only Languages and Knowledge Skills may be purchased.  
2 pts. for \$100.00, 3 pts. for \$200.00, 4 pts. for \$400.00.

## Articles = Rule Warpings

This is a "what if?" article that I thought of when talking to Bill Robinson. One warping involves the new Aid spell. If you buy your stats down to zero and then buy a Variable Effect Aid you can boost your characteristics to around 50 EACH and spend 0 points overall! Another interesting fact is that with 22 levels of Density Increase a character weighs as much as a star! Here is another trick to make a power unable to Dispel. Link a low point power (2 pts. or so) to another power and add +3 advantage of Difficult to Dispel. Now the power takes 4096 pts. to dispel and only cost 8 extra points!

Hero Events = A death sentence has been proposed for Stronghold villains. The warden is the person responsible for the proposal. Many people are protesting the decision. WASH is strongly against the vote. Things are getting heated around the island!

Last Game = Target Hero = Involved Demon and the little Lucy Pinchard...again! The adventure involved three scenes. The first was in the mall where Demon grabbed the girl. The second scene was at Demon's underwater base. The last scene was a raid on a Demon base in the Pacific. Some interesting things included the vicious Inferno agents, Don's "new" hero (Shift), the group fighting evil duplicates of themselves, and playing AD+D right in the middle of playing Champions (Don't ask me?).

Upcoming News = More Cyberwear! New Product Grades! Convention Names! Subplots in the Gazette!



Notes = Subplots/Backgrounds = I need to know what you guys think about putting subplots in the newsletters? If I did this, every week one character would get a subplot (or a portion of a subplot). Let me know what you think.

Another idea is to put character backgrounds into the newsletter. I think it would be fun to talk about characters motivations in the Gazette. Let me know what you think.

New Rules = Cyberpunk Rules: Cyberware (Continued)

8) Cyberarm = Gives the user a 30 Str when using the arm for crushing and a 20 Str when using the arm for anything else. The cyberarm has a 6 Def and 4 Bod. (It fails as a machine.)

Extras: \* Armor Option = +4 Def to arm.

\* Weapon Option = +2 Bod to arm, and weapon.

9) Cyberleg = Gives the user a 30 Str for kicks. If two legs are used the character gains +3" running and a 4" leap. A cyberleg has 6 Def 4 Bod. (It fails as a machine.)

Extras: \* Armor Option = +4 Def to arm.

\* Weapon Option = +2 Bod to leg, and weapon.

10) Bodyplating = Bodyplating transforms the character into a living robot. A character with Bodyplating becomes Def 6 in all locations and retains his former body points. The character also becomes a 30 Str and receives all of the benefits from Cyberarms and Cyberlegs. Note that all limbs must be cybernetic to get Bodyplating.

Article = New Product Grades = (This section will run for several issues. Most of these comments are taken from excerpts of a letter that I wrote to Hero Games/Rob Bell.)

The grade is based entirely on my opinion. This means it is based on its use to a GM, art, organization, readability, and originality. (These are presented in no order.)

1) Champions Shield = Grade: D- = Bad. I found several pieces of information that could have been included on the shield. The main thing missing was the "classic" strength chart. The strength chart with the examples of how much it takes to lift an object are handy. Another problem is the material that the shield is made from. The card stock is very weak and prone to damaging. The enclosed sheets were fine and are the only thing that saved the product from an "F" grade. The worst thing about the shield is the art. All of the other releases have been great! The art on the shield was the same picture from the front cover of the Champions book. This is tacky! Some new art for the shield would have been better.

Last Game = The last game was the start of Scourge of the Slave Lords. I feel that this module is 10x better than the modules printed separately. Much more background intrigue and side adventure has been added. The first adventure involved a raid by orc, goblin, and ettin raiders on the Wild Coast. Several party members were taken down. The adventure ended with the party and Dame Gold's quest to bring the vial to her infected brother.

Upcoming News = More Cyberpunk! More Product Grades!

Notes = Subplots/Backgrounds = The subplot feature will be put on hold. The background idea may continue. (What do you think about doing backgrounds and motivations for AD+D characters?)

Notes = New House = I will be moving from my apartment. My new address and phone number is: [REDACTED]

[REDACTED] The new place has been nicknamed "The Slammer". (When you see the house you will realize where the name comes from.) This has caused the name of our mini-con weekend (formerly JOHN-CON) to be changed to SLAM-CON! The tentative date is Memorial Day Weekend, May 26-28. (This was Deryl's idea and I think it is a great one.) Please R.S.V.P. Fliers will be sent out soon! (What's wrong with JOHN-CON? I like it...)

New Rules = Cyberpunk Rules: Cyberware (Continued)

- 11) Run-Legs = +3" Running, \$400.00, 1d6 HC.
- 12) Nuke'Em Optics = Tracks with radioactive trace powder, \$300.00 plus \$15.00 per dose of powder.
- 13) Removable Fingers = Cyberarm + \$650.00, cost does not include what is in finger.
- 14) Nasal Filter = Handles most gasses, \$60.00.
- 15) Seismic Detectors = Used in conjunction with Times Square to determine location of targets. (Must be standing still on a hard floor.) Functions on 11-, \$220.00, 2 HC.
- 16) Cookie Cutter Optics = Friend/Foe sighting system for Scope optics option, \$300.00 + \$15.00 per "badge".
- 17) Silencers = \$300.00.

Article = New Product Grades (Continued)

2) Mind Games = Grade: B- = This module did not really have any good points or bad points. Some of the villains were good, but there were a couple "generic" villains. (I thought Soulfire and Omen were neat.) The interior art was good, but the cover was only fair. Another problem was the "modus operandi" of the villains. The teleport with the "push of a button" tended to discourage my players at first. After tracking down the villains my players wanted to keep the teleporter and use it in the base!

Hero Events = Nothing is really happening on the Champions scene. The campaign is in "limbo" because we are playing AD+D. Something I would like to mention is that Fantasy Hero 4th Ed. should be out within 2 weeks!

Last Game = The party tracks Dame Gold and the other captured slaves to Highport. A stop at another town ended in an attempted mugging at a bar. Nobody in the bar except for Hazzard and Targil (minor slave lord) escaped alive. On the boat to Highport the party got captured! Many of the character's magic items are tossed overboard by the captain. After the party escaped and "acquired" some equipment, they raided the Slaver's ruins. Now the party is on its way to the Slaver's Stockade!

Upcoming News = More Cyberware, Product Grades, Decision on Backgrounds, SLAM-CON events (Start thinking of ideas!)

Notes = Background/Subplots = It looks like no backgrounds for now. I will bring this up again when we start Champions again.

Notes = SLAM-CON Events = SLAM-CON is soon approaching. I would like to schedule events. Please let me know by next week if you have any special events that you would like to attend or run. I am also forming a mailing list of people who want fliers. (Remember the inmates of the Slammer have the last word on who can attend SLAM-CON.) Another thing that I want to discuss is alcohol. This may not be an issue to some of you, but it is an issue to me. The question is whether or not you think we should allow alcohol at SLAM-CON? Let me know your opinion.

Some events that I have already planned include:

- \* The annual Saturday morning Romp' to the game stores. (D+J Hobbies and Planet 10).
- \* Annual Tournament. Help me come up with a prize, and/or a game. I think a board game of decent length would be best. (The game could change every year??)

New Rules = Cyberpunk Rules: Cyberware (Continued)

- 18) Body Armor = \* Leather Jacket/Pants (1 Def, not in 3-5)
  - \* Armor T-Shirt (3 Def, 9-12 Locations)
  - \* Armor Jacket (3 Def, 7-13 Locations)
  - \* Flak Vest (5 Def, 9-12 Locations)
  - \* Kevlar Helmet (5 Def, 4-5 Locations)
- 19) Body Design = Look like whoever you want for \$2000.00.
- 20) Hammerhand = Cyberarm with 30 Str in punching as well as crushing. Cost \$1150.00 and 3d6 HC.
- 21) Buzzsaw = Cyberarm with chainsaw for hand (2d6 HKA, Str will not increase damage). Cost \$2200.00 and 3d6+4 HC.
- 22) Boostmaster = +1 Dex or +1 perception roll addition to current Boosterware. Cost \$650.00 and 0.5d6 HC.
- 23) Smartguns = Smartguns function alone or with an Optic Scope. Smartguns cost \$1000.00 plus the normal gun cost and add +1 OCV. Together with Optics Scopes and Interface Plugs user gain +3 OCV.

Article = New Product Grades = Mystic Masters = Grade: A- = Mystic Masters was VERY well written. I think that it is some of the best writing to come out of Hero Games. NPC characters were interesting and their backgrounds were fully explained. The material presented came in a very organized fashion. The art was only fair, but the cover by Bill Willingham was wonderful! The scenarios took only little effort to convert into my Champions campaign.

Last Game = The group was attacked by some devil/death dogs. Wonnilon and Arcane fell to the dogs. Everyone will miss them... The party then climbed into the Stockade and mangled over 40 hobgoblins. Pin (Deryl's Thief) was turned to stone by a medusa. Currently the party is trapped between the tower guard, the medusa, and the dungeon. Look for some action next game!

Upcoming News = More Cyberpunk, Product Grades, and Seth's Rules of Dungeoneering!



New Rules = Cyberpunk Rules: Netrunning

- 1) Cybernetics is a new 3 pt. INT based skill. Cybernetics allows a character to modify or repair cybernetics.
- 2) Netrunning = Netrunning is based on Ego combat. To defeat a program the character must add his ECV + program strength + any levels, and then make an attack roll on that program. A computer is ECV 6 + program strength. (Example: Kestral (ECV 5) is attacking a Data Wall 1. Kestral is using a Jackhammer routine and has one level. Kestral's ECV is  $5 + 2 + 1 = 8$ , and the computer has an ECV  $6 + 1 = 7$ . On a 12- Kestral will succeed and break down the Data Wall. If this does not work he will have to use another problem to break down the Data Wall.)
- 3) A cybermodem can hold 5 programs max.
- 4) A character may "punch out" on an Ego roll. Levels with netrunning may be used to modify the "punch out" roll.

New Product Grades = Challenges for Champions = Grade: C = Challenges won't really challenge my players. This is probably the most disappointing product in the new line. I thought the idea of 10 mini-adventures was excellent. The idea was not achieved in Challenges. The adventures were VERY bland. I have run adventures similar to almost every section in the book! The one adventure that I did like was "The Demon in the Clock". (This scenario will make a great sub-plot for a magic using PC.) The cover was good but the interior art was only fair.

Seth's Rules of Dungeoneering = Introduction and Rule #1 = Introduction = Seth's Rules of Dungeoneering began in fun. I had things that my character Seth would do every time he went into a dungeon or strange "environment". Soon they became almost a check-list of things to do. Most of these rules are guidelines, but as a GM I see how handy those guidelines were.

Rule #1 = The Escape Route = Always keep a path to the exit. If you have to run, for any reason, then you have somewhere to go. As a mage, defense should always be of the greatest concern. Another similar rule is to find an exit before doing anything. If you are captured, look for that exit.

Last Game = I told you there would be action! The group, wounded from the last adventure, tried to hold up in a room. Soon they were discovered and began to fight their way toward the exit. After killing several hobgoblins, the group was chased by a blind man wearing black plate mail wielding a two-handed sword! After finding a place to rest the group was raided by a female goblin witchdoctor and the black knight. The knight was killed and the witchdoctor retreated. The party found giant strength pills on the knight and used them to bust out of the back wall of the keep. The party then proceeded to the the tower, and freedom.

Notes = Have you ever heard of the hobgoblin trap disposal unit?

Upcoming News = Last Cyberpunk Article, Review of Zodiac Conspiracy, and more of Seth's Rules!



Notes = New Topics = I have a question about a new set of articles. The question is in regards of Ninja Hero. Ninja Hero has some rule changes and modifications that I feel are very important. The problem is that there are several "Gazettes" worth of information! What do you think? (Also if you have any other topics that you want discussed please let me know.)

New Rules = Cyberpunk Rules: Extra Information

(This is the last Cyberpunk article. A compilation will be released soon. More about the Cyberpunk compilation next week.)

1) Drugs = When Cyberpunk drugs are taken a Con roll must be made. A missed roll means that the player becomes addicted.

Take -1 to the Con roll every time the same drug is taken.

- \* Boost = +3 Int for the duration of the drug.

- \* Blue Grass = "Flashing Out" on 1-2 on 1d6.

- \* Dorph = 50% Resistant Damage Reduction for PD and ED.

Roll 1d6 after use. On a roll of a 1, one point of Con is lost permanently.

- \* Black Lace = The effects of Dorph plus 20 points of Pre only to defend versus Pre attacks. Black Lace also causes a limited form of Cyberpsychosis (subtract 2d6 from Ego for duration of drug).

2) Trauma Team = Super medics that arrive in the "nick-of-time".

Cost \$100.00 per minute or \$500.00 for an account each month.

Seven minutes or less or your money back...

3) Body Banks = Dead bodies with donor cards can be turned in for \$200.00 to \$600.00.

4) Communications: Letters = \$0.75, FAX = \$1.00 per page, and Cellular Phone = \$400.00 to \$3000.00 + \$40.00 per month.

New Product Grades = The Zodiac Conspiracy = Grade: A- = This module surprised me! The villains were VERY original and VERY complete. I could run an entire campaign around these villains! Zodiac had great backgrounds, motivations, and group strategy. Villain interaction is superb. This group is REAL! The only drawback is the scenarios. For a villain group so well designed the adventures seem incomplete. The color inserts are great. (It does not bother me to pay \$3.00 more for the color pictures.)

Seth's Rules of Dungeoneering = Rule #2 and #3 =

Rule #2 = Never run blindly into a dungeon. = This is probably the first rule that I came up with. It happened that the party ran into an unexplored section of the dungeon and 3 of 6 characters died. If you are trapped and have to run refer to Rule #1. If an exit is not available and you have to run blindly into a dungeon, do not open doors. Ditch the monsters in the hallways. Opening doors is asking for trouble.

Rule #3 = Traps = These are tricks to help locate traps if a Thief or a Find Traps spell is not handy. The main idea is to look in "obvious places". Obvious places include long hallways, single doors on long walls, non-concealed chests, in crypts, at secret doors, and in open rooms. The only other suggestion is to take your time.

Upcoming Events = Invasion Review, More of Seth's Rules!

Notes = Cyberpunk Compilation = For the past seven issues there have been articles on converting Cyberpunk to D.I. As expressed last week the compilation of these rules has been completed. If you are interested in a copy just let me know. Letter, word of mouth, or FAX will do.

Article = Ninja Hero Changes = (There are a considerable amount of changes/additions presented in Ninja Hero. I will detail only three issues worth of information. A list of pages and sections to read will also be included. Hope this is helpful...)

1) Acrobatics (pg.29) = With a roll at -3 the character will not fall when thrown. (Damage is still taken normally.)

A character may receive full DCV if prone if an acrobatics roll is made by 1/2. (If the character is on the ground longer than one phase then the roll is at only -1.)

2) Breakfall (pg.30) = Take 1/2 damage from throw. Need to roll at -1 per 2d6 from attack to succeed. (Ex: A 6d6 throw is applied to a character with breakfall. With a roll at -3 the character will take only 1/2 damage.)

Note: Only one of the above may be done for any given throw. Acrobatics and breakfall may not be used at once.

New Product Grades = Invasion: Target Earth! = Grade: C- = Invasion was a poor product. The cover art was poor and the interior art was fair. The material presented did not cover any topic in detail. I got the feeling that lots of material was left out in the final print. The only information that was well presented was the outline on a "generic" invasion scenario. The generic outline makes designing invasion adventures a snap.

Seth's Rules of Dungeoneering = Rule #4 =

Rule #4 = Spells = There is an art to casting spells. A mage must learn when to throw spells and when to hold them. The one key rule to remember is that a dead mage can't cast spells. This sounds stupid, but it is a good guideline. For example, if your front line of fighters are falling (or getting overrun) then cast like mad! If the front line fighters fall there is little chance of you escaping or even getting your spells off. Another trick is to cast long duration defensive spells in the early combat rounds. (Combining several defensive spells works good.) If you die with no spells then you have died doing all you could.

Last Game = The last game was the end of the Stockade. The group met Orestes Flamefinger (NPC) and learned of his quest for Black Kerr. After translating a "braille" scroll, the group discovered the route of the slavers from Highport. The map led to a secret cave entrance. Inside the party encountered a salt slide, piercers, rabid dogs, white goo, crackling blue lightning, an intelligent belt, a stroper, a rust monster, and an evil illusionist! Padden became paralyzed. Now the group is currently going to enter the Slaver's Island City.

Upcoming Events = Ninja Hero Product Grade! The Conclusion of Seth's Rules! More Ninja Hero Additions!