

IRON CROWN QUARTERLY

Volume One, Number One, "Summer"

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The Magazine Featuring
Rolemaster™
M.E.R.P.™
SPACE MASTER™

The Middle-earth QB's are back

IRON CROWN ENTERPRISES PROUDLY ANNOUNCES THE RETURN OF THE
MIDDLE-EARTH QUEST BOOKS

This fall, ICE will begin releasing its new line of *Middle-earth Quest* books. These popular design-your-own adventure Gamebooks will be marketed in the 224 page paperback novel format, with map inserts (when appropriate) and lavish illustrations. The *Middle-earth Quest* character generation system will allow players to create their own heroes, complete with weapons armor and spells. Alternatively, players may use the pregenerated character which will be supplied with each book. A basic and advanced set of rules will give the reader the choice of playing at a complexity level consistent with his or her desires, and a selection of optional rules will increase the feeling of realism in the Gamebooks even more.

As an added bonus, a set of guidelines included in the rules selection will grant *Middle-earth Role Playing (MERP)* enthusiasts the opportunity of running their favorite *MERP* characters through the Gamebook's adventure.

Each Gamebook covers a specific, and original scenario set during the turbulent Third Age of Middle-earth. For example, in our first release, *A Spy In Isengard*, you play one of Saruman's most promising apprentices, and discover that he is being seduced by the Orthanc stone. Is he turning against the White Council? You must inform Galadriel in Lórien at all costs.

In the second book, *Treason At Helm's Deep*, you play a young Eorling warrior atop the battlements of the Keep on the fateful day of the Battle of the Hornburg. There you witness an act of treason by a supposedly faithful Rider of Rohan. Does he compromise the defenses of the great fortress, or is he a counter-spy? It is for you to discover, and report to Gamling, commander of the Keep and Helm's Dike. Later books in the series will thrust your character (whom you can keep playing from one adventure to the next), into the dark pits of Moria, or onto a quest for the lost Palantíri of the North.

During each adventure you'll get your fill of Orcs, Wargs, Trolls, and a host of other Middle-earth denizens, unless you have the stealth to avoid them or the strength to defeat them.



Saruman Sees "A Spy In Isengard" coming to stores soon

NEW RELEASES

Every Issue we'll try to keep you up to date on our newest products, what's in the works, and what we're dreaming up on the horizon...

TKA

For MERP:

Minas Tirith: The first title in our hardback series *Cities of Middle-earth*, **Minas Tirith** features a double sided 16x20" color map, detailed descriptions of key locations in Gondor's capital city and tons of adventures. (\$18 — Available now!).

Mouths of the Entwash: An Adventure Module detailing the wild delta that dominates eastern Rohan; it links with **Rohan**. The swamps and forests in this area are crawling with hideous creatures. (\$7 — available now!).

Shadow in the South: Adventure in the mysterious realms to the far southwest of Middle-earth! Charting new territory, this Campaign Module delves into the Dominions, seven realms threatened even here by Sauron's minions. (\$12.00 — August)

Halls of the Elven King: Another in the *Fortresses of Middle-earth* series, this module covers every passage and hall in one of the

(continued on page 14)

SPACE MASTER THE NEXT EDITION

Space Master, ICE's critically acclaimed Science-fiction Role Playing game, has been revised! While the basic concepts and rules of *SM* will remain the same, the designers have taken apart the original *Future Law* and *Tech Law* books, included the popular *Space Master Companion*, and completely reorganized and reformatted the systems. Three books will comprise the new *Space Master: the Role Playing Game*:

1. GM Book: containing three sections, the GM book embraces the *Natural laws* (complete rules for creating solar systems, planetary environments, cultures and even cities; also handy forms, mission suggestions, and pages of ideas on running a SF campaign in every imaginable milieu), *Imperial Laws*, newly expanded data on the Terran Star Empire, compiling all of the general information gathered to date, and finally a starting *Adventure* to send the Players on their way.

2. Player Book: Everything the player needs to know is here, from starting creation rules, to all the *SM* Psions, to the Combat sequence. New skills are included, and the Character Development process is made easy with newly reformatted charts and a clearly organized text.

3. Tech Book: The technology of *Space Master* is at your fingertips! All the blasters, multiscanners, plasma repeater rifles and Androids any adventurer could want.

(\$30 — available Now)

INSIDE I.Q.!

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The Bounty Hunter: A new optional profession for *Space Master*, page 15.

Hyperspace Sickness: What it is and how to treat it, page 14

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Iron Crown Quarterly

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THE QUARTERLY MAGAZINE OF THE
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A Note From the Editor

Welcome to the premier issue of the *IQ*! As you may have noticed, the *IQ* is not your typical gaming magazine; the *Iron Crown Quarterly* may require a little explanation.

As many of you no doubt are aware, Iron Crown Enterprises took over the production and distribution of HERO products a couple of years ago. Among them was the digest-sized gaming magazine *Adventurer's Club*.

As part of the HERO/ICE consolidation, we decided to expand the AC and include some ICE-related material in each issue. This met with a mixed reception. It seemed that HERO fans and ICE fans are just two completely different groups of roleplayers! Something had to be done. We couldn't just yank out the ICE stuff from the AC, with no alternative outlet — we were just starting to have fun putting together supplemental material (plus we had all those people with subscriptions...)

So, the Great Brains at ICE sat around the big Boardroom table and thought hard. Finally someone said "Let's do our own magazine!"

So it was agreed. But we didn't want to do just another gaming rag; we wanted the *IQ* to be, well, "different."

Something fun to read, but with useful material for our fans. Again the Great Minds thought some more. Then, someone's eyes fell upon the dog-eared, mayo-stained



National Enquirer on the table. "Let's do a tabloid!"

And the *IQ* was born.

In following issues we hope to bring to our loyal fans not only more chapters of the (seemingly) eternal *Trevor's Tale* and more ICE Mugshots, but adventure scenarios for *MERP* and *Space Master*, relevant fiction, previews of new products, idle gossip, and whatever idiocy strikes our fancy.

BUT, we really want your input! We want to put out a tabloid that you find useful and informative, and that you enjoy reading. Write to us and let us know what you like, what you hate, and what stuff you'd like to see that's not here already.

Soooo, send those cards and letters to:

IQ Editor (that's me, Terry)
c/o Iron Crown Enterprises
P.O. Box 1605
Charlottesville, VA 22902

Also, I thought I'd take a few lines to talk about some new projects we have in the works but not yet ready to be formally announced (a little 'insider information', if you will). As soon as things are firmed up, we'll be announcing them in the *IQ* and elsewhere, so don't go calling us about them, OK?

Anyway, we've started work on a line of modules about a world specifically for Rolemaster players. The first product will most likely be a hefty "Guidebook" to the world with a large color world-map. More details later.

Unsubstantiated rumors: the next hardbound *City of Middle-earth* is Osgiliath... Another *Rolemaster Companion* is on the way... *Lords of Middle-earth* and *Treasures of Middle-earth* are bouncing around computer RAMs in the office...

Well, that's about it; see you in the Halloween issue.

TKA

Dear Editor...

Every issue we'll include here a few of our favorite letters.

—TKA

Dear Terry,

I play Battletech. Do you think that *Iron Crown* will ever produce such a popular game?

Sincerely,
Timmy Gordens,
Del Rae, FL

Dearest Timmy,
Go play in the traffic.

—Ed

Dear Editor,

Umm, like I've sent in my resubscription notice three times, you know? And I've yet to see the latest *Dragon* in my mail box. I want my *Dragon* magazines! Do you guys just keep all the money we send you or what?

Lance Shooter
Los Angeles, CA

Dear Lance,
Yes.

—Ed

Dear Mr. Amthor,

I just moved to Charlottesville. It seems like a really dull place, but I'm sure it must have some redeeming quality. Where is the best place to go out and get hammered?

Paul Boudon
Charlottesville, VA

Dear Paul,

You're asking the wrong guy. How do you think I get so much work done? Because there's nothing else to do. I'll forward your letter to Biff; maybe he can help you out.

—Ed

Dear IQ Editor,

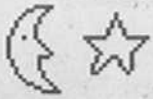
Define the Universe. Please give examples.

Your Truly,
Lester Trychon
Nim Brook, MO

Dear Lester,

The Universe consists of everything except stuff in other Universes. If you want more detail, write to Carl Sagan.

—Ed



THIS QUARTER'S HORRORSCOPE

By Madame Jarré



ARIES (Somewhere around mid-March to 2/3 of the way through April): What has been long pent up will be released soon — Uncle Mort is free on bail! (He was framed by that scheming Mother Teresa; Mort would never rob a charity when a bank was so close by.) Opportunities for career advancement narrow as all your sheep lose their wool to the mange. Focus on intellectual advancement; read the latest issue of PEOPLE cover-to-cover.

A tall, dark, mysterious Sagittarius enters your life, robbing your wallet as you sleep. Picking out Armand Assante in the line-up amuses the cops but kills any chance for recovering the \$13.50 and the AAA card lost in the robbery. Beware a ferret carrying a purse and sashaying like Mae West.

TAURUS (Even later in April till it starts to get hot in May): Mercury's best-selling line of automobiles was inspired by this sign, as was your mad cousin Louie who ran around the house naked claiming to be the reincarnation of the Aztec sun god "Quetzlcoatl-Cabeza," or "Plumed Serpent-Head." Indecision gives way to clinical depression. Contract pending is withdrawn when the loaning institution traces your actual Social Security number (not the one you gave them). Good time to apologize to that family member you hurt at the picnic by suggesting her profile was indistinguishable from that of an African bison.

GEMINI (Sometime in June or maybe July too): Sign of the Twins, your dual nature is exposed by an embarrassing incident outside a concert arena when you are discovered arguing with yourself about who's turn it is to pay for the scalped tickets. Harsh words lead to violence and a possible jail term; fire the attorney who promises to defend you for "twenty bucks and a little bit of fun next Saturday night with the boys at the club." It's time to look into that story your significant

other told you about her car breaking down in Jamaica for two weeks, where they have no auto mechanics. Why is her boss so tanned too? Spotlight falls on a new romance who proves more valuable as a household pet. **CANCER**: You have it.

LEO (Real Hot Time of the Year): Be forewarned that the agreement with the ASPCA could backfire; 600 spayed cats is, after all, a lot of cats to have in a one-bedroom apartment, even if they don't "spray." See a parent in a new light when crossdressing emerges from the closet of your childhood home. Good time to put a roof on that addition off the family room where your mother-in-law has been sleeping for 6 months. Avoid Gemini with promises of great wealth, even if he is a Cabinet member.

VIRGO (August till early Fall): Flee the country; the Feds are on to your money-laundering scheme involving (recently deceased) Divine and the Bank of Bangladesh. Cancer (no, not the disease, the person!) figures prominently in emotional showdown at Bob's Big Boy. Avoid drug-crazed biker with heavenly eyes and facial scars that spell out I LIKE IKE.

LIBRA (Most of the Fall): Always weighing things before deciding, you needlessly irritate every individual who comes in contact with you. Seek intensive therapy (but expect to pay more than the \$3.50 an hour Enrique charges you if you want to spill your guts in English). Vital project falls apart; you are blamed and hounded into an early grave.

SCORPIO (Almost up till Thanksgiving): A fresh look at yourself leads to intense funk; new smock from The Gap may help. Avoid heavy lifting; let your girlfriend climb the stairs by herself. A Virgo is prominent in romance but a real Virgo she ain't. Another's promises fall short; next time, vote Democrat.

SAGITTARIUS (Christsmas!): Sick of getting gypped out of a birthday present every year, you take a Greyhound to Tempe, Arizona and begin calling yourself "Slim." Family member seeking reunion should be avoided unless she puts down the scissors. Too much talk with "special friend" at work leads others to wrong conclusion; dump him and suck up to the boss. **CAPRICORN** (New Year's): Fuzzy message from loved one becomes clearer when you regain consciousness in Intensive Care. Focus on home security, remembering not to make the same old mistake of forgetting to feed Killer at least once a week. Extraneous sibling disappears; notify authorities if time allows. Just say "no" to drugs.

AQUARIUS (That Long Boring Period After mid-January till Valentine's Day): You are in the driver's seat — unfortunately, your license is still suspended in three states. That "pal" who advises you to drop your girlfriend is not to be trusted; priests are only human. After the fire, lie to the insurance company about the smoke alarm you set in the closet six years ago because you were too lazy to install the batteries. Suicide/depression cycle repeats endlessly; if energy allows, take logical action.

PISCES (The Real exciting Time Around March — Yeah, right...) Don't take that dare regarding Mr. T and the realistic water pistol. You learn a terrible secret regarding lifelong family friend; blackmail isn't such an awful sin, is it? Travel to Beirut is discouraged at this time. Avoid glamorous speedreading teacher in chiffon NEW JERSEY NETS tanktop.

IF TODAY IS YOUR BIRTHDAY: Keep it to yourself; nobody really cares except your parents, and they haven't been the same since the jelly-fish gobbling accident.

CANUCK CORNER

Kevin 'alien' Barrett

Being ICE's sole Canadian employee is in a word, rough. No where else am I continually bombarded with inspired phrases like; "How's it goin' eh?" and "You're such a hose-head." Are these guys original, or what? Do they say, "Mama mia" when they talk to Italians? I mean, what's the big deal? I've heard enough Hudson's Bay Peso jokes to choke a horse. Sled-dogs and igloos. Cabbage rolls and beer. I've had enough!

But do you think I'm going to retaliate in kind? No, you are sorely mistaken. You dim-wit Americans don't deserve to find out what we Canadians are really all about, because if you did, you'd realize what a low opinion we have of you. And the best way to keep you wallowing in the mire of your own short-comings is to spread yet more selective disinformation. So...

Good day, eh! Nice to see all you great American fellas readin through this ICE rag. It's fallen upon me to bring you up to date on the latest happenings on the gaming front up here north of the border. So here we go... kind'a exciting eh?

OK, like before we go out we got'a get dressed first, eh. I'll just like get on my combats first, snow's not deep enough for the ol snowshoes yet, it being October, don't you know. OK,

so I'm out on the road. Jeeze, it's a long way into town, the post office and RCMP station that is. Oh well, I'll just have to pick up when I get there.

Hi again. Decided to travel a little farther to the court-house don't you know. It's always good for a knee-slapper eh! Oh, what's this... they're just draggin a guy out now. What's that! He's got an old copy of SPI's *Quebec Civil War* under his arm. "This is Ontario, ya friggin Frog, get real!" The PQ's been out for a couple o years now, jeeze.

Like it's time to stop into the donut shop eh. "Oh hi officer." Boy that was close, that's the same guy who busted our teenage beer-drinkin party last month. Now, what's this. It's a couple o little peckers playin Rolemaster over in the corner. What a winfall! Let's go over an listen.

"OK, like this flaming balrog comes out o the coffin. Haa, haa you

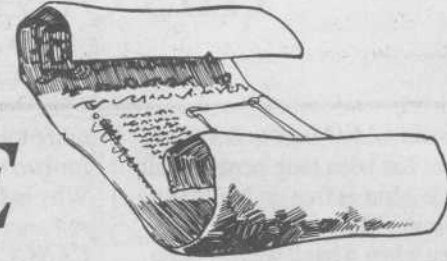
guys are toast now." "Tabernak!" "What a load o bull." "Are you serious!" "Ya, I am. He's got flaming red eyes an pus runnin out of his zits, what da ya do?" "I give him a beer." "Shut up, that's stupid. I like level my wand an blast 'im."

Well, isn't that special. I think I'll try an find a MERP game next time. I guess that'll take me to the University, since no one else plays it around here. OK, but that's for next time. Like bye for now, and seein as you won't be readin this till well into the winter*, my advice is don't plan any trips up here for a few months, as the bulldozers don't make it to Niagara till late spring. Like, take-off eh! OK, that's it.

*Oh, like it's Summer, eh. Too Bad. —TKA



SYSTEM FEATURE: THE *CRYSTAL MAGE*



By Mike Carlyle

The Crystal Mage is a Hybrid spell user of the realms of Essence and Channeling. His ability to manipulate the deep earth elementals and mastery of essence gems makes the Crystal Mage well suited for volcanic areas and deep underground adventures. A Crystal Mage's prime requisites are Empathy and Intuition.

The following are the Crystal Mage's Base Lists:

- *Crystal Mastery*
- *Deep Earth Healing* (Channeling Based)
- *Crystal Runestone*
- *Deep Earth Commune* (Channeling Based)
- *Crystal Magic*
- *Earthblood's Ways* (As the Arcane List)
- *Crystal Power*
- *Brilliance Magic* (Essence Based)
- *Fiery Ways*

The Crystal Mage will not under normal circumstances learn or master all of Crystal Mage Base Spell Lists. GM's should assign each Crystal Mage his own unique set of base lists. If using rule 5.4 Extra Base Lists, Spell Law, pg 6, the Crystal Mage should be eligible for the extra base list as long as they are chosen from the Crystal Mages base spell list mentioned above.

Option 1: The Crystal Mage is the most common version of those mage's that rely on a focus to channel their powers. Depending upon the GM's world scheme, they are also known as Ruby Enchanters, Diamond Mages, Jewelled Sorcerers, Emerald Master, Sapphire Lord, etc. The Crystal Mage should be limited to one type of focus (i.e., rock crystal, quartz, sapphires, etc.) The GM should be warned that the more exotic gems and stones can quickly unbalance his world's economic system. It is recommended that if a diamond, ruby, sapphire, emerald are allowed to be the mages focus, that the focus either is so common as to be almost worthless or completely undesired so that it's not wanted by anyone in the community but the mage. The focus should also be of a special color, specific size and perhaps within a specific purity range in order for it to be allowed as a focus.

Option 2: If the GM allows a Crystal Mage to use more than one type of gem or stone as a focus, they should be ranked in order of importance. The least important focus should be the "work horse". This focus would be used for day to day magical chores. Normally it would not be used with any spell over 10th level. The next least important focus should be used with the spells of 11th level to 20th level. The most important focus should be for 25th, or higher spells. It would also be used for holy duties, very special occasions, etc.

Weapon Skills: 9; 12; 15; 20; 20; 20

Maneuv. in Armor:	Magical Skills:
Soft Leather 10	Spell Lists 1/*
Rigid Leather 12	Runes 2/6
Chain 15	Staves & Wands 2/5
Plate 20	Channeling 8
	Directed Spells 3/8

Special Skills:	General Skills:
Ambush 9	Climbing 5
Linguistics 2/*	Swimming 3
Adrenal Moves 5	Riding 4
Adrenal Defense 20	Disarming Traps 6
Martial Arts 9	Picking Locks 4
Body Dev.t 8	Stalk & Hide 5
	Perception 2

Other Skills: see Master Development Point Cost Table in Rolemaster Companion II.

Prime Requisites: EM/PR.



CRYSTAL MAGE BASE LISTS

BRILLIANCE MAGIC

(Crystal Mage Base List)

NOTE: Self Aura and Aura spell are non-cumulative.
NOTE: GM may wish to allow the caster to use the Stun Critical Chart (if available), for the *Sudden Light* spells: "E" crit to those within 1' R of the center, "C" crit to those within 5' R and and "A" crit to everyone else.

	Area of	Effect	Duration	Range
1—Blur	target	target	1 min/lvl	10'
2—Projected Light	50'	50'	10 min/lvl	25'
3—Self Aura I	self	self	10 min/lvl	self
4—Light I	10' R	10' R	10 min/lvl	touch
5—Self Aura II	self	self	10 min/lvl	self
6—Lesser Sudden Light	10' R	10' R	—	100'
7—Self Aura III	self	self	10 min/lvl	self
8—Light V	50' R	50' R	10 min/lvl	touch
9—Aura I	5' R	5' R	10 min/lvl	self
10—Greater Sudden Light	20' R	20' R	—	100'
11—Light X	100' R	100' R	10 min/lvl	touch
12—Waiting Light	varies	varies	varies	100'
13—Aura III	15' R	15' R	10 min/lvl	self
14—Beacon V	5 miles	5 miles	1 min/lvl	touch
15—Light XX	200' R	200' R	10 min/lvl	touch
16—Sudden Light True	50' R	50' R	—	100'
17—Aura IV	20' R	20' R	10 min/lvl	self
18—Light Storm	varies	varies	1 min/lvl	1 mi R/lvl
19—Aura True	25' R	25' R	10 min/lvl	self
20—Utter Light	100' R	100' R	1 min/lvl	touch
25—Beacon X	10 miles	10 miles	1 min/lvl	touch
30—Light True	10' R/lvl	10' R/lvl	10 min/lvl	touch
50—Light Storm Mastery	varies	varies	1 min/lvl	1 mi R/lvl
1—Blur (F) Causes target to appear Blurred to attackers, subtracting 10 from all attacks.				
2—Projected Light (F) Beam of light (like a flashlight) springs from the caster's palm; 50' effective range.				
3—Self Aura I (F) Causes a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.				
4—Light I (F) Lights a 10' R area about the point touched.				
5—Self Aura II (F) Causes a bright aura about the caster, making him appear more powerful and subtracting 10 from all attacks.				
6—Lesser Sudden Light (F) Causes a 10' R burst of intense light; all those inside the are stunned 1 rnd/5% failure.				
7—Self Aura III (F) Causes a bright aura about the caster, making him appear more powerful and subtracting 15 from all attacks.				
8—Light V (F) Lights a 50' R area about the point touched.				
9—Aura I (F) Causes a bright aura about the caster 5' R, making him and all beings within the aura to appear more powerful and subtracting 5 from all attacks.				
10—Greater Sudden Light (F) Causes a 20' R burst of intense light; all those inside the are stunned 1 rnd/5% failure.				
11—Light X (F) Lights a 100' R area about the point touched.				
12—Waiting Light (F) In conjunction with any light spell can delay the action of that spell until up to 24 hrs passes OR a being passes OR a certain word is spoken, etc.				
13—Aura III (F) Causes a bright aura about the caster 15' R, making him and all beings within the aura to appear more powerful and subtracting 5 from all attacks.				
14—Beacon V (F) Ray of light of any color springs from area touched; can be up to 5 miles long.				

15—**Light XX (F)** Lights a 200' R area about the point touched.

16—**Sudden Light True (F)** Causes a 50' R burst of intense light; all those inside the are stunned 1 rnd/5% failure.

17—**Aura IV (F)** Causes a bright aura about the caster 20' R, making him and all beings within the aura to appear more powerful and subtracting 5 from all attacks.

18—**Light Storm (F)** Summons forces of nature in a fierce lightning with random lightning strikes. Can be delayed up to 1 hr/lvl after cast.

19—**Aura True (F)** Causes a bright aura about the caster 25' R, making him and all beings within the aura to appear more powerful and subtracting 5 from all attacks.

20—**Utter Light (F)** Lights a 100' R area about the point touched and the light nullifies all magically created darkness.

25—**Beacon X (F)** Ray of light of any color springs from area touched; can be up to 10 miles long.

30—**Light True (F)** Lights a 10' R/lvl area about the point touched.

50—**Light Storm Mastery (F)** Summons forces of nature in a fierce lightning and the caster has 50% chance of controlling lightning strikes. Can be delayed up to 1 hr/lvl after cast.

DEEP EARTH COMMUNE

(Crystal Mage Base List)

NOTE: MDE — denotes Minor Deep Earth spirit.
LDE — denotes Lesser Deep Earth spirit.
DE — denotes Deep Earth spirit.
GDE — denotes Greater Deep Earth spirit.
GRDE — denotes Guardian Deep Earth spirit.

	Area of Effect	Duration	Range
1—Guess*	1 question	—	self
2—Intuitions I	self	—	self
3—Dream I	1 topic	sleep	self
4—Summons MDE Spirit	5'/lvl	1 rd/lvl	self
5—Intuitions III	self	—	self
6—Speak With MDE Spirit	5'/lvl	1 rd/lvl	self
7—Intuitions V	self	—	self
8—Dream II	2 topics	sleep	self
9—Summons LDE Spirit	5'/lvl	1 rd/lvl	self
10—Deep Earth Empathy	self	1 rd/lvl	touch
11—Speak With LDE Spirit	5'/lvl	1 rd/lvl	self
12—Intuitions VII	self	—	self
13—Dream III	3 topics	sleep	self
14—Summons DE Spirit	5'/lvl	1 rd/lvl	self
15—Intuitions X	self	—	self
16—Speak With DE Spirit	5'/lvl	1 rd/lvl	self
17—Dream IV	4 topics	sleep	self
18—Summons GDE Spirit	5'/lvl	1 rd/lvl	self
19—Intuitions True	self	—	self
20—Speak With GDE Spirit	1 spirit	1 rd/lvl	self
25—Dream True	5 topics	sleep	self
30—Summons GRDE Spirit	5'/lvl	1 rd/lvl	self
50—Speak With GRDE Spirit	1 spirit	1 rd/lvl	self

1—**Guess (I*)** When faced with a choice about which he has little or no information (i.e., which corridor leads outside the quickest); the caster may throw this spell and the GM will determine which way he goes, biasing the choice by 25%.

2—**Intuitions I (I)** Gains vision of what probably will happen if he takes a specified action, within the next minute.

3—**Dream I (I)** Caster has a dream relating to a topic decided upon just before retiring.

4—**Summons MDE Spirit (FM)** Caster may summon 1 Minor Deep Earth (MDE) spirit. As long as caster concentrates the minor deep earth spirit must remain with the spell affect area.

5—**Intuitions III (I)** As *Intuitions I* except effects next three minutes.

6—**Speak With MDE Spirit (FI)** Caster is able to communicate with a minor deep earth spirit. The minor deep earth spirit will answer all questions put to it during the duration of the spell. It will know the right or correct answer only 10% of the time. The answer will always be in the form of a riddle and never in a straight forth manner.

7—**Intuitions V (I)** As *Intuitions I* except affects next five minutes.

8—**Dream II (I)** As *Dream I* except limits is 2 dreams/

night on different topics.

9—**Summons LDE Spirit (I)** Caster may summon 1 Lesser Deep Earth (LDE) spirit. As long as caster concentrates the lesser deep earth spirit must remain within the spell affect area.

10—**Deep Earth Empathy (I)** Caster can understand and/or visualize the thoughts and emotions of deep earth.

11—**Speak With LDE Spirit (FI)** Caster is able to communicate with a lesser deep earth spirit. The lesser deep earth spirit will answer all questions put to it during the duration of the spell. It will know the right or correct answer only 25% of the time. The answer will always be in the form of a riddle and never in a straight forth manner.

12—**Intuitions VII (I)** As *Intuitions I* except affects next seven minutes.

13—**Dream III (I)** As *Dream I* except limits is 3 dreams/night on different topics.

14—**Summons DE Spirit (I)** Caster may summon 1 Deep Earth (DE) spirit. As long as caster concentrates the deep earth spirit must remain within the spell affect area.

15—**Intuitions X (I)** As *Intuitions I* except affects next ten minutes.

16—**Speak With DE Spirit (FI)** Caster is able to communicate with a deep earth spirit. The deep earth spirit will answer all questions put to it during the duration of the spell. It will know the right or correct answer only 40% of the time. The answer will always be in the form of a riddle and never in a straight forth manner.

17—**Dream IV (I)** As *Dream I* except limits is 4 dreams/night on different topics.

18—**Summons GDE Spirit (I)** Caster may summon 1 Greater Deep Earth (GDE) spirit. As long as caster concentrates the greater deep earth spirit must remain within the spell affect area.

19—**Intuitions True (I)** As *Intuitions I* except caster can predict what will happen up to one minute/lvl into the future.

20—**Speak With GDE Spirit (FI)** Caster is able to communicate with a greater deep earth spirit. The greater deep earth spirit will answer all questions put to it during the duration of the spell. It will know the right or correct answer only 65% of the time. The answer will always be in the form of a riddle and never in a straight forth manner.

25—**Dream True (I)** As *Dream I* except limits is 5 dreams/night on different topics.

30—**Summons GRDE Spirit (I)** Caster may summon 1 Guardian Deep Earth (GRDE) spirit. As long as caster concentrates the guardian deep earth spirit must remain within the spell affect area.

50—**Speak With GRDE Spirit (FI)** Caster is able to communicate with a guardian deep earth spirit. The guardian deep earth spirit will answer all questions put to it during the duration of the spell. It will know the right or correct answer only 80% of the time. The answer will always be in the form of a riddle and never in a straight forth manner.

DEEP EARTH HEALING

(Crystal Mage Base List)

NOTE: #—denotes that full healing is complete in 1-10 hrs.

NOTE: All enchanted earth spells require that the caster get his materials from deep within the earth. The following are the earthen ingredients that the caster will need:

Deep Earth Dust: Dust from cooled molten rock

Deep Earth Clay: Earth material that is plastic and malleable

Deep Earth Oil: Greasy, combustible, liquid earth substances

Deep Earth Mud: Wet, soft, sticky earth material

Deep Earth Water: Water made as by product from rock formation

Deep Earth Loam: Mix of clay, oil and dust

NOTE: All enchanted healing earths must be stored in earthen pots. If sealed with deep earth clay that is hardened then the enchantment on the deep earth materials will last until the seal is broken. The pot must be made of enchanted deep earth clay that is hardened. (Hardening of deep earth clay destroys all healing properties that it may have.)

NOTE: Deep Earth Clay is packed into a bleeding wound and thus is able to stop all bleeding.

NOTE: The Heal Earth, Heal Metal and Heal Stone spells do not replace materials lost. (So an individual could not take a gold bar, remove a chunk out of it, then cast a Heal

Metal spell and get more gold than he started with. Example: Start with 1 cu' of gold, cast heal metal spell, end with 1 cu' of gold.)

	Area of Effect	Duration	Range
1—Enchant Earth I	1 cu'	24 hrs	touch
2—Heal Earth I	10 cu'	P	touch
3—Enchant Earth II	1 cu'	24 hrs	touch
4—Heal Metal I	1 cu'	P	touch
5—Heal Stone I	1 cu'	P	touch
6—Enchant Earth III	1 cu'	24 hrs	touch
7—Heal Earth II	50 cu'	P	touch
8—Enchant Earth IV	1 cu'	24 hrs	touch
9—Heal Metal II	5 cu'	P	touch
10—Heal Stone II	5 cu'	P	touch
11—Heal Earth III	100 cu'	24 hrs	touch
12—Enchant Earth V	1 cu'	24 hrs	touch
13—Heal Metal III	10 cu'	P	touch
14—Heal Stone III	10 cu'	P	touch
15—Enchant Earth VI	1 cu'	24 hrs	touch
16—Heal Earth IV	200 cu'	P	touch
17—Enchant Earth VII	1 cu'	24 hrs	touch
18—Heal Metal IV	50 cu'	P	touch
19—Heal Stone IV	50 cu'	P	touch
20—Enchant Earth VIII	1 cu'	24 hrs	touch
25—Heal Earth V	10 cu'/lvl	P	touch
30—Heal Metal V	2 cu'/lvl	P	touch
50—Heal Stone V	2 cu'/lvl	P	touch

1—**Enchant Earth I (HF)** Allows caster make healing salves. The caster may enchanted one of the following:

Deep Earth Dust

—Heals 1-10 concussion hits 1 dose

Deep Earth Clay

—Stops bleeding (#) 1 dose

2—**Heal Earth I (H)** Allows caster heal 10 cu' of wasted, blasted, or blighted earth.

3—**Enchant Earth II (HF)** Allows caster make healing salves. The caster may enchanted one of the following:

Deep Earth Dust

—Heals 1-10 concussion hits 2 doses

Deep Earth Clay

—Stops bleeding (#) 2 doses

—Heals muscle damage 1 dose

..... Deep Earth Oil

—Heals 1st deg. burn or frost damage 1 dose

4—**Heal Metal I (H)** Allows caster to heal 1 cu' of rusted, or corroded metal.

5—**Heal Stone I (H)** Allows caster to heal 1 cu' of broken, blemished or cracked stone.

6—**Enchant Earth III (HF)** Allows caster make healing salves. The caster may enchanted one of the following:

Deep Earth Dust

—Heals 1-10 concussion hits 3 doses

Deep Earth Clay

—Stops bleeding (#) 3 doses

—Heals muscle damage 2 doses

Deep Earth Oil

—Heals 1st deg. burn/frost 2 doses

—Heals 2nd degree burn damage 1 dose

Deep Earth Mud

—Heals minor fracture (#) 1 dose

7—**Heal Earth II (H)** Allows caster heal 50 cu' of wasted, blasted, or blighted earth.

8—**Enchant Earth IV (HF)** Allows caster make healing salves. The caster may enchanted one of the following:

Deep Earth Dust

—Heals 1-10 concussion hits 4 doses

Deep Earth Clay

—Stops bleeding (#) 4 doses

—Heals muscle damage 3 doses

Deep Earth Oil

—Heals 1st deg. burn or frost 3 doses

—Heals 2nd degree burn damage 2 doses

—Heals 3rd degree burn damage 1 dose

Deep Earth Mud

—Heals minor fracture (#) 2 doses

—Heals major fracture (#) 1 dose

Deep Earth Water

—Doubles healing time 1 dose

9—**Heal Metal II (H)** Allows caster to heal 5 cu' of rusted, or corroded metal.

10—**Heal Stone II (H)** Allows caster to heal 5 cu' of broken, blemished or cracked stone.

11—**Heal Earth III (H)** Allows caster heal 100 cu' of wasted, blasted, or blighted earth.

12—Enchant Earth V (HF) Allows caster make healing salves. The caster may enchanted one of the following:

- Deep Earth Dust
 - Heals 1-10 concussion hits5 doses
- Deep Earth Clay
 - Stops bleeding (#)5 doses
 - Heals muscle damage4 doses
- Deep Earth Oil
 - Heals 1st deg. burn or frost3 doses
 - Heals 2nd degree burn damage3 doses
 - Heals 3rd degree burn damage2 doses
- Deep Earth Mud
 - Heals minor fracture (#)3 doses
 - Heals major fracture (#)2 doses
 - Heals shattered bones (#)1 dose
- Deep Earth Water
 - Doubles healing time2 dose
- Deep Earth Loam
 - Heals minor nerve damage (#)1 dose

13—Heal Metal III (H) Allows caster to heal 10 cu' of rusted, or corroded metal.

14—Heal Stone III (H) Allows caster to heal 10 cu' of broken, blemished or cracked stone.

15—Enchant Earth VI (HF) Allows caster make healing salves. The caster may enchanted one of the following:

- Deep Earth Dust
 - Heals 1-10 concussion hits6 doses
- Deep Earth Clay
 - Stops bleeding (#)6 doses
 - Heals muscle damage5 doses
- Deep Earth Oil
 - Heals 1st deg burn or frost5 doses
 - Heals 2nd degree burn damage4 doses
 - Heals 3rd degree burn damage3 doses
- Deep Earth Mud
 - Heals minor fracture (#)4 doses
 - Heals major fracture (#)3 doses
 - Heals shattered bones (#)2 doses
- Deep Earth Water
 - Doubles healing time3 doses
- Deep Earth Loam
 - Heals minor nerve dam (#)2 doses
 - Heals major nerve damage (#)1 dose

16—Heal Earth IV (H) Allows caster heal 200 cu' of wasted, blasted, or blighted earth.

17—Enchant Earth VII (HF) Allows caster make healing salves. The caster may enchanted one of the following:

- Deep Earth Dust
 - Heals 1-10 concussion hits7 doses
- Deep Earth Clay
 - Stops bleeding (#)7 doses
 - Heals muscle damage6 doses
- Deep Earth Oil
 - Heals 1st deg. burn or frost6 doses
 - Heals 2nd degree burn damage5 doses
 - Heals 3rd degree burn damage4 doses
- Deep Earth Mud
 - Heals minor fracture (#)5 doses
 - Heals major fracture (#)4 doses
 - Heals shattered bones (#)3 doses
- Deep Earth Water
 - Doubles healing time4 doses
- Deep Earth Loam
 - Heals minor nerve damage (#)3 doses
 - Heals major nerve damage (#)2 doses
 - Heals minor organ damage (#)1 dose

18—Heal Metal IV (H) Allows caster to heal 50 cu' of rusted, or corroded metal.

19—Heal Stone IV (H) Allows caster to heal 50 cu' of broken, blemished or cracked stone.

20—Enchant Earth VIII (HF) Allows caster make healing salves. The caster may enchanted one of the following:

- Deep Earth Dust
 - Heals 1-10 concussion hits8 doses
- Deep Earth Clay
 - Stops bleeding (#)8 doses
 - Heals muscle damage7 doses
- Deep Earth Oil
 - Heals 1st deg. burn or frost damage7 doses
 - Heals 2nd degree burn damage6 doses
 - Heals 3rd degree burn damage5 doses
- Deep Earth Mud
 - Heals minor fracture (#)6 doses
 - Heals major fracture (#)5 doses
 - Heals shattered bones (#)4 doses

- Deep Earth Water
 - Doubles healing time5 doses
- Deep Earth Loam
 - Heals minor nerve damage (#)4 doses
 - Heals major nerve damage (#)3 doses
 - Heals minor organ damage (#)2 doses
 - Heals major organ damage (#)1 dose

25—Heal Earth V (H) Allows caster heal 10 cu'/lvl of wasted, blasted, or blighted earth.

30—Heal Metal V (H) Allows caster to heal 2 cu'/lvl of rusted, or corroded metal.

50—Heal Stone V (H) Allows caster to heal 2 cu'/lvl of broken, blemished or cracked stone.

CRYSTAL MAGIC

(Crystal Mage Base List)

NOTE: When the crystal fruit is eaten it dissolves in the body it is poisonous to all but the persons protected by Crystal Infusion. For those that have been protected from crystal poison the fruit purges the body of all poisons and heals 10-100 concussion hits. The crystal fruit is about the size of a cherry. The crystal fruit has one seed in the middle and that is a natural crystal of the caster's crystal color alignment of course. Each seed is of 1 gold piece value on the open market.

NOTE: To use 11th level or higher spells require the caster be speaking crystal tongue.

	Area of Effect	Duration	Range
1—Crystal Infusion	self	24 hrs	self
2—Crystal Detection	5' R	C	self
3—Crystal Analysis	1 crystal	—	touch
4—Crystal Portal I	varies	1 rd/lvl	touch
5—Crystal Location	1 crystal	1 min/lvl	self
6—Crystal Portal II	varies	1 rd/lvl	touch
7—Crystal Quest	self	varies	self
8—Crystal Portal III	varies	1 rd/lvl	touch
9—Crystal Location True	1 crystal	1 min/lvl	self
10—Crystal Portal IV	varies	1 rd/lvl	touch
11—Crystal Seed	1" R	1 rd	touch
12—Crystal Spawn	crystal dust	24 hrs	touch
13—Crystal Flower	1" R	1 rd	touch
14—Crystal Portal V	varies	1 rd/lvl	touch
15—Crystal Vine	1" R	1 rd	touch
16—Crystal Portal VI	varies	1 rd/lvl	touch
17—Crystal Bush	1" R	1 rd	touch
18—Crystal Portal VII	varies	1 rd/lvl	touch
19—Crystal Nodules	1" R	1 rd	touch
20—Crystal Portal VIII	varies	1 rd/lvl	touch
25—Crystal Tree	1" R	1 rd	touch
30—Crystal Portal True	varies	1 rd/lvl	touch
40—Crystal Rift	d. portal	varies	self
50—Crystal Life	self	P	self

1—Crystal Infusion (F) Allows caster to prepare his body for the use of crystal essence/magic. Note that without this protection the use of the other higher level spells on this list can cause sever damage to the caster. The caster gets an RR vs the spell level at twice it's normal level. (i.e., 3rd level spell acts like a 6th level spell). If the caster fails their RR then the following damage is taken:

01—75	Coma (1 to 6 months)
76—90	Mind Death (Vegetable)
91—100	Death

The first time this spell is casted the crystal welder color is chosen, normally it will be the color of his teacher, however, it can be chosen at random by the GM.

2—Crystal Detection (P) Detects any crystal within a 5' R/rd.

3—Crystal Analysis (I) Gives nature and origin of crystal, and when and how crystal was obtained and worked.

4—Crystal Portal I (F) Opens a portal between two crystals. Portal is 3'x 6'x 1', through which anyone can pass. Both crystals are blackened and crumble to dust are successful casting of spell.

5—Crystal Location (P) Gives the direction and distance to any specific crystal that the caster is familiar with OR has had described in detail within 100'/lvl.

6—Crystal Portal II (F) Opens a portal between two crystals. Portal is 3'x 6'x 10', through which anyone can pass. Both crystals are blackened and crumble to dust are successful casting of spell.

7—Crystal Quest (I) Allows caster to receive a vision of a quest that needs to be performed before qualifying the caster for his place in the after-life. The mission is normal

taken at the time that the caster can uses this spell normally (without ESF). The task is normally for a particular crystal, with failure resulting in the temporary lost of status for after-life (may try crystal quest once again next level) and some other penalty may be determined by the GM. Task must be within the capabilities of the caster.

8—Crystal Portal III (F) Opens a portal between two crystals. Portal is 3'x 6'x 100', through which anyone can pass. Both crystals are blackened and crumble to dust are successful casting of spell.

9—Crystal Location True (P) Gives the direction and distance to any specific crystal that the caster is familiar with OR has had described in detail within 1 mi/lvl.

10—Crystal Portal IV (F) Opens a portal between two crystals. Portal is 3'x 6'x 1 mile, through which anyone can pass. Both crystals are blackened and crumble to dust are successful casting of spell.

11—Crystal Seed (U) Allows the caster to take crystal fragments, and crystal dust (of the caster's crystal color alignment) and 5 teardrops from the caster to create a crystal seed.

12—Crystal Spawn (E) This is a special familiar. The familiar is shaped as a multifaceted cut crystal of the same crystal color alignment of the caster. The crystal spawn is created from the 5 teardrops from the caster, crystal dust of the caster's crystal color alignment and this spell casted 7 times a day at equal intervals for 7 weeks. Any interruption of this tight scheduled destroys the spell and all previous work is lost (must start again from scratch). The crystal spawn is normally set in a piece of jewelry and is given to a person the caster wishes to spy upon, or protect. The caster may have 1 crystal spawn per level. The caster is in constant contact with the crystal spawn until it is destroyed, or the caster is killed/dies. The caster has a visual range of 1 mile/lvl, audio range of 10 miles/lvl with the crystal spawn. Any crystal spawn out of this range is felt and only it's direction is known. If the crystal spawn is destroyed the caster suffers a losses of 40% of his current concussion hits and is at -50 for all actions for 1 week. **NOTE:** The crystal spawn is able to get up and move about, 1' rd, and has a visual range up to 50' and an audio range of 100' (whispers decrease range down to 10' while someone yelling increases the range to 200-300 feet depending upon the loudness of the yelling. Crystal spawn will not move unless directed by the caster.

13—Crystal Flower (F) A crystal seed is planted and one teardrop from the caster and the casting of this spell is all that is needed to have the crystal seed begin to grow. The seed will grow up into a mystical crystal flower. It takes one month for the seed to grow into a mature crystal flower and the crystal flower bears 1 tear shaped crystal fruit. Once the seed has been picked the flower withers up and dies. Flower grows to a height of 8". See note on crystal fruit.

14—Crystal Portal V (F) Opens a portal between two crystals. Portal is 3'x 6'x 10 mi, through which anyone can pass. Both crystals are blackened and crumble to dust are successful casting of spell.

15—Crystal Vine (F) A crystal seed is planted and one teardrop from the caster and the casting of this spell is all that is needed to have the crystal seed begin to grow. The seed will grow up into a mystical crystal vine. It takes two months for the seed to grow into a mature crystal vine and it bears tear shaped crystal fruit (1d3/vine per month for the length of the growing season). At the end of the growing season the vine crumples and dies. Vine grows 4-8 feet/month and the crystal fruit grow in clusters. See note on crystal fruit.

16—Crystal Portal VI (F) Opens a portal between two crystals. Portal is 3'x 6'x 50 mi, through which anyone can pass. Both crystals are blackened and crumble to dust are successful casting of spell.

17—Crystal Bush (F) A crystal seed is planted and one teardrop from the caster and the casting of this spell is all that is needed to have the crystal seed begin to grow. The seed will grow up into a mystical crystal bush. It takes six months for the seed to grow into a mature crystal bush and another six months for the bush to bear it tear shaped crystal fruit (1d6/bush per month for the length of the growing season). Grows to height of 2-4 feet. If the bush is not cut down at the end of the growing season then there is 50% chance that the bush will sprout a new bush off of the root system. Crystal fruit hang singularly on the bush. See note on crystal fruit.

18—Crystal Portal VII (F) Opens a portal between two crystals. Portal is 3'x 6'x 100 mi, through which anyone can pass. Both crystals are blackened and crumble to dust are successful casting of spell.

19—Crystal Nodules (F) A crystal seed is planted and one teardrop from the caster and the casting of this spell is all that is needed to have the crystal seed begin to grow. The seed will grow up into a mystical crystal bush which does not bear crystal fruit but has 1d6 crystal nodules on its roots (similar to potatoes). It takes the crystal nodules bush six months to grow and six months to mature and bear the crystal nodules. The crystal nodule has 1d6 crystals inside of it but otherwise, the crystal nodule is identical to crystal fruit. Once the crystal nodules are dug up out of the ground the crystal nodule bush dies.

20—Crystal Portal VIII (F) Opens a portal between two crystals. Portal is 3'x 6'x 200 mi, through which anyone can pass. Both crystals are blackened and crumble to dust are successful casting of spell.

25—Crystal Tree (F) A crystal seed is planted and one teardrop from the caster and the casting of this spell is all that is needed to have the crystal seed begin to grow. The seed will grow up into a mystical crystal tree. It takes one year for the seed to grow into a mature crystal tree and another year for the tree to bear its tear shaped crystal fruit (1d6/age of the tree). Tree grows 1-3 feet in height and 1/4 to 1/2 diameter each year. Crystal fruit hand singularly. See note on crystal fruit.

30—Crystal Portal True (F) Opens a portal between two crystals. Portal is 3'x 6'x 300 mi, through which anyone can pass. Both crystals are blackened and crumble to dust are successful casting of spell.

40—Crystal Rift (U) Causes the caster's next crystal portal spell cast within 3 rounds to open up to 1 year/lvl in the past or future. This is completely random (roll d100, on an even die roll crystal portal opens up in the past and on an odd die roll crystal portal opens up in the future. Crystals used to form the crystal portal are burnt out and crumble to blackened dust which is of no use.

50—Crystal Life (U) Allows the caster to stop the aging effect. Caster no longer ages. NOTE: If the caster fails to cast Crystal Infusion even for just one day, the caster will immediately begin aging and all the days, weeks, months, and/or years that the caster has cheated nature out of will consume the caster's body. (i.e., one particular 75th level spell user has all spell casting abilities cancelled for 1 week (spell failure). Because the caster is not able to cast the simple 1st level spell Crystal Infusion on the next day as this spell must be casted each and every day for users of crystal magic, the 30 years and 7 months and 12 days that the caster has not aged are suddenly thrust upon the spell user's body. The spell user has aged 367 months and will most likely die from the severe strain or extreme age. GM's are encouraged to have the victim's body roll an RR against heart failure vs his constitution applying a -1 for each month aged. In this case the spell caster has a negative 367.



CRYSTAL MASTERY

(Crystal Mage Base List)

NOTE: To use 11th level or higher spells require the caster be speaking crystal tongue.

NOTE: Crystal Strength and Crystal Might spells are non-cumulative.

NOTE: Crystal Blade spells are non-cumulative.

	Area of Effect	Duration	Range
1—Crystal Ears	self	1 min/lvl	self
2—Crystal Strength I	self	1 min/lvl	self
3—Crystal Eyes	self	1 min/lvl	self
4—Crystal Scales	self	1 min/lvl	self
5—Crystal Strength II	self	1 min/lvl	self
6—Crystal Shot	target	—	50'
7—Crystal Skin	self	1 min/lvl	self
8—Crystal Repercussion True	self	1 min/lvl	self
9—Crystal Shot True	target	—	100'
10—Crystal Plate	self	1 min/lvl	self
11—Crystal Sight	self	1 min/lvl	self
12—Crystal Bolt	target	—	100'
13—Crystal Might I	self	1 min/lvl	self
14—Crystal Repercussion	target	—	100'
15—Crystal Blade	metal blade	1 min/lvl	touch
16—Crystal Might II	self	1 min/lvl	self
17—Crystal Bolt True	target	—	300'
18—Crystal Blade II	metal blade	1 min/lvl	touch
19—Crystal Repercussion True	target	—	300'
20—Crystal Might True	self	1 min/lvl	self
25—Crystal Charge Bolt	target	—	100'
30—Crystal Blade True	metal blade	1 min/lvl	touch
50—Crystal Charge Bolt True	target	—	300'

1—Crystal Ears (U) Caster is attuned to the vibrations of all the crystals within 100', thus the caster is able to listen in at the crystal remote location as if he was there.

2—Crystal Strength (U) Gives the caster +5 strength and +5 constitution bonuses.

3—Crystal Eyes (U) As *Crystal Ears* except caster gets a visual image.

4—Crystal Scale (U) Part of the caster's skin becomes as hard as a crystal. Acts as AT 9, +5 heat resistances, -10 to cold resistances.

5—Crystal Strength II (U) Gives the caster +10 strength and +10 constitution bonuses.

6—Crystal Shot (E) A small crystal (size of a "BB") is shot from the palm of the caster. Use the Shock Bolt chart and use Impact critical. Downgrade all criticals 1 level ("A" crit = no crit, "B" crit = "A" crit, "C" crit = "B" crit, etc.) The crystal BB is half of the size of a crystal seed and is worth 1 half gold piece.

7—Crystal Skin (U) Part of the caster's skin becomes as hard as a crystal. Acts as AT 13, +5 heat resistances, -10 to cold resistances.

8—Crystal Strength True (U) Gives the caster +15 strength and +15 constitution bonuses.

9—Crystal Shot True (E) As *Crystal Shot* except range is 100'.

10—Crystal Plate (U) Part of the caster's skin becomes as hard as a crystal. Acts as AT 17, +5 heat resistances, -10 to cold resistances.

11—Crystal Sight (U) Caster's eyes become faceted and caster views the world through many levels. Invisible objects are now visible, illusions are shapes of power, power levels oscillate, and the caster can see all this energy/power levels at night as well as in the day. Caster can not see beyond 50' range, but has 270 degree vision.

12—Crystal Bolt (E) A crystal fragment (size of pellet) is shot from the palm of the caster (use Shock Bolt table). Gives Impact and Stun criticals of equal severity.

13—Crystal Might I (U) Gives the caster +20 strength and +20 constitution bonuses.

14—Crystal Repercussion (F) When the caster snaps his fingers, he causes his body to vibrate with high pitch sound energy. The caster then focuses this energy into a beam of sound and directs it at a target. Any glass in the path will shatter, delivering a "A" Impact critical to anyone within the path of the flying glass (about 5' R). The sound beam causes the target to take a "C" Impact critical and everyone within 10' R must make a very hard orientation roll or they become stunned for 1 rnd due to the sudden discharge of noise.

15—Crystal Blade I (F) Allows the caster to magically enchant a metal blade. The blade has crystal strength, is transparent and is indestructible without the aid of magic. Adds +40 to OB.

16—Crystal Might I (U) Gives the caster +25 strength and +25 constitution bonuses.

17—Crystal Bolt True (E) As *Crystal Bolt* except range is 300'.

18—Crystal Blade II (F) Allows the caster to magically enchant a metal blade. The blade has crystal strength, is transparent and is indestructible without the aid of magic. This blade will cut through anything that does not have a magical aura. Thus all non magical armor types are treated as armor type 4.

19—Crystal Repercussion True (F) As *Crystal Repercussion* except the sound beam can attack a target at a range of 300' and anyone with 30' of the caster must make a sheer folly orientation or become stunned for 1 round.

20—Crystal Might True (U) Gives the caster +30 strength and +30 constitution bonuses.

25—Crystal Charged Bolt (E) As *Crystal Bolt* except adds a heat and electric crit of one lower level than the impact and stun criticals. (i.e., an "A" impact and stun crit = no heat and electric crit, a "B" impact and stun crit = a "A" heat and electric crit, etc.)

30—Crystal Blade True (F) Allows the caster to magically enchant a metal blade. The blade has crystal strength, is transparent and is indestructible without the aid of magic. This blade will cut through anything. Thus all non magical armor and magical armor that fails its RR vs this 30th lvl spell are treated as armor type 4.

50—Crystal Charged Bolt True (E) As *Crystal Bolt* except adds a heat and electric crit of equal severity as the impact and stun criticals.

CRYSTAL POWER

(Crystal Mage Base List)

NOTE: To use 11th level or higher spells require the caster to be speaking crystal tongue.

NOTE: All spells on this are non-cumulative with each other.

	Area of Effect	Duration	Range
1—			
2—Crystal Adder I	crystal	24 hrs	touch
3—Crystal Store I	crystal	24 hrs	touch
4—Locate Minor Cry. Locality	50' R	C	10'/lvl
5—Crystal Matrix I	crystal	24 hrs	touch
6—Crystal Adder II	crystal	24 hrs	touch
7—Crystal Store II	crystal	24 hrs	touch
8—Locate Major Cry. Locality	100' R	C	100'/lvl
9—Crystal Matrix II	crystal	24 hrs	touch
10—Crystal Tongue	self	24 hrs	self
11—Crystal Store III	crystal	24 hrs	touch
12—			
13—Crystal Adder III	crystal	24 hrs	touch
14—			
15—Crystal Matrix III	crystal	24 hrs	touch
16—Crystal Store IV	crystal	24 hrs	touch
17—Crystal Heart	heart	24 hrs	self
18—			
19—Crystal Adder IV	crystal	24 hrs	touch
20—Crystal Matrix IV	crystal	24 hrs	touch
25—Crystal Store V	crystal	24 hrs	touch
30—Crystal Heart True	heart	24 hrs	self
50—Crystal Matrix V	crystal	24 hrs	touch

2—Crystal Adder (F) Allows a crystal of the caster's crystal color alignment to serve as a spell adder (+1). Once the crystal adder has been used once it turns to dust.

3—Crystal Store I (F) Allows caster to store power points in a crystal that has been treated with Crystal Matrix I. The caster charges the crystal and this spell stops power loss.

4—Locate Minor Crystal Locality (I) Allows caster to locate a minor crystal locality. Minor crystal locality is an area which serves as a x2 power point multiplier for the caster as long as the caster is in the locality. Area is normally loaded with crystal's of the caster's crystal color alignment.

5—Crystal Matrix I (F) Allows the caster to create a power matrix inside of a crystal. This power matrix allows the caster to store and withdraw the power from the crystal. Crystal Matrix I allows the crystal to hold up to its essence rating in power. Exceed it's essence rating and the crystal cracks and falls to pieces.

- 13—Crystal Adder III (F) As *Crystal Adder I* except adder is +3.
- 15—Crystal Matrix III (F) As *Crystal Matrix I* except allows 3 times the essence value of the crystal to be stored.
- 16—Crystal Store IV (F) As *Crystal Store I* except powers up a crystal matrix IV.
- 17—Crystal Heart (F) Allows caster to replace his heart with a crystal heart. It serves as a x2 power multiplier and cannot be pierced without the aid of magic. His original heart must be hidden, for if harmed the caster is harmed.
- 19—Crystal Adder IV (F) As *Crystal Adder I* except adder is +4.
- 20—Crystal Matrix IV (F) As *Crystal Matrix I* except allows 4 times the essence value of the crystal to be stored.
- 25—Crystal Store V (F) As *Crystal Store I* except powers up a crystal matrix V.
- 30—Crystal Heart True (F) As *Crystal Heart* except it acts as x4 power point multiplier.
- 50—Crystal Matrix V (F) As *Crystal Matrix I* except allows 5 times the essence value of the crystal to be stored.

CRYSTAL RUNESTONE

(Crystal Mage Base List)

NOTE: PREPARATION OF CRYSTAL RUNESTONES

There are eight basic steps in preparing a Crystal Runestone for its duties as a magical instrument.

- 1—Pick a suitable Crystal Runestone. It should have some bearing on the individual that will be using it. This could be as simple as using birth stones or one specific type of Crystal Runestone. In the case of the Crystal Mage, the determinants for their Crystal Runestone are color, size, shape and crystal composition of the stone. Crystal Runestone can be made from a jewel, gem or any other precious stone/material.
- 2—If the Crystal Runestone has already been cut then this step is optional. This step is to provide any number of polished surfaces (facets) on the Crystal Runestone for the sole purpose of giving the crystal rune an unblemished surface in which to be inscribed on.
- 3—Once a cut stone has been obtained, it must have all residual energies removed from the surface of the stone. This is accomplished either by the use of the Cleanse spell on the Crystal Runestone spell list or by a very hard skill roll using the meditation skill cleanse. This keeps outside factors from corrupting the Crystal Runestone and limiting its usefulness to its primary user.
- 4—The next step in preparing the Crystal Runestone is providing it with a containment matrix. This is done with the Prime spell off of the Crystal Runestone spell list. Priming of the Crystal Runestone allows the placement of many crystal runes without the interference of overlapping magics/energies. If the Crystal Runestone is not primed the use of any crystal runes on it will result in the attempted user being engulfed in a fire ball with a plus 10/crystal rune on the Crystal Runestone added to the fire ball. The Crystal Runestone is completely destroyed in the process.
- 5—Once the Crystal Runestone has been chosen, cut, cleansed and primed, it is ready to receive crystal runes with spell inscribed in them. Pick one of the faceted surfaces of the Crystal Runestone which is going to be the recipient of the crystal rune. Now select the desired Crystal Rune spell from the Crystal Runestone spell list and cast it. Then pick the spell which going to be inscribed within the crystal rune and cast it. The crystal rune will appear on the chosen facet of the Crystal Runestone.
- 6—There is a chance that the Crystal Runestone will reject the crystal rune. The modifiers for this rejection are +1/lvl of crystal rune spell and +1 for each crystal rune already inscribed upon the Crystal Runestone. An open-ended roll is added to the rejection modifiers and a roll of +101 indicates that the Crystal Runestone has rejected the crystal rune. Note: GMs may wish to use the Alchemical Inertia Factors (AIF's) guidelines described in RMC 1, section 3.54 and section 5.2.
- 7—The Crystal Runestone can now be used as if it was rune paper. The spell inscribed within the Crystal Runestone can be released by a successful runes skill roll (medium difficulty rune skill roll for its creator and hard difficulty rune skill roll for someone who has received detailed instructions on the specific crystal rune and very hard difficulty rune skill roll for everyone

else. These are general guidelines and the GM may feel free to assign their own modifiers to suit the individual game situations).

- 8—Once the spell on the Crystal Runestone has been successfully casted or released, the crystal rune fades from the faceted surface of the Crystal Runestone.

SUMMARY FOR PREPARING AND USING CRYSTAL RUNESTONES

- 1—Pick suitable Crystal Runestone.
- 2—Have Crystal Runestone cut (optional).
- 3—Cleanse the Crystal Runestone to remove unwanted energies.
- 4—Prime the Crystal Runestone for inscribing of crystal runes.
- 5—Inscribe crystal runes with desired spell
- 6—Check for crystal rune rejections.
- 7—Use of rune skill to cast inscribed spells.
- 8—Crystal rune fades.

NOTE: To use 11th level or higher spells requires the caster to be speaking in crystal tongue.

	Area of Effect	Duration	Range
1—Cleanse	crystal	1 min/lvl	touch
2—Prime	crystal	—	touch
3—Decipher Crystal Rune	crystal rune	1 rd/lvl	touch
4—Crystal Rune I	crystal facet	until casted	touch
5—Crystal Rune Empathy	crystal rune	24 hrs	touch
6—Crystal Rune II	crystal facet	until casted	touch
7—Crystal Rune Link II	crystal rune	24 hrs	touch
8—Crystal Rune III	crystal facet	until casted	touch
9—Deep Inscription I	crystal rune	24 hrs	touch
10—Crystal Rune IV	crystal facet	until casted	touch
11—Crystal Rune Will	crystal rune	24 hrs	touch
12—Crystal Rune V	crystal facet	until casted	touch
13—Crystal Rune Link III	crystal rune	24 hrs	touch
14—Crystal Rune VI	crystal facet	until casted	touch
15—Crystal Rune Mind	crystal rune	24 hrs	touch
16—Crystal Rune VII	crystal facet	until casted	touch
17—Crystal Rune Link IV	crystal rune	24 hrs	touch
18—Crystal Rune VIII	crystal facet	until casted	touch
19—Deep Inscription II	crystal rune	24 hrs	touch
20—Crystal Rune IX	crystal facet	until casted	touch
25—Crystal Rune X	crystal facet	until casted	touch
30—Deep Inscription III	crystal rune	24 hrs	touch
50—Lord Crystal Rune	crystal facet	until casted	touch

1—Cleanse (F) Crystal rune stone is cleaned of all residual energies. (i.e., evil/good taints, old spell patterns that still linger, etc.)

2—Prime (F) Prepares the Crystal Runestone for reception of crystal runes and other related spells. Priming of the Crystal Runestone allows the placement of many crystal runes without the interference of overlapping magics/energies. If the Crystal Runestone is not primed the use of any crystal runes on it will result in the user being engulfed in a fire ball with a plus 10/crystal rune on rune stone add to the fire ball.

3—Decipher Crystal Rune (I) Gives the caster detailed information on crystal runes, thus allowing the crystal rune to be used. This spell will decipher 1 crystal rune per round.

4—Crystal Rune I (F) This spell inscribes a spell on a top surface facet of a crystal rune stone; the crystal rune can then be used to cast the inscribed spell once (depending upon the rules being used for casting runes). The caster expends the power points to cast the inscribed spell and the power points to cast the crystal rune spell. Crystal Rune I can only inscribe 1st level spells. The crystal rune stone can be reused. The crystal rune can be set to affect reader. Once the spell within the crystal rune has been released the crystal rune "mark" on the faceted face of the Crystal Runestone fades.

5—Crystal Rune Empathy (F) Gives the Crystal Runestone empathy, allowing anyone who has attuned themselves to it to use the crystal rune on it. This does not give any information on the crystal runes or the spells inscribed within the crystal runes, thus if the crystal runes are used they are used blindly without deciphering of the crystal runes. Note: It will be left up to the GM to decide if the spell has any effect, what the spell has effected, if the crystal rune has been "mis-read", or if there should be any effect to the user, etc.

6—Crystal Rune II (F) As *Crystal Rune I*, except caster can inscribe 1st-2nd level spells.

7—Crystal Rune Link II (F) Causes the caster's next two crystal rune spells cast to be linked to one and another. The

first crystal rune casted after the crystal rune link spell is considered the primary crystal rune within the link and the second crystal rune spell is considered the linked crystal rune. When the primary crystal rune is released/used the linked crystal rune is immediately released/used (treat it as if it was an instantaneous spell). (i.e., the caster has casted Crystal Rune Link II on his Crystal Runestone. He then cast Crystal Rune II (primary rune) and inscribes Crystal Strength I and then cast the second crystal rune, Crystal Rune I (linked crystal rune) with Crystal Ears inscribed within it. When the caster makes a successful rune skill roll on the primary crystal rune the spell inscribed within is released and then the linked crystal rune is released.)

8—Crystal Rune III (F) As *Crystal Rune I*, except caster can inscribe 1st-3rd level spells.

9—Deep Inscription I (F) Causes the caster's next Crystal Rune spell to have multiple uses (two) before the crystal rune fades.

10—Crystal Rune IV (F) As *Crystal Rune I*, except caster can inscribe 1st-4th level spells.

11—Crystal Rune Will (F) Causes the caster's next Crystal Rune to be voice activated. To voice activate the crystal rune its name must be spoken in the crystal magical tongue.

12—Crystal Rune V (F) As *Crystal Rune I*, except caster can inscribe 1st-5th level spells.

13—Crystal Rune Link III (F) As *Crystal Rune Link II*, except two crystal runes are link sequentially to the primary crystal rune.

14—Crystal Rune VI (F) As *Crystal Rune I*, except caster can inscribe 1st-6th level spells.

15—Crystal Rune Mind (F) As *Crystal Rune Empathy*, except the crystal rune stone will inform the attuner what spells are inscribed in each of the crystal runes.

16—Crystal Rune VII (F) As *Crystal Rune I*, except caster can inscribe 1st-7th level spells.

17—Crystal Rune Link IV (F) As *Crystal Rune Link II*, except three crystal runes are link sequentially to the primary crystal rune.

18—Crystal Rune VIII (F) As *Crystal Rune I*, except caster can inscribe 1st-8th level spells.

19—Deep Inscription II (F) As *Deep Inscription I*, except the crystal rune may be used three times before the crystal rune fades.

20—Crystal Rune IX (F) As *Crystal Rune I*, except caster can inscribe 1st-9th level spells.

25—Crystal Rune X (F) As *Crystal Rune I*, except caster can inscribe 1st-10th level spells.

30—Deep Inscription III (F) As *Deep Inscription I*, except the crystal rune may be used four times before the crystal rune fades.

50—Lord Crystal Rune (F) As *Crystal Rune I*, except caster can inscribe 1st-20th level spells.

FIERY WAYS

(Crystal Mage Base List)

NOTE: Heat Armor/Fire Armor spells are non-cumulative.

	Area of Effect	Duration	Range
1—Resist Heat	target	1 min/lvl	10'
2—Boil Liquid	1 cu'	C	10'
3—Warm Solid	varies	24 hrs	10'
4—Wood Fires	1' R	—	1'
5—Resist Heat (10')	target	1 min/lvl	10'
6—Heat Solid	varies	24 hrs	10'
7—Fire Bolt (100')	target	—	100'
8—Heat Armor	target	1 min/lvl	10'
9—Fire Ball (10')	10' R	—	100'
10—Control Fires	1 fire	1 min/lvl	10'
11—Fire Ball (20')	20' R	—	100'
12—Heat Armor (10')	target	1 min/lvl	10'
13—Fire Bolt (300')	target	—	300'
14—Circle Flame	10'Rx10'x6"	1 rd/lvl	100'
15—Waiting Flame	10'x10'x10'	varies	100'
16—Metal Fires	target	1 rd/lvl	100'
17—Fire Armor	target	1 min/lvl	10'
18—Fire Bolt (500')	target	—	500'
19—Immolation	5' R	1 rd/lvl	self
20—Fire Armor True	target	1 min/lvl	10'
25—Fire Bolt V	varies	5 rds(C)	100'
30—Stone Fires	target	1 rd/lvl	100'
50—Fire Armor Mastery	target	1 min/lvl	10'

ICE MUGSHOTS

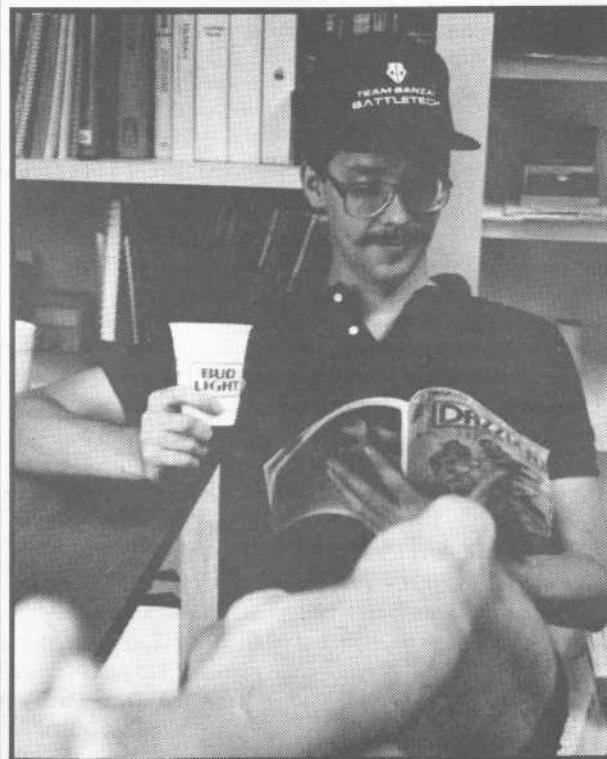
Each issue, we hope to profile at least one or two of the fascinating individuals who make Iron Crown what it is; who constitute the core of our existence; the focus of our being; the very heart of ICE; the center of Iron Crown's amorphous form... the 'staff'.

This time we've picked the E&D Manager and our junior editor (*yawn*). Oh, sorry...

—TKA

S. Coleman Charlton

Reported by Some Fluco



Born in Richmond (capital of the South during the War of Northern Aggression), Coleman Charlton grew up (more or less) during the 60's in the wilds of Fluvanna County. During the 70's he attended the University of Virginia, where he overcame the twin distractions of boardgaming and fantasy role-playing to receive a BA in Mathematics, then (eventually) a MA and a PhD in Computer Science (becoming a ten-year student in the process).

One of the Founders of Iron Crown Enterprises in 1980 (on April Fool's Day) Coleman co-designed ICE's modular *Rolemaster* FRP system. He also designed *Middle-earth Role Playing* and a variety of products including the *Fellowship of the Ring* boardgame, the *Lonely Mountain* boardgame, and *Creatures and Treasures*. Currently the Editing and Development Manager of ICE, he has developed and handled production on numerous other ICE products.

Preston Maxwell Bennett Eisenhower IV

Reported by Lambert Bridge

Preston claims that his mother actually started calling him "Biff" as a (no doubt strapping) youth, and the title stuck through his collegiate years. He explains that Biff is based on Bennett, since his father went by *Max* and

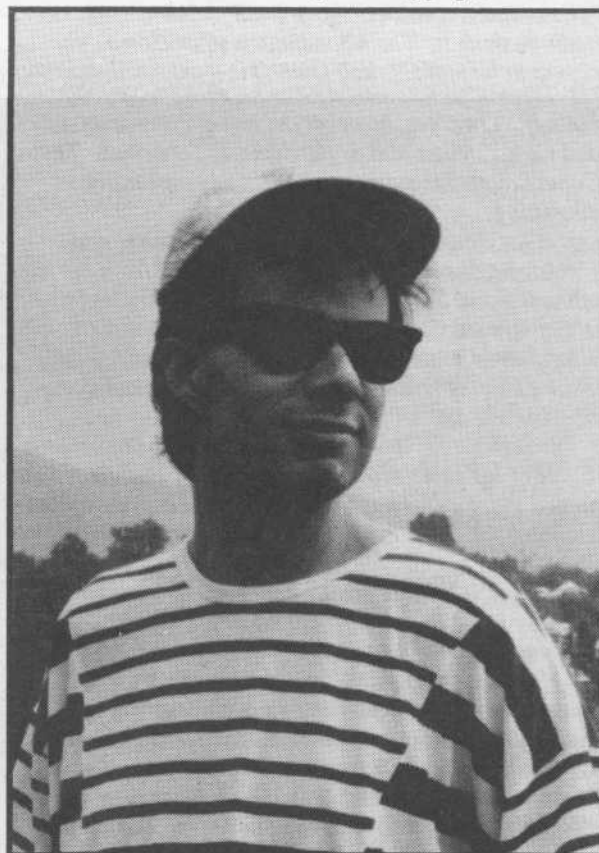
his grandfather *Preston*. I didn't ask what the first PMBE went by; I was too confused. And yes, he is related to our Thirty-fourth President, although "distantly".

Biff was born on July 6, 1965 in the small, upstate New York town of Oswego, and attended Exeter Academy. He went on to an Ivy League school (whose name we shall not mention, but its name starts with "H") and became a Brother of Sigma Phi Fraternity (are you sick to your stomach yet?). After receiving an Undergraduate English degree in 1987, he came to the University of Virginia here in Charlottesville for Graduate Study in Somethingorother. He and I talked at lunch the other day; he was of course wearing his usual khakis, rumples white button-down and loafers with no socks. Here's how he explains his interest in FRP:

"Somehow I stumbled onto Roleplaying back during my Exeter days, and played it all of the time while in school there. It interfered with lax —" (lacrosse) "— practice sometimes, which was a bummer. My GM hated lacrosse, and did terrible things to my character when I didn't show up for his game. Pretty harsh, huh?"

"I guess so. How often did you miss sessions?"

(continued on following page)



Photos by Bart Hlavin

11—Fire Ball (20')	20' R	—	100'
12—Heat Armor (10')	target	1 min/lvl	10'
13—Fire Bolt (300')	target	—	300'
14—Circle Flame	10'Rx10'x6"	1 rd/lvl	100'
15—Waiting Flame	10'x10'x10'	varies	100'
16—Metal Fires	target	1 rd/lvl	100'
17—Fire Armor	target	1 min/lvl	10'
18—Fire Bolt (500')	target	—	500'
19—Immolation	5' R	1 rd/lvl	self
20—Fire Armor True	target	1 min/lvl	10'
25—Fire Bolt V	varies	5 rds(C)	100'
30—Stone Fires	target	1 rd/lvl	100'
50—Fire Armor Mastery	target	1 min/lvl	10'

1—Resist Heat (D) Target is totally protected from all natural heat (not fire), and adds +10 to RR's vs heat and -10 to elemental fire attacks.

2—Boil Liquid (F) 1 cu' of liquid/lvl can be heated to boiling at a rate of 1 cu'/rd.

3—Warm Solid (F) Any solid inanimate, non-metal material (1 cu'/lvl) can be warmed to 100° at 1 cu'/rd.

4—Wood Fires (F) Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.

5—Resist Heat (10') As *Resist Heat* except all beings within 10' of target are protected.

6—Heat Solid (F) Any solid inanimate, non-metal material (1 cu'/lvl) can be warmed to 500 degree F at a rate of 100 degree/rd.

7—Fire Bolt (100') (E) A bolt of fire is shot from the palm of the caster; results are determined on the Fire Bolt Table.

8—Heat Armor As *Resist Heat* except protects against all natural heat and modifies spells involving heat by 20.

9—Fire Ball (10') (E) A 1' ball of fire is shot from the palm of the caster, it explodes to affect a 10' R area; results are determined on the Fire Ball Table.

10—Control Fires (F) Caster can control the temperature range of a fire (i.e., extinguish a fire, flare it up, etc).

11—Fire Ball (20') (E) As *FireBall (10')* except it affects a 20' R area.

12—Heat Armor (10') As *Heat Armor* except all beings within 10' of target are protected.

13—Fire Bolt (300') As *Fire Bolt (100')* except range is 300'.

14—Circle Flame (E) Creates an opaque circled wall of fire (10'R x 10' x 6". Anyone through it takes an "A" heat critical (NO RR). The circle of flame is centered around the caster and is immobile.

15—Waiting Flame (E) Creates a cube of flame (10' x 10' x 10'), it takes 1 complete round for the cube to form and be effective. An "A" critical is dealt for each round passing through (or in). Cube of flame will burn for 1 rd/lvl and the effect can be delayed up to 24 hrs; triggered by time, sound, violent action, etc.

16—Metal Fires (F) Causes a metal object to burst into flames, the object can be up to 1 lb/lvl in mass. If the object is on a being, it gets a RR and if it fails the being takes a heat crit. of a severity determined by its location on the body.

17—Fire Armor (E) As *Resist Heat* except fire spells are affected (fire bolt and fireball). Fire/heat criticals are decreased by one level (i.e., "E"s become "D"s, "D"s become "C"s, "C"s become "B"s, "B"s become "A"s and "A"s are ignored) and all fire/heat concussion hits are reduced by 1/2.

18—Fire Bolt (500') (E) As *Fire Bolt (100')* but rmg is 500'.

19—Immolation (E) Caster's body is covered with powerful flames. He is immune to all forms of fire. Anyone within 5' suffers an "A" heat critical (NO RR). Anyone in physical contact suffers a "C" heat critical. Physical attacks from the caster that deliver a critical also deliver an "A" heat critical. All items on the caster's person are immune to Fire for the duration of this spell, but any materials he touches (or walks on, etc) after he immolates must make a RR or be ignited.

20—Fire Armor True As *Fire Armor* except fire/heat criticals are decreased by two level ("E"s become "C"s, "D"s become "B"s, "C"s become "A"s and "B" and "A" criticals are ignored) and all fire/heat concussion hits are reduced by 3/4.

25—Fire Bolt V As *Fire Bolt (100')* except five bolts of fire are shot from the palm of the caster, at a rate of 1/rd.

30—Stone Fires (F) As *Metal Fires* except a 300 sq' surface as affected and a "C" critical is given each round passing through (or in) the 3' flames.

50—Fire Armor Mastery As *Fire Armor True* except target cannot be harmed by fire based attacks.

T'REVOR'S TALE

The story of a young Half-elf in search of his heritage
in Fourth Age Middle-earth.

A few words of explanation are no doubt in order. These annals are the annotated (and somewhat censored) letters of one T'revor Arain, a half Noldo, half Dúrakhan (and offshoot of the Womaw) Mystic adventurer. T'revor's name translated is a corruption of the Sindarin "ore" (heart) and "vorn" (black) with the Dúrakhan masculine "T" prefix.

T'revor's personality is a bit curious, perhaps worthy of note, as is the psychological makeup of his home culture. Dúrakhani grudgingly respect the Valar, but the idea of worshipping anything is tremendously irksome to them. This may have presented a conflict in T'revor's upbringing, as of course, all Elves revere the Valar (though, on the other hand the Noldor are probably the most egotistical of the Kindreds, and their worship is perhaps the most 'grudging').

At 21, T'revor is still quite young and more than a little confused. The abrupt death of his friend Carnil (after nursing him to health from his brain injuries) had an effect, not to mention the discovery of the insidious nature of the paired bows (see the Tale), and so Carnil's unwitting Betrayal. Subsequent study of Carnil's copious (if disorganized) notes only served to confuse the young Mystic further. A battle of wills with the powerfully enchanted Trident proved inconclusive, and during this period the Vanyar Elf Lindénar appeared and evaded T'revor's best attempts at keeping him alive, ending up as a claw ornament for a dragon. These events served only to harden his demeanor and force him to a singleness of purpose, its accomplishment not only appeasing the Trident, but avenging Carnil's unwitting misdeeds.

In demeanor T'revor affects a pouting, permanently pissed-off countenance as his 'image.' Indecision is not one of his faults, nor is cowardice. On the other hand, careful planning is not one of his skills (including pondering the repercussions of certain acts). He relies heavily on gut feelings and leaps of intuition, as well as irregular attacks of deductive reasoning.

Few would consider him 'friendly.' 'Civil' is sometimes pushing it. The Abomination (One Coma, who claims to be half Elf, half Dwarf) is a personal thorn in his side, but he has mixed feelings, being a half-Elf himself. Dwarves, however, he has always despised, and Coma strikes him as particularly Dwarvish. That Coma flaunts his supposed heritage is especially disgusting.

It is the Fourth Age (in Western Reckoning) and T'revor begins his adventure heading east from the isles of the E-Sorul Sare towards the legendary Vulm Shryac, isle of Dragons. He is seeking his Uncle Dendien, who disappeared some years earlier and apparently was involved in the strange events which have been occurring in the East.

Throughout his adventure, T'revor has been writing to one of his older brothers (a somewhat slothful Noldo named Ithloss who has taken up permanent residence in a waterfront citadel in the Múmanan converted to a resort) with reasonable regularity. So, without any more babbling, I'll let T'revor introduce his letters.

Ed.

My name is T'revor Arain, and this is my story: My mother is of High Noldorin blood, my father is Dúrakhani. The Dúrakhani as a group are descended from the high men of Hildorien, related to Silvan Elves as well as the Womaw. Some connection with the Lords of Ulster Ktyl, friends of Kodul (don't ask). I have one younger sister and four older brothers; all the brothers and I having left home, seeking information in the southern lands. Just what this was all about

was never made clear, however. My uncle (apparently my father's brother, as he dressed as a Dúrakhani in my vision) is a shepherd, but also very long-lived (maybe some Elvish blood there, too), and extremely powerful and influential, as he appeared in a vision of a scene at Uon with several Noldorin Elves as they forged the Trident. Perhaps he retired to shepherddom, even as I plan, eventually.

After a long sea voyage, I washed up on a beach off Vulm Shryac, and there my Tale begins.

Letter One

Aboard a Small Yacht,
off the Coast of Vulm Shryac

The situation would be humorous if this group weren't in such serious trouble. And I thought I was chaotic; some of these fools are outright spastic.

Let me digress for a moment and explain recent events. First, as you know, I set sail from our ancestral home in E-Sorul Sare only about a month after you left for Hathor. The dreams had really begun to bother me, and Mother wasn't making home life any easier.

Things began to go wrong almost immediately. I was shipwrecked in this storm, headed for Vulm Shryac, and stuck on a boat with some mortal. He wasn't too bad, though (for a mortal). He did share his unlimited rations supply with me. Anyhow, like, after two weeks (yeah, two; I got a great tan) in this rowboat, we ran aground on a small island in a group of shoals, not far from the mainland of dreaded Vulm Shryac. My destination after all! My luck wasn't so bad. Too bad I lost my map of the island and had no idea where to find Uncle Dendien.

After a short period of poking about, we heard the yells of dudes in danger. Bolting into a small cave (which turned out to be a big cave) we stumbled — literally — upon a band of travellers who had just barely survived an altercation with some of the locals. One guy, later introduced as Darien, spent a lot of time flying and invisible and hiding. Several of the others had suffered a brutal spell and had turned to rather fine stone sculptures. One had been transplanted from a watch into a laen rock (don't ask; I don't know either). One, the only Elf in the group, had been bashed in the head by several large rocks. I immediately took it upon myself to look after the Elf (who, I found out, was named Carnil), especially after I noticed one of the Dwarves in the group (the other was only giving stony stares) eyeing greedily Carnil's magic items. We immortals have to look after our own. After examining Carnil's body and relieving him of items he wouldn't be needing for awhile, I opened a credit account with Darien (who doubled as the group's herb store and loan office), and secured the herbs to get Carnil back on his feet. I also agreed to help look for some books which this group was after.

Unfortunately Carnil had suffered some brain damage, and rather expensive restorative herbs were going to be necessary. As it was, he was able to function (more or less). In the meantime, I figured his magic items were safer on my warm body. He had a nice bow, part of a set, which has a purpose to slay 'Betrayor' Elves. Sounded fine to me, although I made a note to ask him the details when his brain returned. Also, he came with a nifty bowguard and a studly Trident kind of item, which the rest of the group said he secured from an unpleasant sorcerer here on the island. Apparently the Sorcerer no longer had need of the item, as he had left the material world. I immediately established a rapport with the Trident (which had a feminine disposition) and elected to make use of it at the first opportunity. Good thing, since the locals were still about, and some of these guys suggested we take them out. We cruised down the hall, and cornered one of the native runts in a room. He giggled and some of his flunkies jumped OUT OF THE WALL! Creeps of stone! The fight started; I whipped out my snazzy new Trident to laid waste to the creeps. It fires Firebolts from the two outer gem-

tips of the fork, as they glow blue (very pretty). Unfortunately there was a big guy in front of me (Sen-Kay or something) so I yelled "Duck!" Fortunately for him, he ducked. I blasted. This process went on for several rounds: I would blast the sucker while Sen-Kay ducked, and he would stand up and wait upon the dude. The only catch came when this monk-type jumped in my way and I (accidentally) blasted him in the back. Lucky for him I was a little off balance and only grazed him. He said "Hey, watch where you shoot that!"

I replied "If you get in my way, I'll blast YOU!" He didn't get in my way again.

Well, in the end we wasted them, only to discover that all the famed books we were after (oh, yes, this expedition I just joined is on a book-hunt) were actually made of STONE. These guys are really out of it. Stone dudes, stone books. If it weren't for Carnil and the Trident, I'd be out of here. Anyway, we soon found out that the boat that these sharp dudes came in was heading out to sea. Apparently Sen-Kay, who was supposed to be guarding it (and guarding some prisoners on it) abandoned his post. Real smart. Sooo, Darien and I and the Trident (and the girl in the 8-pound laen rock) cruised out to do an air strike on the boat and recover it. After careful observation and bat sonar readings, we realized that there were two illusionary creeps manning the boat while the prisoners were pretending to still be prisoners. Unfooled by this weak ploy, we moved in. Darien employed the ballista on the ship, and I employed the Trident. We fried their posteriors. With a particularly skillful maneuver on my part, we expertly returned the boat safely to land, only to discover that other members of the group had been randomly playing with magic items. Very unsmart. One got his brain fried to dust (but it was a Dwarf, so no great loss).

Next time: The girl, the Orb, and amulets.

ICE MUGSHOTS

(Continued from previous page)

"Uh, about half the time. I did have other interests!"

"I see. I guess you never suspected that you would be working for a RP game company."

"Nope."

"What do your parents think of all this?"

"Mom thinks it's OK, but Dad really wanted me to get something further north. 'There's only one real golf course in Charlottesville, and skiing in Virginia really is less than optimal, you know, Preston,' he said. He's right, of course; the slopes here are all really pretty much beginner material. I have to go home to Gramma's in Vermont every winter for real skiing."

"Uh, yes, I understand you are quite the skier."

"Yah."

"So, did you play FRP at all in College?"

"Yeah, actually, I did play while I was at Hah-vahd." (his accent, not mine — LB) "I played D&D mostly, but we got hold of one of the early Arms Law/Claw Laws in about '85, and that really turned the corner for us."

"I guess your fraternity brothers knew nothing of this questionable activity."

"Uh, no, they didn't know. Um, come to think of it, can we not print this?"

"Do you really think any of them will read IQ?"

(Biff laughs nervously, adjusts his tortoise-shell glasses he only wears at movies and to impress girls.)

"No, but when I run for President, this will no doubt surface."

His role at ICE is still in the formative stages, though Preston has worked in Customer Service and on the IQ Circulation Staff. He's just starting to try his hand at some editing chores. Chief Editor TKA comments:

"Well, Biff's a great guy and everybody likes him. I think he was at his best when he played receptionist last summer — but don't print that; he'll kill me. Anyway, he's coming along in Editing, though he's a little erratic at the computer. 'His Bimmer's not always in gear,' I think they say."

“Some of the People Who Won't Have Subscriptions to the IQ”*

— Preston Eisenhower IV

Alex P. Keaton	Dan Rather	Downtown Julie Brown	ALF
Alien(s)	David Lee Roth	Michael Jackson	The Rev. Jerry Falwell
Ed Mecham	Dennis Miller	Mr. Jackson's Plastic Surgeon	Richard Simmons
Anita Bryant	Jimmy Swaggert	Morgoth	The Reagans 'Astrologer
Anyone in the NSC	Donny Osmond	The Cast of <i>Star Trek: TNG</i>	Robin Leach
Anyone Named Binky	George Bush	Neil Young	Salt 'n' Pepper
Bobby Knight	Gen Manuel Noriega	Professor Moriarty	Sauron of Mordor
Baron Vladimir Harkonnen	Jessica Hahn	Oliver North	Sylvester Stallone
Gallaudet Ex. Pres. Kistner	Jim and/or Tammy Bakker	Televangelist Pat Robertson	Ed Broadbent
Bon Jovi	Joan Collins	Dale Brown	The Ayatollah Khomeini
Pebbles	The White Witch	Pee Wee Herman	The Solid Gold Dancers
Bridgitte Nielson	Klingons	Phylis Schafly	Valerie Harper
Church Lady	Marie Osmond	P. W. Botha	Vanna White
Claus von Bulow	Anyone Named Osmond	Geraldo Rivera	George Michael

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*With thanks to Kenneth Cole

THE RAMPAGING REVIEWERS

In this column, our very own ICE Film/Television/Book/etc. critics get to mouth off about just about anything they feel like. Our expert 'critics' this issue are:

Preston "Biff" Maxwell Bennet Eisenhower IV (believe it or not): Biff joins us fresh from Undergraduate Liberal Arts at an Ivy League School (He'd prefer we not use the name) to do a little intern work here at ICE. His pedigree speaks for itself. His intellect has yet to be heard from.

Bradley "Little 'Roo" Wallabee: An exchange student from you-know-where, he has yet to say "G' day", mainly because he's always in the mood to punch somebody out (often Biff).

These two inseparable enemies have been touring the Moviehouses and the TV dial this past several months, and after weeks of hard work and more than a few 12-packs, have given us their opinions, some more serious than others. I should mention that the opinions expressed here are those of the reviewers and not necessarily those of the ICE staff or management.

—TKA

PS: Like all the other reviewers, ICE has its own little system; ours is of "planets":

- ☉☉☉☉☉ Absolutely Great; don't miss
 - ☉☉☉☉ Reeeeeee Good.
 - ☉☉☉ Pretty Good; worth a bargain fare or an otherwise wasted evening
 - ☉☉ Don't bother
 - ☉ Run Awayyyy!!!
- There are also "1/2" increments for when they couldn't make up their minds

Yo! I'm Brad (and I'm Biff) and this issue we're reviewing a few movies we saw *last* summer (available on videocassette now), a TV series that's already cancelled, and one that ought to be put out of our misery (and we'll try not to offend the censors like the Canadian did!).

MASTERS of the UNIVERSE

☉☉☉

See Dolph. See Dolph flex his pectorals. See Dolph hit things with big sword and flex more huge muscles most people don't even have. Oooh, Ahh.

Seriously, boys and girls, let us be the first to admit that we are not film snobs (Speak for yourself, Brad!), and that we enjoy a trashy flicko every once in a moon, especially if we can get in on a \$2.00 special (which we did). *MotU* was worth the price, with some capable special effects, and Frank Langella was ultra-camp king as Skeletor. Co-starring was the passable young actress (Courtenay Cox) who was between her acting debut as Bruce Springsteen's dance partner, her stint on the fun and cancelled *Misfits of Science*, and her current role as Alex P. Keaton's girlfriend on *Family Ties*. We would say this movie fits nicely in her progression of credible roles, from pointless to mindless to mindlessly telekinetic to shameless.

Now, we're not very familiar with the Masters of the Universe cartoon mythos, but we thought that He-man raised his sword (the metal one) and said "I have the power!" (or something like that) and there was lightning and he got even more powerful. Eagerly we awaited this moment throughout the flick, only to have Dolphy sort of mutter it at the end, with no discernable change in his abilities (which were, admittedly, pretty impressive from day one). But we wanted some more fireworks. Oh, well. Dolph's acting was pretty weak, but he'd be perfect for a role in *Star Trek: The Next Generation*.

THE PRINCESS BRIDE

☉☉☉☉☉

This film was a surprising delight. Certainly not clumsy, high-budget fantasy fare (like *Legend* — remember that? Tom Cruise as a wood nymph or something?) or clumsy, low-budget fantasy fare like (fill in the blank, there are so many). But with Rob Reiner and Norman Lear running the show, it was bound to be, well, different.

It was. Funny (at times hysterically so) and yet still reverent with the fairy-tale plot. The supporting characters are totally key: Billy Crystal is a scream, Peter Falk very fun as the kindly grouch of a grandfather, and even André the Giant (as, what else? a Giant) is sympathetic and endearing. The evil-doers are all comically evil, but scary enough to keep you romantics fearing for the Princess Bride and her True Love. But the stars! Two more beautiful pairs of blue eyes we have never seen. Cary Elwes is handsome and deft as young Westley, the farm boy who returns to rescue his love from the clutches of the Bad Guys. In the opening scenes he is positively hypnotic. Although we are only aware of two previous film to his credit, both little-known British productions (the naïve James Harcourt in *Another Country* and the ill-fated young husband of Jane Grey in *Lady Jane*) he seems confident here and deserves praise for his flawless delivery of most of the best lines in the film. Robin Wright — apparently in her first dramatic role — is perfect as the unwilling princess Buttercup: tall, slender and graceful, blonde and a bit daft, yet intuitive and strong-willed. She reminds us a bit of Darryl Hannah, though with softer features, and again, those blue eyes... (Brad! stop drooling!)

M-M-MAX HEADROOM

☉☉☉☉ 1/2

Wow. The first few episodes of this wonderous series shown last season were absolutely the greatest thing we have seen on T.V. since, well, since we don't remember. Based on a British Television movie, the first episode was an almost word-for-word reproduction of the Brit version, thankfully with most of the cast carried over. This group is almost without a weak member, including the very sultry and charming Amanda Pays as Theora Jones (Brad! not on my Chinos!), Chris Young as the wonderfully naive yet snottily brilliant 15 year old Bryce (new to the American version and better than his British counterpart), to George Coe as the basically honest but ratings-obsessed Chairman of Network 23 (also new and improved), to of course, the charismatic Matt Frewer as Edison Carter/Max Headroom.

All project their characters and establish real personas with a minimum of unnecessary babbling (unlike some other series — see below); naturally this is also a tribute to the writing. And the writing is as wonderful as the characters. Fast and furious the plots unravel, full of action and intrigue, with twists and turns to keep you glued to your seat. We were worried when the producers announced that the new season would have easier to follow plots, but fortunately that only lasted for about two episodes. They're back to speed again, and should be off the air with abysmal ratings by the time this hits the stands. Oh, well.

Biff 'n' Brad guessed right; the series only lasted through half a dozen showings before being yanked. Too bad, guys.

—TKA

STAR TREK: The Next Generation

☉☉

On the other hand, this had to be one of the biggest disappointments to come down the proverbial coaxial cable. As the pilot movie oozed out over a lengthy two (too) hours, we began to wonder...

1. Why is the new Enterprise sooo ugly? 2. Is it going to come apart every week? 3. Why does the bridge look like a cocktail lounge? 4. Why does the new transporter effect look like a bucket of water being dumped on the floor (especially when the effect in the last couple of movies has been really cool. ILM is doing the effects, so what gives?)? 5. Why do phasers look like sparkly little moonbeams? The photon torpedoes are O.K., though. 6. Why does everyone look like they have the hots for everyone else? (except the kid and the android — and that changes for one of them later...) 7. What is that Klingon doing there? 8. Is he a traitor or are the Klingons and Earthers friends now? 9. Why do the uniforms look like spandex PJ's? 10. Why is Data (the android) that sickly color? If he is so human-like, why not make him exactly like a human in appearance? Why isn't he stunningly handsome? Homely androids make no sense to us. 11. We understand the idea of putting women in positions of authority, but why do all the women they cast there seem either brainless, unhappy, or a little too butch? Can't they just be doing their jobs competently without so much agony? We would have preferred to see a woman First officer or Captain. 12. And perhaps most importantly, why does everyone walk around like they have an airhose up their butt?

We were even more upset when we noticed that D.C. Fontana (who gave us some of the best original episodes: *Journey to Babel*, *Friday's Child*, and *The Enterprise Incident*) and Gene Roddenberry co-wrote this schlocky pilot, and she is Associate Producer. Help us, Dorothy! What has gone wrong?

Well, we waited and watched the first regular episode. It was an admitted re-hash of one of the first original episodes, when a mutated version of the intoxication effect strikes the crew again. It is a useful device to reveal the inner personalities of the crew. Indeed, many of my questions were answered as the 'plot' unfolded: 1. Still no excuse for the Enterprise, especially up against the much more graceful, if probably outdated, *Gagarin* class research vessel (like the ill-fated *Grissom* from STIII). Love the way the nacelles stretch like putty when it accelerates, though. 2. Guess it won't come apart every week, but young Wes had control of engineering for most of the show, and he (being the most clever and interesting character) probably doesn't like the ship apart either. And it's still a piece of cake to control the ship from engineering;

you think they'd have fixed that by now... 3. Still no answer here, though those three (1st Officer Ryker, the Captain, and the seemingly purposeless Telepath) look very uncomfortable sitting in their lounge chairs with nothing to do (maybe they're wondering what happened to their cocktail waitress). And someone give that security girl (Yar) a chair; the poor thing spends all day running up and down the biggest console you ever saw (she must wonder what she did wrong in the service, with those three dodos in front of her with about five buttons to push between them) 4. Again, no illumination here, just more water. 5. Still dunno, though the tractors and repulsors are little better. 6. Everyone's hormones go wild here, and we see just *who* has the hots for *whom*; and let us tell you, it's pretty ugly. The uptight security girl and the android? Ick! The old, bald captain and the Medical officer? Barf! (that explains the baldness bit: it must be sexy now!) The dull Telepath and duller Ryker? Yawn! Meanwhile, poor blind LeVar Burton (Geordi) lies on a bed and sweats while the kid redesigns the Enterprise's entire circuit layout, just because the stodgy old captain won't let him on the Bridge (we guess because poor young Wes isn't of drinking age

yet...) 8. Still no answers here, either (and do we really care about those icky Klingons, anyway?). 9. The uniforms look like PJ's to show off everyone's absolutely incredible physiques (in contrast to the old crew of Kirk, Scotty, and Uhura, all of whom were looking a bit out of shape by the later movies) Obviously the only recreational equipment on ship besides the rather dangerous holodeck are 400 *nautilus* machines. Too bad nobody has a brain to match. 10. Still an unanswered question, though it seems that Lt. Yar likes him that way, at least when she's drunk. 11. No answer here, though none of the women has convinced us otherwise than our first impressions. 12. Why *do* they walk like that? Especially Ryker? Is his uniform too tight? Are his lines too silly? Is he just a *really* bad actor? We fear that all will prove too true in ensuing episodes, which we suspect, will be something like this: the *Gamesterettes of Quintskelion* (Lt. Yar meets her match); *The Apple of My Eye* (where Wes reactivates Vaal and, hypnotized by the reawakened god, the whole crew dons white beach towels and bleaches their hair. Lots of muscle-revealing potential there); *The Trouble with Telepaths* (the Councillor-woman catches a doubletalk disease, starts reading peoples' minds at will, and playing cruel pranks on

their innermost fears); *The Squire of Q* (oh, guess we already ripped that one off in the pilot); *The Naked Later* (guess); *The City on the Edge of Sometime Next Week* (Joan Collins reprises her role as Edith Keeler, who is somehow reborn as the Goddess Athena. She kidnaps the ship and...); *Space Swede* (The Enterprise encounters a derelict ship filled with cryogenically preserved, genetically improved men and women from the Genetics Wars. Their leader is Draco — played by Dolph Lundgren — who takes over the ship from engineering and, well, you know the rest.)









The boys were half-kidding; little did they know how right they were! And the show is of course, doing great in the ratings.

—TKA

Next issue: Brad gives us his opinions on the latest speed-metal albums, while Biff reviews various autumn fashions: when to wear high or low-top duck boots/shoes; exactly what flood-height is right for khakis, and more!

See  ICE at
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- Spontaneous Demos!    
- Blue-lite Specials?    
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Space Master Screen
Mouths of the Entwash

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Rolemaster Companion II
Raiders of Cardolan

Coleman's Corner

Welcome to Coleman's Corner, where our resident systems expert and master letter-writer answers your questions about the various ICE products! Let's see what's in Coleman's mailbox his issue...

TKA

Dear Dr. Charlton,

I am writing in reference to your excellent game: **Rolemaster**. I would like to commend you for doing such a great job in creating this game. I like it so much that all I can say is that your rules are very thorough. I have one nagging question, though. Is it playable? I understand that you state that **Rolemaster** is a "complete set of fantasy role playing guidelines," so my other questions would be: is it complete? If not, what's missing?

Sincerely,
Brian Barr
Tempe, AZ

Dear Brian:

We think **Rolemaster** is playable. (nuff said. — Ed.)

Different people roleplay in different ways, and very experienced roleplayers combine different "rules," and modify them to fit their games. So, in a sense, there are no roleplaying "rules" for GMs, only "guidelines." No set of roleplaying rules is complete. We are always coming out with more "guidelines," or GM aids, such as: **Creatures and Treasures**, and the **Rolemaster Companions**.

Coleman.

Dear Coleman,

I have a question about your **Delver** Class as presented in the **Rolemaster Companion I**. On the **Delver's** base list of **Symbol Imbedding**, it says to refer to the Closed Channeling list, **Symbolic Ways**. But then it says that imbedding is dealt with under the Alchemical research rules. If this is the case, does that make a symbol as imbedded by a **Delver** permanent, useable again and again as a magic item, or is this a one-time only item, as I take the symbols of **Symbolic Ways**, and the runes of **Rune Mastery** to be? And if the **Delver** Symbol is permanent, how does this affect the symbols of **Symbolic Ways**?

Sincerely Yours,
Jeremiah Genest
E. Corinth, ME

Dear Jeremiah:

A Cleric's "Symbol" is "imbedded" instantly when the spell is cast, but it may only be used once per day.

The **Delver's** "Symbol" is "imbedded" only after the "imbed" spell is cast once a day for a week per level of the spell, and the spell to be imbedded is cast once per day for a week per level of the spell (see **Spell Law**, 9.923). Such symbols are treated as runes. If the **Delver** works with an **Alchemist**, the symbol can be imbedded as with a rod, wand, or staff.

Coleman.

NEW RELEASES

(continued from page 1)

most famous Elven strongholds in Middle-earth. It includes over 20 pages of layouts and a complete cutaway view of the Elvenking's underground city \$6.00 — available now!

Far Harad, the Scorched Land: This 64-page Campaign module introduces players to the the wild desert realms of south-central Middle-earth, never before documented. Oases and seaports teem with trade and intrigue, while the deserts hide ancient mysteries, vast wealth, and untold dangers! (\$12.00 — August)

Mirkwood (North and South): First in a series of exciting double-modules, **Mirkwood** combines the original "sister" modules of Northern and Southern into one complete guide to the great forest of Rhovanion. Revised and re-edited, **Mirkwood** is a must for all Middle-earth fans. (\$15.00 — September)

Creatures of Middle-earth: A new Middle-earth sourcebook, **Creatures** follows the same lines as the "Lords of Middle-earth" series, this time concentrating on the myriad animals and monsters which inhabit J.R.R. Tolkien's world. Included are major sections on Dragons, Fell Creatures, Sea-beasts, and the Undead! (\$12.00 — September)

For Space Master:

Tales From Deep Space: Five adventures on the Imperial Frontier! Face every peril from indestructible aliens to Petsi's Pleasure Palace! (\$6 — available now!)

The League of Merchants: This campaign module delves into the murky underworld of the powerful interstellar syndicate known as the **League of Merchants**. Meet the mysterious lords who rule this sweeping empire and travel to their secret headquarters: **Starhaven**. (\$12 — available in July!)

(continued on page 15)

HYPERSPACE SICKNESS

by Tod Foley

The Relative Inertial Field generator creates in effect an "N-Space bubble" around a construct, which is propelled through the "dimensionlessness" (to our perceptions) of the Tachyon Universe. The device works remarkably well as regards protecting the field's contents from sub-atomization, but some sensitive beings still experience uncomfortable (or even dangerous) symptoms due to Hyperspace travel. "Hyperspace Sickness" as it is commonly called, effects somewhere between 5 and 10% of all known Hominoids (exact racial frequencies differ slightly). It is actually not a "sickness" at all but more of a harmful perceptive ability. Once prone to it, a character will always be prone to it. In most cases, the effects are relatively mild (comparable to any other form of motion-sickness), and will quickly subside if a dose of Hyravol is administered (Hyrafol is THE most commonly used drugtab in any ship's dispensary). 20% of all cases are "Severe", and 5% are "extreme". Hyravol treatment of such cases only reduces the Severity by one category.

See below for game effects:

SEVERITY	LVL	MAX EFFECT	MIN EFFECT
Mild	4	Shivering, Irritability, -10 to all maneuvers.	Distraction (-5 on all maneuvers).
Severe	8	Vomiting, Vertigo, -20 to all maneuvers	As "Mild/MAX EFFECT"
Extreme	12	Fever, Hallucinations, Hysteria, -30 on all maneuvers, +30% chance of "Frenzy" (as skill).	As "Severe/MAX EFFECT"



NEW RELEASES

(continued from page 14)

Space Master Combat Screen: The perfect companion to the new *Space Master* role playing game, the Combat screen features the most commonly used tables, placed conveniently on the screen and in a 16-page booklet: Criticals, Maneuvers, etc. (\$6.00 — available now!)

For Rolemaster:
Mythic Greece Age of Heroes: This *Rolemaster Classic* provides *Rolemaster* and *Fantasy Hero* stats for role-playing in the Age of Heroes. The character creation system lets you play extra-powerful Greater Hero or even Demi-god characters! (\$15 — available now!)

Rolemaster Companion II: Here is something for every *Rolemaster* GM and player! Thirteen new professions, 65 new spell lists and over 100 new optional skills! (\$12 — available now!)

Gamebooks:

Narnia Solo Adventure: #4 (*Lost Crowns of Cair Paravel*) is due out in July, to be followed by *Return of the White Witch* in September.

Middle-earth Quest: Books one and two (*Spy in Isengard* and *Treason at Helm's Deep*) will be out in August, followed by #3 in November.



WRITE FOR THE IQ!

Send for submission guidelines today!

THE BOUNTY HUNTER

A *Space Master* optional profession

By Karl Alexander Borg and Jordan Sky Greenstone

Bounty Hunters are, in general, a profession who specialize in the retrieval of wanted individuals. However, the Bounty Hunter is not adverse to hiring his or her services out in other outlets such as protection or item retrieval, as long as the pay is good. The Bounty Hunter often works within a guild, a person merely learns how to contact the guild and negotiates a fee with Bounty Hunter to be hired. These services extend to companies or governments who require them and can pay. It is also not uncommon for a company or government to possess their own network of Bounty Hunters.

Prime Statistics: Ag/In

Maneuver in Armor

L.B.A.:	1/*
A.B.S.:	3/*
A.Ex.:	5/*
P.A.:	10/*

Weapon Skills

1/6,2/5,2/6,10,15,20

General Skills

Climbing:	1/3
Swimming:	1/5
Riding:	2/5
Traps:	1/5
Locks:	2/7
Stalking:	1/3
Hiding:	1/4
Perception:	1/4
Driving:	1/5
Atmospheric Pilot:	4/4
Marine Pilot:	3/7

Special Skills

Ambush:	2/5
Linguistics:	3/*
Adrenal Moves:	6
Adrenal Defense:	20
Martial Arts:	3/8
Body Development:	2/6
Forgery:	4
Counterfeiting:	5
Survival:	1/2/4
First Aid:	1/5
Scanner Analysis:	1/3
Combat Skills	
Airborne Assault:	5
Combat Pilot:	5
AFV Crewmembr:	4
Alien Environment:	1/4
Missiles:	4
Hvy Engy Prjctrs:	3
Mtd Wpns Ambush:	3/9

Astronautic Skills

Orbital Pilot:	3
N-space Pilot:	4
Hyperspace Pilot:	5
N-space Astrogation:	4
Hyperspace Astrogation:	5
Sensor Analysis:	3
E/W Communication:	2/4

Technical Skills

Mechanical Technics:	3
Weapons Technics:	2/4
Electronics Technics:	3
Computer Technics:	2/7
Pow. Sys. Technics:	5
Crime Technics:	1/4
Medical Technics:	5
Cybernetic Technics:	5
Genetic Technics:	7

Scientific Skills

General Physics:	1
Adv. Mathematics:	1
Chemistry:	2
Planetology:	2
Astronomy:	3
Metallurgy:	2/7
Tachion Physics:	6
Biochemistry (Xeno):	2
Botany (Xeno):	1
Zoology (Xeno):	2
History(Xeno):	3
Anthropology (Xeno):	3
Psychology (Xeno):	2
Medicine (Xeno):	9
Medical Practice:	8
Genetics:	10
Cybernetics:	8

Engineering Skills

Mechanical Engineering:	4
Weapons Design:	3
Electronics:	4
Computers:	4
Pow. Sys. Theory:	8

PsLists

--- (i.e. none)

Secondary Skills

Acrobatics:	1/4
Acting:	1/3
Advertising:	3
Administration:	5
Animal Healing:	4
Animal Training:	2/6
Appraisal:	2/4
Athletic Game:	1/3
Caviang:	3
Contortions:	1/4
Dance:	2/6
Diplomacy:	1/5
Disarming:	1/3
Diving:	1/3
Drug Tolerance:	1/3
Falsification:	1/5
Foraging:	2
Frenzy:	4
Gambling:	1/4
Interrogation:	1/2/2
Meditation:	2/7
Music:	2/5
Navigation:	3/7
Propoganda:	3
Public Speaking:	2/5
Quick Draw (Iai):	1/3
Sailing:	2/4
Seduction:	2/5
Signaling:	2/4
Singing:	2/5
Star-Gazing:	2/7
Subduing:	1/3
Tracking:	1/3
Trading:	2/5
Trickery:	2/4
Tumbling:	1/5
Visual Arts:	5
Weather-watch:	3

Per/Lvl Bonuses

+2/Lvl. to Combat, +1/Lvl. to Stalking, +1/Lvl. to Hiding, +1/Lvl. to Tracking, +1/Lvl. to Interrogation, +1/Lvl. to Disarm

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