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SHADOW WORLD

The hue and cry from *Rolemaster* and *Fantasy Hero* fans has finally been answered! Next month, Iron Crown is releasing the first three products in its new *Shadow World* series of campaign supplements. These are designed for the *Rolemaster* and *Fantasy Hero* user, and include statistical information for both systems. (GMs: no more having to spend hours working out the complexity of those generic traps; no more digging through references in hopes of finding statistics for a beast in some other game supplement!) All supplements in the *Shadow World* series will contain detailed material for both systems.

The *Shadow World* — *Kulthea* — is a unique place to explore; peopled with a bizarre variety of races, a number of aloof immortal peoples, and a dizzying array of creatures. From the graceful *Kith* (giant, six-legged panthers) to the horrific *Destroyers* (hideously deformed and evil Demons of the Void) *Shadow World* offers a combination of familiar elements plus many new and unique inhabitants to challenge adventurers.

The first product and anchor of the series is the *Master Atlas* of *Kulthea*. Two 64 page tomes, packed (as only ICE can pack 'em) with information about the world of *Kulthea* serve as the main reference resources:

• INHABITANTS GUIDE •

Featuring listings of a plethora of beasts, plus descriptions of animals, plants and peoples unique to *Kulthea*, this book is a bestiary and much more! Strange mutations have borne stranger creatures — but these are nothing compared to the horrors which have entered the World through Essence Portals to disrupt the lives of *Kulthea*'s inhabitants.

Besides the usual Elves and Trolls, there are Titans, many twisted varieties of Demons, the horrific Shards, many different races of Men,

Undead galore, werebeasts, Dragons from Wyverns to the Great Drakes. There are healing herbs and plants that kill, spores that fly and trees that float, a complete poison generation system. Demonic Black Unicorns, dull-witted Garks, bloodthirsty Lugrôki and monsters of the Deeps are all here.

• WORLD GUIDE •

From the *Kulthean* solar system to her Five Moons, to the continents and oceans, this guide describes the turbulent environment of the *Shadow World*. The book also provides profiles of the gods of *Kulthea*: lordly beings who reside on the largest moon and travel to their domain in secret guises. Navigators and Loremasters (Arcane Orders whose fame spans the planet but whose purposes are indecipherable) are described, and members of their organization are included — also (for *RM*) twelve new spell lists! There are also the evil Cults: servants of the Unlife whose purpose is the domination and destruction of all life on *Kulthea*. The shapechanging *Dragonlords* and the savage *Heralds of Night* are but a few of the singular and terrifying scourges of *Kulthea*.

Both books are highlighted with otherworldly illustrations and each section is introduced by an excerpt from writings of *Kulthean* authors.

There is also a 32 page addendum of rules, conversion ideas (for other systems, if you must!) and optional material.

• THE MAP •

The centerpiece of the *Atlas* is the full color **Map of *Kulthea***. Nearly four feet by three feet in size, this beautifully rendered map covers the Western Hemisphere and poles, giving an overview of the continents, island groupings and seas of the Hemisphere. The ancient continent and ocean names are displayed, as well as principal geological features

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PUBLISHER

Peter Collier Fenlon Junior, Esquire

EDITOR-IN-CHIEF

Terry Kevin Amthor I

ART DIRECTOR

Rick Britton

IVY LEAGUE EDITOR

Preston Maxwell Bennett Eisenhower IV

CANADIAN EDITOR-IN-EXILE

Kevin P. Barrett

PRODUCTION MANAGER

Terry K. Amthor

CONTRIBUTING WRITERS

John David Ruemmler

S. Coleman Charlton

Kevin Barrett

Deane Begiebing

John Brunkhart

Don Cargille

Leonard LaDell

Michael Veach

Tim Taylor

Merle Shrimpydyke

CONTRIBUTING ARTIST

Paul Jaquays

Dan Carroll

CONTRIBUTING PHOTOGRAPHERS

Deane Begiebing

PRODUCTION

Bill Downs

Leo LaDell, Paula Peters, Larry Brook, Cheryl Kief
Suzanne Young, Eileen Smith, Jennifer Kleine

COPY

Lambert W. Bridge

SALES MANAGER

Deane S. Begiebing

ACCOUNTING/CONTROLLING

Kurt Rasmussen

CIRCULATION MANAGER

Aston

CIRCULATION

Becky Pope, Heidi Heffner

John Breckenridge

David Johnson, Robert Crenshaw

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A Note From the Editor

Issue #3 has finally rolled off the presses, and here we are suffering from LPS (late Product Syndrome) already. Well, the April Fool's Day issue will be on time, you have my word on it. Although we don't have a 'feature' for #3 (you guys, get your act together and send something in) but we have a slew of items for *Space Master* and *Rolemaster* both. And some Q&A's for *MERP* too.

The highlight of this issue is actually the *Shadow World*, our new Fantasy setting designed specifically for *Rolemaster* (and *Fantasy Hero*, too). Of course, last issue I said that the world was going to be *Kytain*, but, typically of ICE, we decided to argue about it some more. The actual name (and it's too late to change since it's splashed all over the books and they're at the printer) is *Kulthea*. I won't babble



about it any more here, since there's plenty of babbling about it elsewhere.

As I page through the proofs for this issue, it looks like there's actually very little drivel (except of course this column...) and quite a bit of fun stuff. What I find interesting is the number of people who write in good *Space Master* and *Rolemaster* material is much larger than that of *MERP* writers — even though we know there are a lot more *MERPs* out there than anything else. It's a puzzle.

The mailbag this issue is lots of fun; I love the fact that no one can agree on what they like and what they don't. I guess we're pleasing some people some of the time.

Oh, and about *Canuck Corner*. It's a joke, guys, get it? The guy who writes it is a frothingly patriotic Canadian, and he's trying to poke a little fun at Americans' ignorance of real Canadians.

Has anybody read the huge promo in the latest *Dragon* about *AD&D*® Second Edition? I wonder if they've been looking a *Rolemaster* a little too hard... (But no critical tables, Gygax forbid...)

Hope you had a happy Groundhog's Day.

Dear Editor...

Gentle Readers,

This issue's mailbag is — if possible — even more fun than the last one. You can tell as you read the thoughtful scribbles of our fans, a consensus of favorite articles is hard to find. No matter; we'll keep trying to offend everybody every issue.

Gently,
Terry

Dear Sir(s):

Where is my latest *IQ*? You said it would come out in January and it is now February. If it's canceled or the post office lost it or my check tell me. I need issue 3! Please inform me quickly.

Thank you,
Nathan E. Hodges Jr.
Westerville, OH 43081

Dear Nathan,

I think Customer Service has taken care of it. If you're reading this, they probably have, huh?

Sincerely,
TKA

Dear Editor:

I Love *IQ*. It's very cool. It's too bad you guys didn't think of it sooner. I enjoy the fiction *Trevor's Tale* or whatever it is. Everything else is cool too. I love *MERP/Rolemaster* you guys oughta make more modules for them. I'm sure *Space Master* is a good game and I'll pick it up soon but I have enough trouble getting my friends to try a game other than *MERP*.

I have a couple suggestions for the mag: do all the articles from *Adventurers Club* in *IQ*. Also have a forum for NPCs of note or their PCs — a rogues gallery of sorts. Also people could send in magic items, lairs etc. Maybe even have the readers submit entries for a city in *Rolemaster* or *Starmaster* (sic), or even *MERP* (like they're doing in *Polyhedron*). GM aids of any sort, campaign ideas and expansion or further explanations of character classes. (E.g. why does a thief steal? Why should a high level

Paladin submit to a lower level cleric. What happens if a Paladin goes bad? etc.) Anyway you guys are great — keep up the good work.

Sincerely,
(illegible scrawl)

P.S. Betcha can't read my writing very well, huh?

Dear Illegible,

I very much enjoyed your letter, and you're right, I couldn't read your signature. I assume when you suggest we do all the articles in AC you mean all the Rolemaster/Spacemaster/ MERP articles? I'll think about it. What happens when a Paladin goes bad? You throw it away.

Legibly,
TKA

Dear Sir, Madame or Neuter,

I have received my first issue of *IQ*. Ah, at last! There is finally a place to rant and rave about all the excellent ICE products, communicate with others about them, and perhaps even contribute to them. There was little need to ask for input from some of us; rather, I think you will find it hard to suppress a lot of our long-submerged ideas, observations and half-formed projects that have been percolating without a sympathetic outlet. Remember, you asked for it.

First order is always an evaluation of what has come before, so I'll start with that. I really like this tabloid! I was dreading a "fanzine" — level production, but as usual your graphics, layout and editing are of professional calibre (except, I hope we will be seeing spells six through eleven that were dropped off the *Crystal Power* List by next issue).

"The Rampaging Reviewers" appear to share many of my tastes. Incidentally, the few discriminating friends that I saw *MotU* with (of course also at a "bargain" rate), agreed with me that Dolphy should win an award for his performance. No, not an Oscar, but perhaps an honorary degree from the Arnold Schwarzenegger School of Fine Acting (majoring in the Sylvester Stallone Program of Facial Expression and with an accompanying minor in the Lou Ferrigno Discipline of Vocal Enunciation). And I do not

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A NEW ROLEMASTER SPELL LIST

This fun little list was devised by Tim Taylor, who writes: "Putrefactions was developed because I used Mummies in an adventure and was shocked that they got to use the Evil Cleric List *Disease*. That list has ranges of 100! Clearly this is wrong; the range should be touch. I designed this list in order to keep the Mummies in line with my perceptions of their abilities and also make the spells more immediate to reflect the rotting properties of this form of Undead.

"PCs wishing to learn this list should probably have to be evil in outlook. Basically it is for Evil Clerics, but a GM may wish to make it generally available as a Closed Channeling List."

GMs should allow the spells to be instantaneous, and give the Mummy 2 or 3 times his level in 'PPs.' (This list is not exactly spells for Mummies; more a special ability.)

Putrefactions (Evil Channeling List)

Spell	Area of Effect	Duration	Range
1. Putrefy	1 object	—	Touch
2. Harming	1 target	P	Touch
3. Sicken II	1 target	1 day/5%	10'
4. Impair I	1 target	1 day/5%	Touch
5. Disease I	1 target	P	Touch
6. Digit Rot	1 target	P	Touch
7. Harming III	1 target	P	Touch
8. Sicken IV	1 target	1 day/5%	Touch
9. Impair II	1 target	1 day/5%	Touch
10. Disease	1 target	P	Touch
11. Hand Rot	1 target	P	Touch
12. Harming V	1 target	P	Touch
13. Sicken VI	1 target	1 day/5%	Touch
14. Impair III	1 target	1 day/5%	Touch
15. Disease III	1 target	P	Touch
16. Limb Rot	1 target	P	Touch
17. Harming VII	1 target	P	Touch
18. Sicken VIII	1 target	P	Touch
19. Impair IV	1 target	1 day/5%	Touch
20. Body Rot	1 target	P	Touch
25. Blood Rot	1 target	P	Touch
30. Brain Rot	1 target	P	Touch
40. Harming X	1 target	P	Touch
50. Touch of Death	1 target	P	Touch

- Putrefy (F)** Instantly rots an organic, non-magical, non-living object or plant.
- Harming (F)** Target takes 1-10 concussion hits.
- Sicken II (F)** Target subtracts 10 from all rolls.
- Impair I (F)** Target has one of his temporary physical characteristics (Strength, Agility, Quickness, Constitution, and Appearance) reduced by 5 (in a 1-100 system) for one day per 5% RR Failure.
- Disease I (F)** Casts 1 spell (1st-5th lvl) from the Evil Cleric base list "Disease".
- Digit Rot (F)** 1-10 of target's digits rot away in 1 week.
- Harming III (F)** Target takes 3-30 concussion hits.
- Sicken IV (F)** Target subtracts 20 from all rolls.
- Impair II (F)** As above, but stat is reduced by 10.
- Disease (F)** As above, but 1 spell of 6th to 10th lvl is cast off "Disease".
- Hand Rot (F)** 1-4 of target's hands/feet rot away in 1 week.
- Harming V (F)** Target takes 5-50 hits.
- Sicken VI (F)** Target subtracts 30 from all rolls.
- Impair III (F)** As above, but stat is reduced by 15.
- Disease III (F)** As above, but 1 spell of 11th to 15th lvl is cast "Disease".
- Limb Rot (F)** 1-4 of target's hands/feet rot away in 1 week.
- Harming VII (F)** Target gets 7-70 hits.
- Sicken VIII (F)** Target subtracts 40 from all rolls.
- Impair IV (F)** As above, but stat is reduced by 20.
- Body Rot (F)** Target is incapacitated and dies in 5 days.
- Blood Rot (F)** Target is deranged and dies in 1 day.
- Brain Rot (F)** Target gets 15-150 hits.
- Harming X (F)** Target gets 15-50 hits.
- Touch of Death (F)** Target immediately and painfully dies.

ABOUT SHADOW WORLD

• An interview with designer Terry K. Amthor •

By Preston Maxwell Bennett Eisenhower IV

Partly because Terry has been so busy with other things (and partly because he's sick and tired of rehashing the same promotional material) I thought we'd try to glean some insights into the new *Shadow World* Series through an interview. I caught up with him during lunch in the ICE lounge...

PMBEIV: Ready to talk about *Shadow World*?

TKA: (around a mouthful of bagel sandwich) No. Hey, have you finished editing those spell lists yet, by the way?

PMBEIV: Uh, no, not yet...

TKA: I need them by six or they don't make FedEx to the typesetter, and then they won't be back in time for pasteup. Do you want to tell marketing the product is going to be late... again?

PMBEIV: I promise they'll be done.

TKA: If you say so. It's on your head.

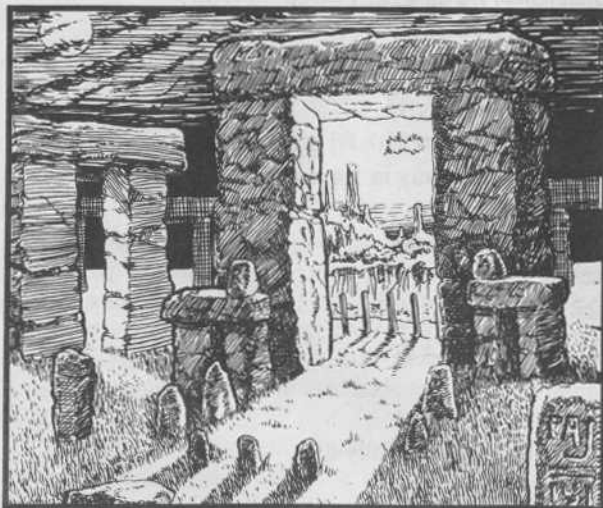
PMBEIV: About this *Shadow World* thing.

Either I write it or you do. Or, I suppose we could have Ruemmler do it.

TKA: (after accidentally inhaling a hunk of bagel and a Heimlich Maneuver by Bill Downs, our Print Buyer and resident Rescue Squad volunteer) I'll talk.

PMBEIV: Where did the idea for *Shadow World* come from?

TKA: (sitting back and sipping a cup of espresso-strength coffee) It was actually born as a result of a number of factors. We felt restrained by *ME* (Middle-earth), which — while a beautiful environment for FRP, has certain limitations if you're going to stay loyal to a 'Tolkienesque' setting. Also, *ME* products might be compatible with *Rolemaster*, but *Rolemaster* wasn't really designed with just *ME* in mind. Then there is the increasing pressure from the customers for us to come up with some sort of gaming support for *Rolemaster*. Sales for the system (and the *Companions*) are booming, but there is no compatible FRP setting except *ME*. And



finally, we are trying to bolster *Fantasy Hero*, which has a popular following but again, no support materials.

PMBEIV: What's unique about *SW* — the 'hook'? Is it radically different than, say, Middle-earth?

TKA: It's different 'cause Elves in *SW* have pointed ears! (laughs) Seriously, aside from retaining some of the familiar races which are staples of almost any FRP milieu, I would have to say that there are no similarities between *ME* and *SW*. Our world has a number of 'hooks'. For instance, we've taken what might have been a very arbitrary partitioning mechanism and given it a life of its own. The *Flows of Essence* are a two-edged sword, offering power and danger. And they're all over the place like magical jetstreams, causing space warps, mutations, magical 'power surges'. Plus there are a few interesting organizations...

"...bad guys on *Shadow World* have some personality... let's face it, a scheming, imaginative evil dude is more fun to hate than some disembodied presence off in a tower somewhere..."

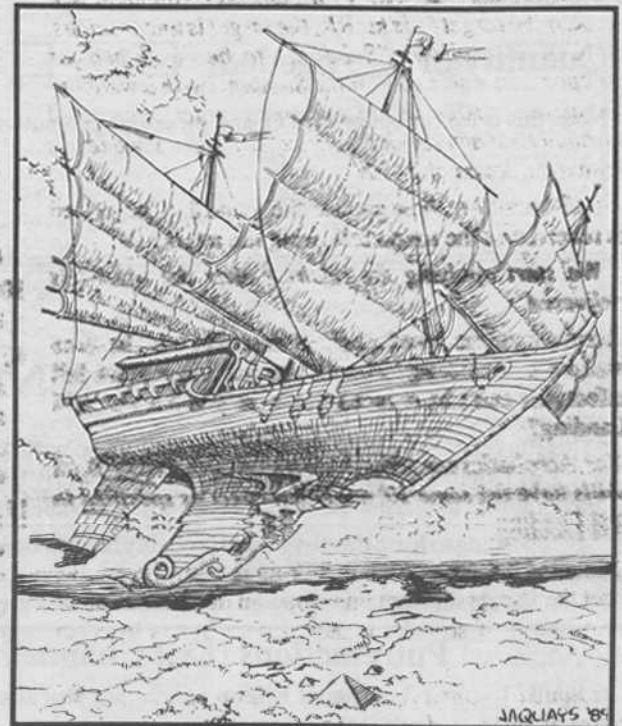
PMBEIV: What about the mood of the world? How does it compare to, say, *Warhammer* or *Invincible Overlord*?

TKA: To some extent it's really what you make of it. There's a joke around the office that we should have called it *Panacea World*, all things to all people, but I don't think we're sacrificing the character of the place. I mean, there are some superficial similarities to a couple of other 'worlds' on the market (similarities which I discovered to my horror just last week) but ICE does things a little differently than everybody else. I personally (not the opinion of ICE, ladies and gentlemen) find *Warhammer*™ sick and rather shallow; after a point it's just a lot of blood and guts —

PMBEIV: — People say that about our crit charts, you know.

TKA: (sneering) Yeah, well, combat shouldn't be *too* neat and clean, either, but it gets rather redundant as the be-all and end-all of a campaign. And *Overlord*™ seems rather limiting: you're stuck in the same basic area; no freedom to see (slipping into a bad Monty Python imitation) something *completely* different. *SW* is some of both: there are a few factors which are constant throughout the world: *Flows of Essence*, *Navigators*, *Unlife*; and yet

you can go over a mountain and walk into land with a completely different technology level, climate, and inhabitants. And maybe you can't come back because the *Essence Flow* is against you. And bad guys on *SW* have some personality. Not like Sauron (ooo, he's evil!). Gimme a break. The *Atlas* provides some ideas for creepy bad guys, and the supplements will develop the themes. Let's face it, a scheming, imaginative evil dude (like JR Ewing or Prince Humperdink) is much more fun to hate than some 2-dimensional disembodied presence off in a tower somewhere.



The *Navigators* are (as Ruemmler calls them) the 'travel agents of *SW*.' They give new meaning to neutrality. A *Navigator* will transport you anywhere you want to go — either by teleporting you or just by helping you past troublesome barriers — for a price. Then there are Demons. Sure, there are some garden-variety demons, but there are some very unique creatures which defy explanation. They are terrifying because their motives are so alien as to be completely incomprehensible to humanoids. Certain Demons, transported to *SW* against their will — have wierd plans of their own which interfere in unpredictable ways with the classic struggle between 'good' and 'evil' on *Kulthea*.

PMBEIV: Speaking of the name, how did you come to pick *Kulthea*? Or *Shadow World* for that matter? Last *IQ* the place was announced as '*Kytain*.'

TKA: I'd rather not discuss it. It was a painful experience I'd rather not be forced to relive.

(Continued on page 14)

Coleman's Corner

For the Corner this issue, Coleman gave me one huge letter. Will it fit? Only the Shadow knows...

TKA

Dear Sir,

I have been playing *Rolemaster* and *Space Master* for about a year, and, along with the rest of our gaming group find it by far, the best RPG on the market. However, I have several queries about aspects of the gamerule that both I and the other GMs would like resolved. This is partially for ourselves, and partially because we were approached by your distributors in this country to run GMing workshops for novice players and GMs who have bought RM or Mesp.

1. **Subduing:** Is it a maneuver or OB? If the former, what are the various results of the maneuver? If the latter, what attack table, and Critical table are used, and how do you determine if a target is immobilized or knocked out? In RMC II, you mention both RRs and Criticals. Could you clarify for me?

A: **Subduing is a maneuver and is what RMC refers to as "Unarmed Subdual":** if the Subdual maneuver is 101+, the target must make a RR vs. the attacker's Subdual skill rank. If the target fails his RR, the target is unconscious. RMC II also allows "Subdual" to be developed for weapons: in which case, if the Subdual (with a weapon) maneuver is 101+ then the weapon attack is resolved normally but any resulting critical is reduced two levels with a minimum of an "A".

2. **Hits/Round:** Are these applied the round that the wound is received or the round following the attack?

A: **We start applying the hit/round after the wound is delivered.**

3. **Acrobatics:** Does it reduce the effects of falls in the same manner as Tumbling? Should you put a minimum fall effect that can't be reduced below as you have in AM Landing?

A: **Yes, Acrobatics can reduce fall effects as tumbling. Both skills have the same 10' minimum effect as specified in AM Landing.**

4. **Mounted Weapons Ambush:** From reading *Tech Law*, I get the impression that this works in the same manner as Ambush. If so, why is there a Stat Bonus listed in *Future Law*?

A: **Mounted Weapon Ambush includes a stat bonus because it doesn't damage a living being but instead reflects damage against a construct (i.e., a ship) that will normally be moving in a very predictable manner (i.e., based upon physical rules rather than biological impulses).**

5. **Meditation KI:** Could you specify the type of skills which can be enhanced with this more clearly please?

A: **Meditation KI: This could enhance almost any skill, but we left it purposely vague so that a GM could make up his own set of skills that it could apply to. Just leave it out of your game if you find it unbalancing or inappropriate for your world system.**

6. **Pickpockets:** In the description in RMC II, you state that the skill bonus is placed against the victim's Perception. Obviously, this is as a Negative modifier. In this case, do you give the perception a difficulty modifier? Are there other skills where this applies?

A: **You can base the difficulty of the perception on the amount that the pickpocket maneuver result is over 100 and the current situation (i.e., alertness of victim, lighting, number of people in the area, etc.). You could use a similar mechanism for any skill which accomplishes something that an observer might notice (e.g., hiding, sleight of hand, etc.).**

7. **Ropemastery:** In the description, you state that this can be used when making a maneuver when suspended from a line or similar object. Surely this is covered by Acrobatics, Rappelling and Climbing?

A: **The reference to maneuvers while suspended from a rope is intended for static maneuvers attempted while attached to a rope. The RopeM skill would reflect the quality of the connection to the rope and not the maneuver itself. If acrobatics, rappelling or climbing is not used, treat the RopeM bonus as a percentage to be applied to the applicable skill (e.g., if a thief picks a lock while suspended from a rope, a RopeM skill of 60% by the person who attached the thief would mean that the thief's pick lock bonus is only 60% of normal.**

8. **Is there a penalty specified for turning to face an opponent in combat?**

A: **We treat turning in combat as equivalent to 5-10' of movement: i.e., it takes some time and gives a penalty of -5 or -10 to the turner's OB.**

9. **Orientation Rolls:** Could you explain further how these are performed? When using RMC II, which Perception skill is used as the modifying one?

A: **We use Orientation Rolls as a very, very general mechanism to assist the GM in determining how aware characters are of the general tactical situation. Generally, they fall into two main categories. First a character performs an unusual action that may leave him disoriented (e.g., long dooring during a combat, tumbling and spinning away from an attack, coming out of a stunned state, etc.); in this case, a low roll may restrict the character's follow-up actions while a high roll might mean that no restrictions apply. Second, something is happening on the battlefield that a dispassionate, uninvolved observer would probably notice, but which a character involved in the battle might not. I would use the General Perception bonus from RMC II.**

10. **As Large and Superlarge Criticals are open-ended, how do you achieve results of 96-100 on them?**

A: **96 is impossible to obtain except by adding an ambusher's Ambush bonus. A 97 can be obtained by a natural 96 followed by an 01 (a one in 10,000 chance), a 98 can be a 96 followed by an 02 of a 97 followed by an 01 (a one in 5000 chance), etc.**

11. **The spell Hold Kind, on several lists; How does this work? Is the target only allowed perform such actions as will take up th percentage of the round that he isn't held, or does he operate at 20% or 25% (depending on specific version used) of his normal pace?**

A: **A Held Person may only perform activities that take 25% activity (i.e., he moves at 1/4 normal, no casting spells, etc.). As a GM, I would allow parrying with 25% of normal OB.**

12. **Detect Invisible:** On page 24, and in the definitions of Detect Invisible in Detection Mastery, Detecting Ways and Detections you state that the penalty for attacking an invisible creature once detected is -50. For the Mind Sense Moulding version you state -25. What I would like clarified is, is this penalty in addition to the normal -50 for concentrating on a spell and why does the lowest level version of this spell have the lowest penalty?

A: **The penalty for attacking a "Detected" invisible foe applies to all attackers directed or informed by the "detector" (i.e., the detector can tell other attackers where the invisible target is). If the "detector" attacks, he also receives the -50 (or -25) penalty in addition to the penalty for concentration. The illusionist "detect invis." only has a -25 penalty because it is on one of his base lists and he specializes in the spells most similar to invisibility; if this bothers you just give that spell a -50 penalty too.**

13. **Airwall:** Cuts all attacks by 50%. Is this a subtraction from OBs or do you roll and on a result of 51+ the attack misses? This also applies to Waterwalls.

A: **Reduce attacking OBs by -50 or by 50%, whichever way you normally handle percentage reductions.**

14. **True Aura/Blur:** Do their bonuses affect RRs?

A: **True Aura and Blur affect attacks not RRs, and thus would affect spell attack rolls but not RRs**

15. **Heat/Cold Resistance:** How would these spells affect a character who goes through a Wall of Fire or Wall of Cold?

A: **I would subtract the bonus for Heat/Cold Resistance from the critical roll.**

16. **Tracking (Path Mastery):** Obviously, the -50 penalty for concentration on a spell isn't applied to any Tracking maneuvers made while using this spell?

A: **Right.**

17. **Mind Voice:** Can you speak with any one sentient being in range or is it received by all such beings within range?

A: **One sentient being in range.**

18. **Master of Mind (Spirit Mastery):** Could you clarify this spell please?

A: **Basically, each round the caster may give the target a "suggestion" (as restricted in the spell Suggestion) that the target must obey. Only one "suggestion" can be in effect, at one time.**

19. **Illusions:** You state on p. 76 SL that the sense aspects are really created, and the use of another sense is required to detect the illusion. Would I be correct in saying that a high level Illusionist could cast a Mirage of a bridge across a chasm and place Feel Mirage True on it and it would function as a real bridge?

A: **You are correct, but each round someone walks on it there is a chance that one "Feel" sense placed into the illusion will be used up (i.e., as in the result of a "hard blow"). If someone strikes the bridge or jumps on it, one "Feel" sense will automatically be used up. For example, if an "illusory bridge" has 2 "Feel" senses placed in it, it will remain "solid" only until the 2 "Feel" senses are used up.**

20. **Enchanting Ways list:** For all the spells you have a duration of 24 hours. Is the spell Permanence required to make permanent magic items?

A: **No, the 24 hr. duration is there because the Alchemist must cast the required spells once per day while making an item.**

21. **Invisibility (Hiding):** There is some confusion about these spells on this specific list due to the description given. This refers you to the Cloaking list. The lowest invisibility spell on that list is Invisibility (1'), a spell which occurs again on the Hiding list at level 5. Could you clarify the difference between the spells for me?

A: **This is an error, the 2nd level Hiding spell should refer to Unseen on the Cloaking list.**

22. **Symbols:** Could you describe how you work these, as to whether they affect a character or not?

A: **Symbols are permanently emplaced into non-mobile stone and are usable oncer per day. Activation is up to the GM (just to be consistent): by touch, by "reading", by coming within a certain radius, etc.; we prefer touch or reading.**

23. **MultiCircle II (Circles of Protection):** Could you combine a Circle of Protection & Circle of Power or Circle of Summoning with this spell?

A: **The only way circles can be combined is through the use of a Multi-circle spell. We allow the combination of any two circles with a Multi-circle spell.**

24. **Research (Various lists):** This refers to those ones on lists like Words of Power, Warding Law, etc. I presume the description refers only to Words of Power etc. that are independently created by players and/or GM's.

A: **You are correct.**

(Continued on page 7)

MERP QUESTIONS AND ANSWERS

from Don Cargille

In this issue's grudging, half-hearted concession to you MERP fans, here are some questions and answers:

Q: Arm greaves are supposed to protect from certain Criticals but are not mentioned in this context in the Critical Tables, help?

A: Here is one suggestion for including arm greaves in the

Critical Tables. these new entries replace the original ones and are listed by table number and die roll range:

CT-1, 36-50: Blow to forearm, +5 hits. If no arm armor, stunned 1 round.

CT-1, 81-86: Blow to weapon arm. +8 hits. Stunned 2 rounds. If no arm armor: tendon damaged, arm broken and useless.

CT-2, 81-86: Slash weapon arm, +10 hits, 1 hit per round. If no arm armor, stunned 1 round.

CT-3, 36-50: Minor forearm wound. +2 hits. If no arm armor, stunned 1 round.

CT-3, 81-86: Strike to weapon arm, +10 hits. If no arm armor: bone broken, stunned 3 rounds.

CT-5, 36-50: Leg attack. Spun about but breaks loose. If leg armor, stunned one round.

CT-8, 81-86: Strike to weapon arm. 2 hits per round. If no leather arm armor: muscle and cartilage mangled, arm useless, stunned 6 rounds.

CT-9, 66-79: Blast to shield arm. +10 hits. Shield or arm armor destroyed. If none: arm broken, stunned 3 rounds.

Note that these all revert to the original entries in the absence of arm greaves.

Q: My MERP book has two herbs named Arlan. Also, when foraging for herbs, how do the characters recognize what they are looking for? And how do I handle the case where my players want to look for more than one herb at a time?

A: I will try to answer these in order. First, the duplicate names are one of those pesky printer's errors that can creep into any book. The name of the second "arlan" should be "arthond" which is Sindarin for royal-root.

As far as your next two questions, as gamemaster you may rule on these issues in what ever way seems logical. In my campaign, to forage for a particular herb, a character must first have encountered it in some other context. This might occur via a cooperative NPC who has the herb, finding the herb as part of a treasure trove, or finding one in an apothecary or herb shop. Next the character can cast "Plant Lore" (the first level spell on the Plant Mastery List) on the sample. Then it is assumed that the character can forever after identify that herb and can try to forage for it. Only one person in the foraging party need have this knowledge. When looking for more than one herb, simply add 15 minutes for each additional herb to the standard search time or one hour. Then roll for each herb as described in MERP. Note that the longer serach may eventually lead to more encounters.

Q: Is ambush a static or moving maneuver and how is it resolved? Must a successful stalk/hide maneuver come first?

A: Ambush need not be preceded by a stalk/hide maneuver but if stalking or hiding is attempted first, the result should greatly modify the difficulty of a subsequent ambush maneuver. If the stalk/hide is a success then the following ambush difficulty might be set at routine or easy, if a failure, the ambush difficulty might be called extremely hard or sheer folly. An ambush attempt is resolved as a moving maneuver with the result treated as a percent probability of success.

resolve a hiding maneuver?

A: I suggest that hiding be resolved as a "perception" static maneuver for the creature from whom the character is hiding. The hiding bonus simply subtracts from the perception roll.

Q: How can the "stun-relieving" herbs be useful when the MERP rules state that a stunned character can do nothing but parry?

A: You might rule that a character can use such an herb before being stunned, perhaps before entering melee, and that the stun relieving effect is delayed until needed. There should be a maximum time limit for this delay — say 30 minutes for example.

Q: Why are Middle-earth animals so fast? If I am interpreting table ST-2 correctly, a small spider can move faster than an average man (65 feet per round versus 50 feet per round).

A: The speeds given for the animals are their maximum running speeds. Normal movement would be half the distance given. It is assumed that the animals can run at will without the necessity of a successful moving maneuver roll. To repeat your example, the average running man will cover 100 feet per round, easily outdistancing the spider's 65.

Q: Table ST-2 does not list Half-trolls. What would the "AT" and "Crit" entry be for Half-trolls in this table?

A: Table CGT-5 shows that Half-trolls, unlike the other Trolls, have Adolescent Skill Ranks in all of the basic armor types. This implies that their basic "skin" AT is equivalent to No Armor. Half-trolls take Large Creature criticals, just as other Trolls.

ATTENTION RETAILERS:

WE WANT TO MEET YOU AT THIS YEAR'S ORIGINS SHOW IN L.A.!!

Okay, you may have JUST recovered from the GAMA Show, but we're already making plans for ORIGINS. By then we'll have more new stuff to show & tell, SO COME ON DOWN! Bob Barker may not make it to the booth, but our friendly, harried convention staff will be happy to help clue you in on important I.C.E. products, plans and gossip, uh, trade discussion. ALL WE ASK, is that you fill in your store name, contact person and address below so we can be sure to keep promo material coming your way! (We will not sell direct to retailers, sorry!) WHAT YOU GET, for dropping by will be one free title up to \$9 retail value. Fill in this coupon now and remember to bring it with you!

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WRITE FOR I.C.E.!

Currently over 80% of ICE's published products are designed and written by out-of-house authors. We are always looking for authors / designers for a variety of product lines. Each series has its own individual guidelines, so contact us before you begin to actually work on a project. The ICE contact is listed for each series.

Middle-earth module series: below are listed some suggested topics for the M.E. module lines.

ICE Contact: Jessica Ney.

M.E. Ready-to-Run modules: MERRs may be set in any of the territories covered by our existing modules.

M.E. Adventure modules: Open topics include: Harondor, Edhellond, Linhir, the Ettenmoors, the Old Forest.

M.E. Campaign modules: Open topics include: the Shire, a Dorwinion campaign, Western Gondor, Enedhwaith, Old Pûkel Land, etc.

Fortresses of M.E.: Open topics include — Cair Andros, Mount Gram, any one of the seven Gondorian Beacons, Ar Pharazôn's monumental tower in Umbar, any one of the White Towers of the Tower Hills, the refuge at Dunharrow, etc.

Cities of M.E.: Open topics include — Dol Guldur, Minas Morgûl, Linhir, Aldburg (Calmirë), Umbar, Calembel, Edoras, etc.

Space Master module series: Campaign modules and Adventure modules for use with *Space Master*.

ICE Contact: Terry Amthor.

Star Strike support products: Scenario packages with adventures, ships, and crews for use with *Star Strike* and *Space Master*.

ICE Contact: Kevin Barrett.

Shadow World Rolemaster/Fantasy Hero module series (first releases in March 1989): We are looking for FRP campaign and adventure manuscripts that fit into the *Shadow World of Rolemaster / Fantasy Hero* and can be inserted into and used with anyone's campaign.

ICE Contact: John Ruemmler.

Campaign Classic series: Sourcebooks (for *Rolemaster*, *Fantasy Hero* and *MERP*) based on a readily recognizable topic / setting (e.g., Arabian Nights, Vikings, Pirates, etc.). For example we have published a Robin Hood module and a Mythic Greece module.

ICE Contact: Coleman Charlton.

General FRP material: ICE plans to publish articles for the *Iron Crown Quarterly* and *Rolemaster / MERP* supplements. Such projects will include material from a number of different authors/designers: optional rules, collections of traps, collections of items, collections of "encounters", collections of "lair", collections of generic mini-adventures, etc. So organizing and submitting your favorite such FRP material is a good way for you to get your material published and for us (and you) to get an idea of your design / writing / organizational abilities.

ICE Contact: Coleman Charlton or Terry Amthor.

Rolemaster Companion material: Periodically we publish optional rules, guidelines and material for *Rolemaster* in the form of the *Rolemaster Companions*.

ICE Contact: Coleman Charlton.

MERP Companion material: Optional rules, guidelines and material for *MERP* in a form similar to the *Rolemaster Companions*.

ICE Contact: Coleman Charlton.

WHY HOBBITS FEEL NO PAIN

An essay by Merle Shrimpydyke

It is no accident that Hobbits call themselves and their language "kuduk." This is also the sound that a wooden club makes when striking the head of a Halfling full-force. (Ask any Troll.) So when Hobbits get together outside the sight of Men and Elves and Dwarves and Trolls and Orcs and Dragons and Ents and Giants, they call out to each other, "Hey, Kuduk!" Or translated, "Hey, Bonk-on-the-noggin!" to prove how tough they are. In fact, they almost seem to invite pain, as when Frodo Baggins slips on The Ring and defies the Black Rider, in effect telling the dreaded and deadly Nazgul to "go fish!"

Too much is made of the Halflings' love of home and hearth. Even a Troll loves his own filth, and any Orc treasures that distinctive odor of rot and putrefaction that greets him each time he enters the soiled and littered mouth of his cave-sweet-cave. (In fact, one of the most common Troll-expressions is: "Look out, idiot! You're standing in MY FILTH!") Sure, a Halfling loves his smial, but dangle an opportunity to gain fame and fortune and offer the furry little hole-dweller the remot-

est chance that he'll returned unflayed, and Mr. Hobbit will be packed and ready to go before you can say, "Look out! Behind you! It's Shelob!" (It is interesting to note that it was a so-called peaceable Hobbit, Samwise Gamgee, who put Shelob, a Giant Spider about the size of Laketown, out of commission. Not Aragorn or Gandalf or Gimli, but Sam, a "homesick" hole-dweller with a keen blade and a fearless heart. It is further interesting to note that the two great Hobbit heroes of the Third Age were both bachelors. Tongues will wag!)

Of special note to cunning linguists is the striking truth that in the Hobbits' own tongue, there is no word for "that awful moment when you reach for your sword and it isn't in the scabbard where you last remember having left it." (In Westron, for example, the word is "Keseratregardastandgothfellderlandermist.") These and other clues lead the reasonable observer to the conclusion that Hobbits are made of sterner stuff than say, pansies or snale darters, and that they deserve respect as fighters as well as pipesmokers. I trust that such a just day will soon dawn in Middle-earth.

Coleman's Corner (cont'd from page 5)

That concludes the questions I have come up with so far. I am including several other queries that I have, as well as several ideas that have occurred both to me and our other GM.

- Demon Lore: Should be classified as Gpyh/Symbol Lore into Demon/Undead Lore.
- Darkness (Evil Essence): Should be reclassified as either an Open or Closed Essence list, and replaced with the Necromancer Base list Dark Law.
- The older Semi-Spell users should have an extra spell list allocated to them. I would suggest the following:
Ranger - Guardian Ways
Monk - Combat Enhancement
Delver - Warding Law
Nightblade - Self Healing
Bard - Weave Tale
- There should be a note put that the Paladin should be forced to choose 6 of his spell lists as his actual spell lists, not have access to the others, the choice depending on his deity.

A: Your other suggestions sound good and I may include some as options in a future RMC.

i. When is *RMC III* coming out, and what will it include, beside the Crystal Mage?

A: *RMC III* came out in early February 1989.

ii. Do you plan to update and reissue Umbar, Ardor & Angmar?

A: Yes, eventually, but it may be in a couple of years for Umbar & Ardor. Angmar will be reissued as half of the upcoming *Empire of the Witch-king* in mid 1989.

iii. What other campaign/adventure modules do you plan to bring out for Middle Earth in future?

A: These products are now in the process of being written by out of house authors:—MECMs: *Mount Gundabad* (out in 4/89), *Lost Isles of Beleriand* (Fall 89??), *Empire of the Witch-king* (Mid 89). MEAMs: *Warlords of the Desert* (out in 5/89), *Dark Mage of Rhudaur* (out in 6/89), *Caranthir's Tower*, *Trials in the South*. MERRs: *Tales from the Westmarch*, *Ruins of Rhun*.

iv. While I have found your Ready to Run adventures useful, I would like to see some of these brought out to cover higher level characters.

A: Unfortunately, we often are forced to publish MERRs that are submitted to us; if you or any of your associates are interested in writing, let us know (see enclosed guidelines).

v. I feel it would be helpful to players and GM's that are unfamiliar with the Rolemaster System if you republished Spell Law & Arms Law to include the Character & Campaign Law rules, with the game conversion notes as an addendum.

A: We are planning a revision, reorganization of *Rolemaster* to be released in late 1989.

vi. One last question: If using the MERP spell preparation rules, given as an optional rule in *RMC I*. Do you apply them to Non Attack Spells, and if they modify the spell into the Failure Range is it considered as a Spell Failure?

A: For non-attack spells, handle those modifiers as modifications to an Extraordinary Spell Failure roll as described in *Spell Law* and *ChL&CaL*.

vii. Is there a regular games magazine for *Rolemaster/Space Master*?

A: We currently publish a quarterly, tabloid magazine.

viii. I feel that the Dancer profession should be retitled as the Entertainer as due to the cost of the skills available, it will cover a whole range of entertainment type professions.

A: Sounds good.

I would like to finish up by thanking you for creating the best thought out roleplaying game going, and for the hours of pleasure I have gotten from it.

Yours Sincerely,
Des Garrett
Ballincollig
Co Cork,
Republic of Ireland



THE ARCHEOLOGIST IN SPACE MASTER

BY MICHAEL VEACH

The *Archeologist* is a Scientific Class of characters in *Space Master* that is a natural for adventure on remote worlds that contain artifacts of unknown races. The Archeologist combines the research ability of a Scientist with the survival skills of an Explorer. Indeed, an Archeologist may very well be part of a team of Explorers opening up new worlds.

An Archeologist receives +3 per level bonus for Anthropology (Xeno), and History (Xeno) and a +1 per level for Scanner Analysis, Chemistry, Linguistics, Planetology, and Appraisal (Artifacts only). The prime requisites for an Archeologist are *Reasoning and Intuition*

Maneuver in Armor	Counterfeiting	3	Psychology (Xeno).....	1/2
Light body Armor.....	Survival	1/3	Medical Diagnosis (Xeno).....	4
Armored Body Suit	Scanner Analysis	1/2	Botany (Xeno)	2
Armored Exoskeleton	First Aid	1/4	Zoology (Xeno).....	2
Power Armor	Communications	5	History (Xeno).....	1/2/2
Weapon Skills	Astronautical Skills		Anthropolgy (Xeno).....	1/2/2
Category #1	Orbital Pilot	5	Secondary Skills	
Category #2	N-Space Pilot.....	5	Acrobatics	2/7
Category #3	Hyperspace Pilot	5	Acting	2/7
Category #5	N-Space Astrogation	6	Advertising	3/6
Category #6	Hyperspace Astrogation.....	6	Administration	1/5
All Others	Sensor Analysis	2/5	Animal Training	4
Targeting	Technics Skills		Appraisal	1/2
(As normal wpn cst.)	Weapon Technics	4	Athletic Games	3/5
General Skills	Electronic Technics	2	Caving	1/3
Climbing	Computer Technics	2	Contortions.....	3
Swimming	Power Sys. Technics	4	Dance	2/5
Riding	Crime Technics	4	Diplomacy.....	1/4
Disarm Traps	Medical Technics	4	Directed Poison	4
Pick Locks	Cybernetic Technics	4	Disarming	3
Stalk and Hide	Genetic Technics	4	Diving	2/6
Perception	Engineering Skills		Drug Tolerance	2/6
Driving	Mechanical Engineer	2	Falsification.....	2/5
Atmospheric Pilot	Weapon Design	5	Foraging	2/5
Marine Pilot	Electronics	4	Frenzy	3
Combat Skills	Computers	4	Gambling	2/5
Combat Pilot.....	Power Sys. Theory	5	Interrogation	2/5
AFV Driver	Psion List		Meditation.....	2/7
Alien Environments	Base List.....	25	Music	2/6
Missiles	Second List	—	Navigation.....	2/5
Projectile Gunnery	Scientific Skills		Propaganda	2/5
Hvy. Energy Proj.....	General Physics	1/2	Public Speaking	2/5
Mounted Wpn. Amb.	Advanced Math	1/2	Quick Draw	3/6
Electronic Warfare	Chemistry	1/2	Sailing	3
Special Skills	Planetology	1/2	Seduction	3
Adrenal Defense	Astronomy	2	Signaling	2/5
Adrenal Moves.....	Metallurgy	1/2	Singing	2/6
Martial Arts	Tachyon Physics	3	Star-Gazing	2/6
Ambush	Medical Practice	7	Subduing	2/6
Sniping	Genetics	3	Tracking	1/4
Linguistics	Cybernetics.....	3	Trickery	2/6
Body Development.....	General Biochemistry	3	Tumbling	2/7
Forgery			Visual Arts	1/4
			Weather Watching	2/5

A NOTE FROM THE DESIGNER

There are a few schools which a PC might obtain training before going out into the interstellar wilderness. GM's must be careful about handing out such training, but it can add flavor to character backgrounds and he may wish to consider it for other professions as well. A few schools are listed below, with skill ranks that a PC has achieved upon graduation. (Note that the number after each skill is the rank, not bonus, e.g., Foraging 5 means five ranks or +25 bonus.)

IAI (Imperial Archaeological Institute): The crème de la crème of schools, it also rigorously encourages a career with the IAI after graduation. Only PCs with the highest aptitude (stats) and best connections could have a chance to get in — and getting out could be even harder.

Perception	3
Martial Arts	5
Linguistics	30*
Forgery (detecting)	5
Survival	10†
Scanner Anal	6
First Aid	4
Communications	2
Sensor Analysis	2
Computer Technics.....	5
Advanced Math.....	2
Chemistry	4
Planetology	8
Psych (Xeno).....	5‡
Botany (Xeno).....	4‡
Zoology (Xeno).....	5‡
History (Xeno).....	30‡
Anthro (Xeno).....	30‡
Admin	5
Appraisal	5‡
Caving	3
WeathWatch	4

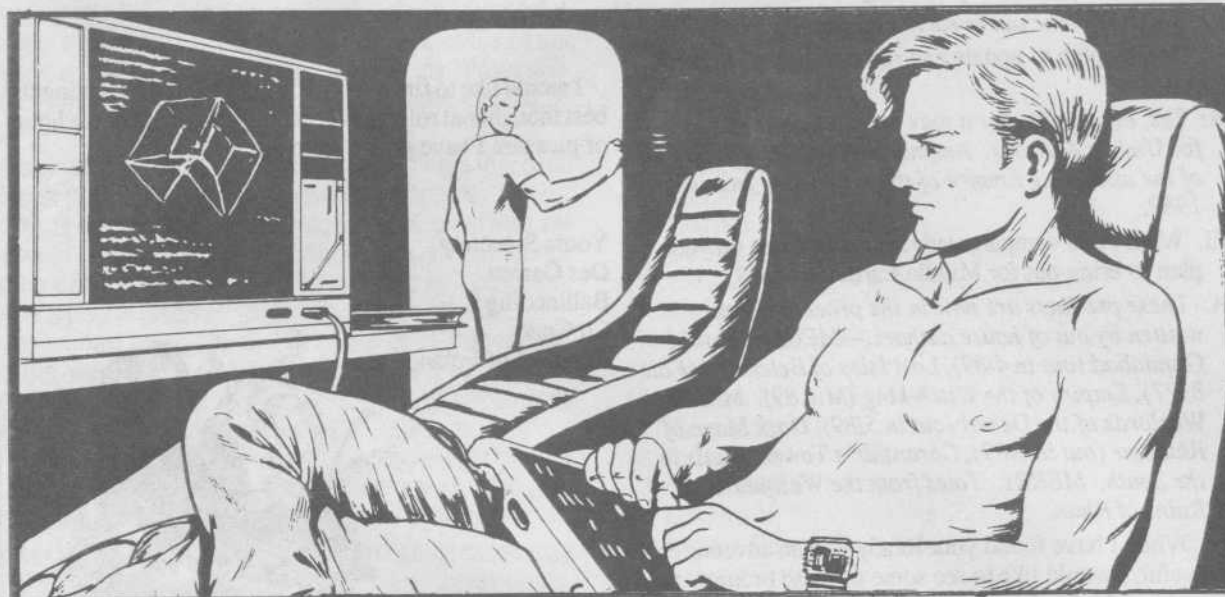
Atravivus Universitae: More typical of a 'good' yet accessible education, an Archaeological Degree from this school (located on Arcadia in House Kashmere) would convey the following skill ranks:

Perception	2
Linguistics	20*
Forgery (detecting)	3
Survival	5†
Scanner Anal	4
Communications	2
Chemistry	2
Planetology	5
Zoology (Xeno).....	2‡
History (Xeno).....	20‡
Anthro (Xeno).....	20‡
Admin	4
Appraisal	8‡
Caving	1

* Total points to be spread across between two and four languages, written and spoken.

† Split any way between Hot/Arid, Hot/Moist, Cold.

‡ Can be split between as many as three races/cultures, but must be assing to specific ones. Obviously, information will be limited by learning sources. ■



ICE MUGSHOTS

The Graphics department weened-out on writing their mugshots this issue, so I present some incriminating photos from the ICE annual New Year's Eve Bash..

—TKA

"Editors at ICE are not boring!" Shouts Editor John Ruemmler (see IQ #2 for in-depth interview). His party-animal wife Patty seems to think differently.



President Pete Fenlon and lovely wife Olivia get smoochy for the camera.



A Production Executives family portrait: (Clockwise from top right) Eileen "Coffee Growers customer of the year" Smith (Layout Coordinator), Bill "It is not a high school portrait pasted on the picture, honest!" Downs (Print Buyer), Leo "Wanna vacuum? I got vacuums..." LaDell, Software Coordinator, and Terry "How many products are we doing next year?!" (Production Manager).



We broke it to Rick Britton (ICE VP and Art Director) after we took the picture that this was, unfortunately, not a photo set for GQ, but IQ.



"I don't have a drinking problem!" Denies Controller Kurt Rasmussen (see IQ #2 for in-depth interview). "Where did the keg go?"



Itinerant Accounting assistant Bill Covert strikes a patriotic pose.

OPTIONAL PSION LISTS

By Leo LaDell

Following are two new lists for optional use in *Space Master*. The GM should look these Psions over carefully before deciding whether to incorporate them into his game.

FIELD OF ALTERATION

Mass Mastery

- 1) Alter Sense
- 2) Excite * c
- 3) Density Control *
- 4) Warp
- 5) Magnetize
- 6) Alter Sense III
- 7) Bewilder *
- 8) Density Control II *
- 9) Mass Combine
- 10) Warp V
- 11) Alter Sense V
- 12) Bewilder III *
- 13) Mass Combine X
- 14) Warp X
- 15) Density Control X *
- 20) Density Control True *
- 25) Bewilder True *
- 30) Warp True
- 50) Mass Master

MASS MASTERY

Note: Mass Mastery deals with the control of matter. The GM should note that some of these psions would not work in a vacuum, where no matter is available for manipulation.

- 1) **Alter Sense (F) D: P R: 5m/lvl** Allows caster to alter one sense characteristic (e.g., flavor, color, texture, odor) of one object of a mass no greater than 30 kg/lvl. Caster must be able to see the object.
- 2) **Excite (F*) D: C R: 5m/lvl** Causes excitement of molecules within a 1 cubic meter region of space, giving off dim illumination (5m radius) and a loud hum, making hearing perception rolls *Extremely Hard* (-30) in a 10m radius.
- 3) **Density Control (U*) D: 3 rnd/lvl R: S** Caster can harden skin by increasing his/her density. Gives caster AT 3 and +10 OB with all unarmed melee attacks, and caster's mass/weight is doubled.
- 4) **Warp (F) D: P R: 5m/lvl** Allows caster to twist, bend, or stretch one inorganic object, rendering it useless. When the Telepath attempts to use this psion on an object, the GM assigns a 'strength level' to the object, based on its rigidity. The strength level is an integer between 1 and 10 inclusive (strength level 1 is the least rigid; 10 is the most rigid). The object makes a Resistance Roll at its strength level against the psion. If this fails the psion is successful. Object mass is limited to 10 kg/lvl. Note that the caster does not make an attack roll or use the Directed Psion skill, but *Psion Attack Roll Modifiers* (Player Book, pg. 95) do apply.
- 5) **Magnetize (F) D: P R: T** Caster may alter the magnetic field of one object with the following limitations.
 - A. Object must be magnetically encoded or otherwise capable of holding a magnetic charge. E.g., an iron bar or computer storage disk could be affected by this psion, while a plastic pistol or living organism could not.
 - B. Caster must touch the specific object to be magnetized. Thus a caster could not place his/her hand on the surface of a huge computer and magnetize the storage disks buried deep within components and insulation.
 - C. The GM can prevent abuse of this psion in computer facilities by recalling that laser technology is often preferred over magnetic encoding for data storage/retrieval.
- 6) **Alter Sense III (F) As Alter Sense**, except the caster may alter a total of three properties in as many as three objects. I.e., the caster may not alter three properties in each of three objects, he/she might alter two properties in one object and one property in another object.
- 7) **Bewilder (F*) D:—R: 5m/lvl** By exciting molecules close to the sense organs of an enemy, the caster creates a stunning burst of light and sound. The caster makes an attack roll on the *Psion Attack Chart*, adding his/her bonus in *Directed Psion*. The target must make a Resistance Roll and is stunned for 1 rnd/10% failure.
- 8) **Density Control II (U*) As Density Control**, except caster is AT 4, and unarmed melee attack are made at +20 to OB. Caster's mass/weight is tripled.
- 9) **Mass Combine (U) D: V R: S** Allows caster to cast 6 levels of psions on this list at once.

Example: Larn, a budding Telepath, wishes to surprise an opponent in a dark warehouse. He casts Mass Combine and decides to use the Excite, Density Control, and Alter Sense psions. On the following round, his Excite and Density Control psions take effect, and the Alter Sense begins. Two rounds later the Alter Sense will be complete. Note that Larn does not need to concentrate on his Combined psions after the round his Mass Combine takes effect.
- 10) **Warp V (F) As Warp**, except 5 objects may be affected.
- 11) **Alter Sense V (F) As Alter Sense**, except a combination of 5 objects/properties may be altered.
- 12) **Bewilder III (F*) As Bewilder**, except the caster can affect 3 targets (A separate attack roll is made for each target.).
- 13) **Mass Combine XII (U) As Mass Combine**, except the caster may use 12 levels of psions.
- 14) **Warp X (F) As Warp**, except caster may affect 10 objects.
- 15) **Density Control III (U*) As Density Control**, except caster is AT 7 and receives +30 OB with weaponless melee attacks. Caster's mass/weight is quadrupled.
- 20) **Density Control True (U*) As Density Control**, except caster is AT 8 and receives +50 OB with weaponless melee attacks. Caster's mass/weight is quintupled.
- 25) **Bewilder True (F*) As Bewilder**, except caster creates a brilliant, loud flash which stuns all within a 10m radius for 1 rnd/10% Resistance Roll failure.
- 30) **Warp True (F) As Warp**, except caster may affect 15 objects, and range is 10m/lvl.
- 50) **Mass Master (U*) D: 5 rnds/lvl R: S** After casting this psion, the Telepath may freely cast any other psions on this list.

FIELD OF SELF MASTERY

Psion Discipline

- 1) Extend
- 2) Continuance
- 3) Mind's Reach *
- 4) Endure
- 5) Continuance II
- 6) Extend III
- 7) Multiply
- 8) Mind's Reach X *
- 9) Parallel
- 10) Endure III
- 11) Extend V
- 12) Multiply III
- 13) Parallel III
- 14) Endure V
- 15) Mind's Reach True *
- 20) Extend True
- 25) Multiply True
- 30) Endure True
- 50) Psion Master

PSION DISCIPLINE

Note: Psion Discipline involves increasing the level of organization in the Telepath's mind. The GM should monitor the use of these psions carefully.

- 1) **Extend (U) D: 3 rnds R: S** Allows caster to double the range of any one psion cast within three rounds after this psion is cast.
- 2) **Continuance (U) D: 1 rnd/lvl R: S** When this psion is cast, the Telepath may cast another psion within 1 rnd/lvl whose normal duration is Concentration, and that psion will last 5 rounds after concentration ceases.
- 3) **Mind's Reach (U*) D: 1 rnd/lvl R: S** Allows caster to change the range of one psion (cast within 1 rnd/lvl of *Mind's Reach*) from Touch to 1 meter. The GM should determine which psions (if any) are unaffected by Mind's Reach due to their special nature.
- 4) **Endure (U) D: 1 rnd/lvl R: S** Caster may double the duration of any one psion cast within 1 rnd/lvl.
- 5) **Continuance II (U) As Continuance**, except the affected psion will last 10 rounds after concentration ceases.
- 6) **Extend III (U) As Extend**, except range of the affected psion is tripled.
- 7) **Multiply (U) D: 1 rnd/lvl R: S** Allows caster to modify one psion (cast within 1 rnd/lvl) that normally affects one target such that it affects two targets.
- 8) **Mind's Reach X (U*) As Mind's Reach**, except range is increased from touch to 10 meters.
- 9) **Parallel (U) D: 1 rnd/lvl R: S** Caster splits his/her concentration into two distinct 'psion pools' such that he/she may prepare and cast two psions at once, but they must be cast within 1 rnd/lvl of *Parallel*. Further, though the caster retains 100% activity after he/she casts *Parallel*, any disruption of the caster's concentration from an outside source (including damage from an attack, extremely loud noises, etc.) between the round that *Parallel* is cast and the round the psions take effect (inclusive) will cause the caster to make an open-ended roll, adding his/her SD bonus and subtracting a modifier determined by the GM based on the severity of the distraction (e.g., -20 per level of critical severity). If the modified roll does not exceed 100, the psions do not take effect, and the power points for *Parallel* are still lost. Note that the psions affected by *Parallel* must have the same preparation time; the caster could not use *Parallel* with one psion that is instantaneous and another that requires two rounds of preparation.
- 10) **Endure III (U) As Endure**, except caster may triple the duration of the affected psion.
- 11) **Extend V (U) As Extend**, except range of the affected psion is multiplied by 5.
- 12) **Multiply III (U) As Multiply**, except the affected psion may be applied against 3 targets instead of one.
- 13) **Parallel III (U) As Parallel**, except the caster may cast three psions at once.
- 14) **Endure V (U) As Endure**, except caster may multiply the duration of the affected psion by 5.
- 15) **Mind's Reach True (U*) As Mind's Reach**, except range is increased from touch to 5m/lvl.
- 20) **Extend True (U) As Extend**, except range of the affected psion is multiplied by 10.
- 25) **Multiply True (U) As Multiply**, except the affected psion may be applied against 5 targets instead of one.
- 30) **Endure True (U) As Endure**, except caster may multiply the duration of the affected psion by 10.
- 50) **Psion Master (U*) D: 1 rnd/lvl R: S** After casting this psion the Telepath may freely cast any other psions on this list.

NEW TITLES TO LOOK FOR!

MIDDLE-EARTH

Mount Gundabad

Mount Gundabad details the dark, twisting, and horror-filled passages of the Orc city from which the goblin hordes, led by their Warlords, march to battle against the Free Peoples. Guarding the pass through the northern Misty Mountains, Gundabad is a site of great strategic significance to both the Witch-king and his master, the Dark Lord.

Explore the grim Halls of the goblin city where Orc-lords struggle for power and prestige. Crawling with soldiers, captured slaves, and monsters from the mysterious Underdeeps, Mount Gundabad furnishes a most exciting campaign setting.

Mount Gundabad includes 2 Full-color Maps depicting the region, a Cross-section of the fortress city, detailed Layouts of the Spires of Gundabad and the Drake Gate and comprehensive route maps of the Pits, the Mines, and the Fungi Caves, detailed Information on all the Orcs, Men, city chambers and passages, treasure, politics, and warcraft found in the underground fortress.

Also, Stats and Background Information for key figures like the Lord of the North, the Goblin-king that rules all the Orc tribes in the Grey and Misty Mountains.

ST#3110 \$12 April Campaign Module

Warlords of the Desert

Compatible with ICE's new *Far Harad* campaign, *Warlords of the Desert* is a perfect blend of city and desert wilderness adventures. The three adventures can be played separately or as a group. All can be set up in minutes and each provides unique, fast-packed action.

Warlords of the Desert features 2 full color maps, including a detailed plan of the exciting Dar, dozens of important characters, including the Black Númenórean warlords and the infamous Lord of the Desert Screamer, 3 exceptional, fast-paced adventures.

ST#8012 \$7 April Adventure Module

Dark Mage of Rhudaur

This project is so new and mysterious, I have no idea what it's about!

ST#8013 \$7 May Adventure Module

ROLEMASTER/FANTASY HERO

Shadow World Master Atlas

The *Shadow World Master Atlas* includes: *The World Guide* containing explanatory maps and describing Kulthea's solar system, planetary moons, weather patterns, and powerful Flows of Essence. Also included are descriptions, stats, and individual powers for both *Rolemaster* and *Fantasy Hero!* *The Inhabitants Guide* detailing the main races of Kulthea — the noble Immortals: Titans, Elven Tribes, and Fairie beings and the Mortals: mannish groups, Trolls, ruthless Lugroki, and many other curious races. Also detailed are the unusual beasts and plants and the important organizations of this unique world. A Huge 3'x4' Full-color Map; and detailed and specific conversion notes for other major fantasy systems (Runequest®, AD&D®, etc.)

ST#6000 \$20 March Box Set

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Discover a region teeming with treacherous races and unknown treasures. Walk the streets of the port city, Kelfour's Landing, where conflict and death are constant companions.

Battling pirate bands of Ice Krals and raiding Trolls, the inhabitants of Quellbourne struggle to survive, as they mine for gold and silver. Fortune hunters will find fog-swept Quellbourne bountiful, if they can avoid being sacrificed to the Spider Goddess, Hrassk. Equally fatal are the Destroyers of Galtoth, a cult of men dedicated to destroying everything — even the island they live on!

Quellbourne provides a complete fantasy campaign environment including 2-Page Color Map of Kelfour's Landing, Views and Room-by-room Layouts of Quellburn's Armory, Citadel of Wizards, Palace and more, 8 Detailed Adventures.

ST#6001 \$12 March/April SW Support

Journey to Magic Isle

Visit the mysterious isle, home to the College of Arcane Magic! Fight a Lich! Flunk out of Wizard School! It's all possible in this new adventure for Shadow World.

ST#6002 \$9 March/April SW Support

Demons of the Burning Night

Demons of the Burning Night challenges adventurers to explore the uncharted ruins of Tarek Nev. Great treasures like the Horn of Siege (which can level a city when blown) and the Skull of the fallen Empress Kadeana lie in this ancient city on the isle of Aranmor.

ST#6003 \$12 April SW Support

Tales of the Loremasters

Several tales from across Kulthea, these adventures are ideal for GMs to enhance their Shadow World campaign. Easily placed where convenient, they can make an excellent 'bridge'.

ST#6004 \$6 May SW Support

Star Crown Empire & Sea of Fate

The history and background of the continent of Govon, this packed campaign tells the story of the Star Crown Empire, its peoples, foes, and mysterious treasures.

ST#6005 \$12 May SW Support

SPACEMASTER

Vessel Compendium 1: Adventurer Class

This supplement is designed for use with ICE's Space Master. Now players will have more starcraft and adventures for their Star Strike and Space Master campaigns. The Vessel Compendiums series include both starcraft stats and role playing scenarios.

This Vessel Compendium, the first in a series of *Star Strike* supplements, concentrates on Adventurer Class vessels. Here you will find shuttles, freighters, and survey ships; 30 in all! Each one is rendered down to its component systems for the most discriminating *Star Strike* player's analysis. For those who combine *Star Strike* with *Space Master: The Role Playing Game*, two complete adventures are included.

Also: 64 pages of starcraft statistics, space station deck plans, and adventures, and a 1/2 sheet of full color counters

ST#9011 \$12 NOW! Space Master/Star Strike Support

Vessel Compendium 2: Pursuit Class

This Vessel Compendium, the second in a series of *Star Strike* supplements, concentrates on Pursuit Class vessels. Here you will find customs cutters, pursuit fighters, and patrol cruisers; 32 in all! Each one is rendered down to its component systems for the most discriminating *Star Strike* player's analysis. For those who play *Space Master: The Role Playing Game*, two complete adventures and additional adventure suggestions are included. Also, 64 pages of starcraft statistics, space station deck plans, and adventures, and an 8 1/2" x 5 1/2" sheet of full-color counters.

ST#9012 \$12 April Space Master/Star Strike Support

Raiders of the Frontier

A new Space Master Campaign, this 64 page book gives detailed background on Imperial House Jade-London, and their ongoing battles with the evil Idorian Empire on the fringes of Human Space. Five adventures will keep players busy for many a session.

ST#9800 \$9 May Campaign Module

NEW LOWER PRICE!!!!

CHAMPIONS

C.L.O.W.N.

Has fighting against psychopaths got you down? Are you tense and unable to sleep, worrying about your next hostage situation? Has your Champions campaign become too...serious?

Welcome to the wacky and wild world of *C.L.O.W.N.*, a group of supers who commit crimes for the fun of it! Match wits with Slapstick and Merry Andrew.

Clown Contains several ready-to-run adventures, and otes on how to integrate C.L.O.W.N. into any Champions campaign and much, much more.

ST#46 \$6 NOW! Adventure Module

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Neutral Ground details Sanctuary, a place where those with superhuman abilities — from both sides of the law — get together. Sanctuary provides a refuge from the superhero battles of the hostile world. Many a hunted hero has hid behind the protective gates of the Sanctuary compound.

ST#47 \$6 March/April Adventure Module

Atlas Unleashed

Another Champions 32-page module, it's lurking in Editing right now and I can't seem to get a look at it. Striking cover art, though!

ST#48 \$6 April Adventure Module

FANTASY HERO

The Spell Book

At long last *Fantasy Hero* gamers will have hundreds of spells at their fingertips. Each spell includes details on preparation, casting, results, and history — everything needed for instant wizardry! Also described are different types of magic and how each can be incorporated into any campaign.

Contains 75 spells, each with four power level variations, guidelines for using Fantasy Hero magic in almost any fantasy setting, errata and additions to the Fantasy Hero spell system, and much, much more!

ST#41 \$10 NOW! System Support

Where's Your IQ Coming From??

The I.Q. should be available on publication at your favorite retail hobby store. But if you want to make sure you don't miss an issue of this informative, entertaining rag, we will send the I.Q. direct to you home. *Note: we do not plan on keeping back issues!!!*

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T'REVOR'S TALE

The Adventures of a half-Elf-half Dûranaki Mystic in the 4th Age of Eastern Middle-earth

The co-horts:

M'raj: (or "Mirage" as T'revor calls her) A slightly ditsy Ranger with an Orb that can suck people's souls and use them as fireballs. Her aim is a bit erratic.

Darien: Mysterious and aloof, Darien always seems a step ahead of the rest of the party, and can always be counted on to be smacking off somewhere (with the loot).

Vorn: Brain-dead human (Womew) Monk. Life expectancy for the body is problematic, as he has a tendency to get in the way of things.

Namu: A Human Mage with strange watery powers — and an alleged bed-wetting problem.

Coma: "The abomination" an alleged half-elf, half-dwarf who T'revor hates.

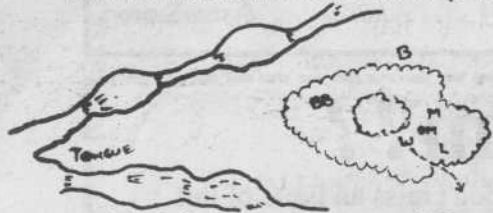
Letter Three

(around) 20 Hisime
Lake Region
Central Vulm Shryac

Finloss Arain
Tanning Beach Resort
c/o Tannish Station
Hushor, Mumakpa

Whew! Pretty exciting times. (OK, OK, one thing at a time...)

Well, we managed to paddle the pitiful remnants of the party ashore in this strange area with four waterfalls, five whirlpools and a natural cannon which fires boulders into the air every four hours like clockwork. Vorn immediately announced that this was the place we were looking for. I actually was inclined to believe him. Darien rescued some locals, one of which had had a minor climbing accident. Day broke and we sacked out. Namu was hot to do exploring, so as soon as the sun went down he and I left the relative safety of our camp and cruised around towards the central wooded area. (See map)



Barely had we gotten around the corner when the trident went crazy with chilling excitement: someone had just arrived that it not only didn't like, but wanted to do something about. "The center gem?" I wondered. The central gem glittered. Namu and I watched as a procession of dudes and dudettes cruised out of the little wood and out onto the tongue of earth. They began to chant eerily. We circled, flying and invisible, to point "A". Deep in the wood, which was beginning to glow even more eerily (glowing woods?) I saw, using my bionic eye, three humanoid figures and a big lizard ("L"). One human was a man ("m"), one an old man ("om"), the third was cloaked and the very trees moved to shield her (It turned out

to be an Elven woman ("w") — more on her in a moment). On the man's shoulders were two flying lizard-type things. I briefed Namu on the situation. He practically squealed with glee, somehow certain that the cloaked one was the Bearer of the Root.

("GASP!" NOT THE BEARER OF THE ROOT!!!! NOOOOO!). I found some references to this Bearer in Carol's notes — apparently this guy/girl? is not nice. I engaged my brain momentarily, and decided that this was probably not the Bearer (since the Trident thought she was important but not *VERY* important); also, since it sucks the souls which need no bodies, this Elven woman is probably just the host for the evil soul (maybe even the Bearer, but I still doubt it). I looked at Namu and smiled. He unslung his heavy crossbow and smiled. "Let's get 'em!" At that moment there came a high-pitched whine from the air. The winged lizards took off and came for us. We fired: me at the woman, Namu at the man. A stupid tree jumped in the way to protect the woman, and Namu's shot only gave hits. The lizards swooped and spit acid at us. Crouching behind my +50 vs. acid and heat shield, I said to Namu "I'll get the 'Bearer', you keep these guys busy." My comment was punctuated by acid rain all about us, but the wuss lizards missed.

I Longdoored — and splattered against an antimagic field about the wood. Namu icebolted one lizard and shot its lips off (it was also knocked out, but it will never spit acid again either). I circled around the perimeter of the wood, barely avoiding tree branches which whipped up to try to grab me. (I know I'm great, but even the trees try to touch me!?) I positioned myself at point "B", peering into the trees. Namu blasted the other lizard, pulverizing its skeleton, even as I unloaded the trident at the woman. All three prongs glowed blue, and a triple ray of blue light lashed down at her even as she turned in horror. She raised her hand and the trident kicked back a bit, but the slaying blast nailed her nevertheless. She reeled, clutching at her wound and drawing out a gnarled staff (the 'Root', one assumes). I immediately did a backflip over and dropped into the waterfall mist, out of line from the old man with the orb and the young man with the invisible bow — who proceeded to nail Namu, sending him sprawling against a rock. Hmm, things looking tense.

Just then, however, a big blue ("BB") dude appeared in the woods, and all but the center portion stopped glowing, and that changed color. He proceeded to make branches drop on the old man with the orb. Someone on our side! The rest of the group found out what Namu and I were up to about this time and considered courses of action. I reinvisibled myself and rose out of the mist to attack the guy with the bow who was wasting Namu. To my discomfort, he began tracking me even whilst I was unseeable. Invisible bows let you see invisible people, I guess.

Although I was unaware of this at the time, Darien had summoned the Blue Dude (a T'sballic Lord) out of some book. Then, as the Root Chick was staggering away (see dotted line from "w"), clutching the staff to her wound, Darien left behind her and garroted her with his Elfslaying garrote. Subtle, but effective. Then he left back up to his safe shelf with her body to loot it. So much for her. Like the stud I am, I boldly took on the bowman, again thinking "You shoot at me, I kill you" (the last part pronounced "I ki-yew". yuck, yuck; 'yew', get it!) Anyway, he made my day. I drilled him with withering fire, sending the fool reeling, bowless and with a broken arm, into the shrubbery. Of course, I paid no heed to the three dudes who had been out on the earth tongue chanting, and who were now back and readying to kill me. I smiled. The first fumbled her composite bow. The second fired, but missed me (Darien 'deflected' it). Coma then blasted that second one, killing her instantly and sending her body reeling into a third idiot, who went tumbling into a ditch.

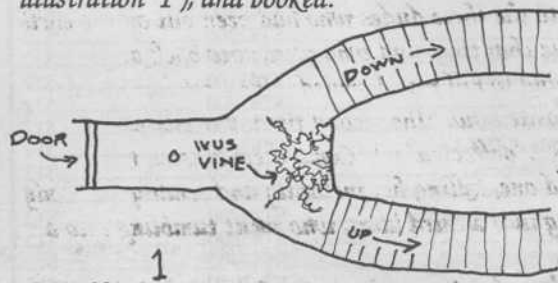
After that it was basically cleanup. I fireblasted the dude in the ditch, Coma took potshots from the safety of a niche like the cowardly little abomination he is, Vorn rescued Namu, and while all this was going on Mirage found a secret door under one of the waterfalls. The few survivors among our foes Teleported away like the wusses they are.

I wandered over to where Darien strangled the Bearer of the Twig, and the Trident got all excited: the Twig was still there, only it had taken root and was now a small tree, growing visibly!! I blasted it into a cinder. I love gardening with my new incendiary pruner. It was at this point that Mirage and Namu approached me with the comment that Darien was up on the ledge looting the Bearer's body and taking all the items for himself. Hmm. Hot blood still in my veins, I agreed that it was high time for a group policy r.e. magic items and general loot. Upon initial questioning, Darien's only comment was that the Twigger 'disappeared'. (I thought the word 'teleport' was used, but with Darien one must be very careful of wording vs. implied meaning...).

Anyway, Namu said "We want Darien to split the stuff; are you with us or not?" What the hell — Darien was acting rather shifty all of a sudden, I figured it might be best to force the issue. So, while he was amiably chatting with the T'sballic Lord, we went up to his ledge and found the body of the Twigger, stripped of items and jammed, invisible, into a crevice. Returning to the clearing, we dropped the body at Darien's feet. He got defensive, maintaining that he would have shared the stuff with Namu and me, but thought Mirage and Coma were being cowardly and didn't help. True enough. All around it was a bad situation, and we stood around and yelled at each other for quite awhile. Darien did mention that the Lord said "Seek the place where six

thunders pass daily." No doubt he was referring to the volcano out in the bay. Oh, yeah, the volcano — guess I forgot to mention it: the grey thing out in the water spits a big rock into the air every four hours (six times a day). Old faithful of Vulm Shryac. Anyway, Darien, Namu and I flew out to check on it after I looked at the southernmost waterfall, which had runes on the steps which say "Look to the place where six thunders pass daily." (Someone is trying to tell us something.) It turned out that there are step-like formations descending down the inside of the cone. Peachy. 'Out of the frying pan...' I looked up and espied four flying objects coming from the east, one larger than the others. Looking a bit tense again. The trident was upset.

Making a careful analysis of the situation, I decided that it was time to panic. Bolting to the mainland, I screamed "They're coming! Our butts are in the fire!! Let's beat it into the tunnel." We did. I jammed the door with a funky humidity spell. After dispatching a wus vine, we took the 'down' stair (see illustration "1"), and booked.



We came to a crossway, (fig. 2) and went through door "a". (see elevation of door "a". Note the oval hole in the center, which acts a handgrip. This design is identical to the doors in the dragon-bridge. This door handle was trapped however. The way to avoid

(Shadow World, continued from page 1)

(volcanic regions, mountain ranges, large lakes and inland seas, land fertility, glaciers).

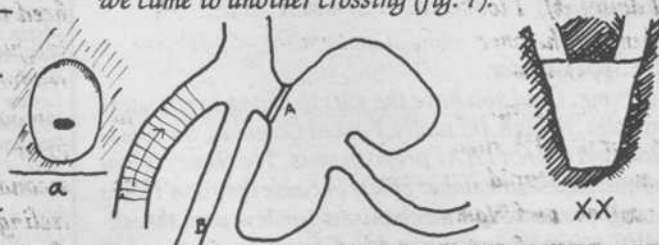
This incredible map is like nothing else available, and it sets the stage for exploration of the Shadow World. Beautiful enough to hang on your wall, it is a masterful overview of this strange and alluring planet.

• THE SUPPLEMENTS •

ICE already has numerous supplements planned for this exciting new line. They will range in size, but fall into two basic categories:

- **Realms:** These cover a relatively large area of land and — while containing adventure material — concentrate on historical, cultural, and political background material. Shadow World Realms serve as a foundation for future Adventures, either produced by ICE or added by the GM. Realms will contain plenty of ideas for the GM to extrapolate, adding adventures of his own built upon foundations laid in the module. There will be plenty of scheming minions of the Unlife, bent on subjugating hapless peoples — and no doubt determined to squash troublesome adventurers!
- **Adventures:** Smaller books which center around a very specific area (island, fortress, city) and have several adventures which are often interwoven to involve this isolated location. While each Adventure will have a designated location on the map, the GM always has the option of placing it in a spot which better suits his campaign.

it was simply put hands flat on metal door and push up) We found two dull rponis, retreated, and examined the narrow hall "b". Note cross-section "XX", showing the interesting slanting walls with the interesting narrow ceiling with attractive wood panelled sides and unusual vertical scratches along the walls. Coma charged down the hall, to 'check it out'. A moment later he came leaping back as the trap nearly crushed him. It was close — oh, well, maybe next time. Out of options, we went straight down the big hall, although the Trident was unpleased. Further along, we came upon another crossroads (fig. 3), where stood a Tree which leaned towards Mirage as she attempted to cross. I pulled out my white stick from the T'sball tomb; Carnil had said you could use it on these damned silver-blue shrubberies. Waving the stick at it, I darted past while Mirage cast a bunch of Stone Walls to try and get by the other way. Eventually everybody got past the tree, and we suddenly felt a breath of fresh air. Somebody opened the door! We hustled along, until we came to another crossing (fig. 7).



Taking the right path of the three (all of which were considerably more rugged than the path we had been on) we jogged along, until suddenly Darien (in back) turned to see the floor starting to turn to WOOD! Oh, no!

To be continued...

The line will continue the tradition of quality (and sheer mass) of material which has made ICE's *Middle-earth* line internationally famous. There are no two-dimensional enemies on Shadow World; the creatures of the Unlife have their own twisted motivations. Sometimes factions will ally against the forces of mankind, while others may war amongst themselves, bickering over their vision of domination.

GMS! SHADOW WORLD

HAS MANY POSSIBLE USES:

- 1• Use *Shadow World* as a complete campaign structure. Frequent releases of new *Realms* and *Adventures* will assure that you'll never be wanting for new challenges to overcome!
- 2• Integrate all or some of *Shadow World* into your existing Campaign. The very nature of the world — bordering on a chaotic dimension, littered with portals and fickle energy Flows — makes it ideal as an interface with a GM's pre-existing world. The unknown "East" also leaves open the option of physically linking *Shadow World* with an already mapped region.
- 3• Use an occasional *Shadow World Adventure* (or *Realm*) in your own campaign. Each is designed to be easily isolated from surrounding lands and thus integratable with other milieus.

(Shadow World Interviewed from page 4)

Something reminiscent of both toilet training and calculus.

PMBEIV: Um... Okay, What about the support materials — what's in the pipeline?

TKA: We have almost a dozen manuscripts in one form or another and they run, from very combat-oriented adventures to campaign-style 'realm' books which go into detail about the history and politics of a region.

PMBEIV: I know you want me to ask you about the Lords of Orhan...

TKA: Oh, how?

PMBEIV: 'Cause you just said 'Ask me about the Lords of Orhan'.

TKA: Thanks. Well, I rather like them partly because they're such a waako concept. We planned *Kulthea* to interface on a very peripheral level with *Space Master*, so the whole SF-Fantasy interface had to be explained: why was there 'magic' — which defied normal physical laws — on this one planet? Because of the Flows enter from another dimension; thus *Shadow World*, on the threshold of some bizarre other universe. But back to the Lords. They are the chief pantheon of *Kulthea*; the most powerful of the many 'godlike beings' which are tied to *Kulthea* and her Essence. But the Lords actually live on *Kulthea*'s largest moon: Orhan. Kind of a bizarre thought, these almost Olympian presences living up on the moon! Naturally, they can show up on *Kulthea* whenever they want, but they rarely put in personal appearances in their natural form.

PMBEIV: Any new system material?

TKA: That's really not the thrust of this series — especially since it is intended to be used with either *Fantasy Hero* or *Rolemaster*. But there are a few things for RM, two new sets of Base Spell lists (for Loremasters and Navigators so really not intended for player use) and some new attack and critical charts (which also appear in *RMC III*) Nether Ball and Bolt, powerful anti-energy spells which the servants of the Unlife have access to, and Acid criticals for the Dragons and Neng.

PMBEIV: Neng? What are they?

TKA: Not nice guys.

PMBEIV: Want to comment on the map?

TKA: Besides that I think it's by far the most beautiful FRP-aid map I've ever seen? Well, it is designed so that the GM has almost limitless options for his campaign. Not only are there all sorts of lands shown on the map for the GM to populate (in addition to our modules), there's a whole hemisphere that isn't shown, so he can attach his own designs. The map is really is beautiful; it sets us apart from the rest.

PMBEIV: Thanks for your time, boss.

TKA: No problem, Biffer. Now get back to those spell lists.

Preston Eisenhower is an IQ staff writer

own enough paper to be able to transcribe all of the disappointments we have found in *ST:NG*. It's always interesting to hear someone's views on something one has also experienced, so let them continue this feature.

T'revor's Tale didn't interest me any more than *The Black Reaver* from *RMCI* did, but I guess you had to have been a part of it to fully appreciate it — which seems to be the rule for most narrations based on someone's personal campaign experiences.

Bits like *This Quarter's Horrorscope* and *Today's Weather* are great ("Lun for you Rife"? Classic! Did anyone there ever write for *Dynamen*?), but they work best if you don't go too often to the same well of gags, so how about rotating each feature every few issues?

ICE Mugshots should prove interesting. How about going further? Ever since I first heard of *ICE* (I believe that it was at one of your early "world-building advice" seminars at one of the Gen Con Easts), I have had an idle curiosity about the organization. How about an "ICE History" feature and an expanded "mugshots" to let us in on what every one actually does to produce the *ICE* stuff, and how you all got started, who were the Founding Fathers and why did they get together, how difficult was it to get *ICE* up and running, what kind of sales or percentage of the market do you have now, etc.

Thanks for your time,
Andrew Morgan
Vincetown, NJ

Dear Andrew,

Well! You have many ideas there, and if you have seen issue #2, you'll notice that you and us think alike (as far as not letting the funny bits get old, at least). Your other suggestions about *ICE* are a good idea, and we might well do some of those in the future. I'm sorry we had to edit your letter a bit, but it would have consumed half the rag.

Verbosely,
TKA

P.S. You're right about *Mind Tongue*.

Dear ICE:

I have read Vol. One Issue Two of the *IQ* and have found it very entertaining, amusing, informative and most of all useful. What I'm trying to say is that I WANT IT! And I've included some money to back up my demands. I hope that the amount will be sufficient, as I live in a far off land of back bacon and real beer.

I need the Pointless Drivel! I need the more Drivel! So hurry today, starting with issue #3. Thank you for your time and understanding of a desperate man.

Desperately Yours,
Michael Beck
Vancouver, B.C.
Canada

Dear Michael,

I'm glad you like *IQ* so much. The money was (barely) enough for you subscription (and a small luncheon for the Production Department). Please send more money; we'll send more *IQ*s.

Hungrily,
TKA

Ladies and Gentlemen,

I must apologize (sic) for not knowing the correct department/person to send these to. If you could connect me with the right people, I would appreciate it. The following are some questions I have concerning your products:

1. *IQ* (Ice Quarterly): Does this replace *Harn Lore*? If not, I would be interested in obtaining *Harn Lore* (inc. back issues).

2. How much is *IQ* (or is it free to regular customer?)
3. A game mechanic questions for Rolemaster:
 - A. How do you compute how many hit points structures have? If no system has yet been devised, I would be willing to start bouncing ideas back and forth with someone. I believe that the best way to compute structural damage resistance would be in normal hit points. (I dislike the way *AD&D* did it).
 - B. Why are normal animals given so many hit points? A woodpecker has more than many starting Mages! (I halved the hit-points of all 'normal' animals after I saw the 'dog that would not die' shot with multiple arrows, stabbed with swords etc, etc).
 - C. Gems/jewelry do not seem to play a very big role in normal *RM*. Will this be delt (sic) in the future?

Mark Horsford
New York

Dear Mark,

Apology accepted. To answer your questions:

1. Yes.
2. It is Five Bucks for a five-issue subscription (about a year); and may also be available at your local hobby store (if they don't have it, ask for it even if you have a subscription).

3.
 - A. Use *Spacemaster*.
 - B. Beats me. Glad you have the guts to change preposterous rules, though. (actually, I asked Coleman, the rules-Czar, and it's not THAT preposterous. The theory is that animals take that number of hits because they don't have the self-preservation mechanisms [or low pain threshold] that intelligent beings do. A human goes over hits and loses consciousness; he actually takes many more before 'death'. Animals do not, as a rule, lose consciousness; they fight until they die. Thus, the max hits given are hits to death. Make sense?)
 - C. Maybe.

Consciously,
TKA

A Happy Memo From
Your Friendly Customer Service Representative

Though I have been at this position but a short time, I have been amazed by the insightful, forthright, and timely questions and comments our wonderful customers have to offer. So now for your education (as to what we customer service types are always happy to deal with on a day-to-day basis) and enjoyment, I bring you actual questions from actual customers in the form of:

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9. "I sent you people a manuscript almost a month ago. How come you haven't published it yet?"
8. "What level is Sauron? I'm planning to beat him in an adventure I'm running my character through this weekend."
7. "Do you guys actually sell any of these games since you publish them?"
6. "When are you planning to print the *AD&D* revision?"
5. "Is this Iron Cross
" Red Crown
" Red Cross
" Iron Head Enterprises?"
4. "Can I order 20,000 feet of 1/4 inch galvanized steel pipe from you?"
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1. "If I send you \$2.00 would you send me one of your free catalogs?"

Thank you for calling Iron Crown.

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HELLO FAITHFUL READERS AND WELCOME TO THE ALREADY OLD NEW YEAR!! I'm back to try to summarize the upcoming regional gaming get togethers where you are likely to find evidence of this prestigious company's (I.C.E. in case you forgot) presence ... well at least products. It seems the design staff is held captive by a brutal product schedule and the production crew isn't about to let them wander far off! But the Sales department will try to get sample products to these events and figures attendees will enjoy those more!

IF YOU HAD CONTACTED Sales or Marketing about a convention in late '88 or early '89 and received no reply, ASTON APOLOGIZES on behalf of the staff here. Have you ever seen an RPG Company's Sales department before, during or after Christmas??? I can guarantee you it is NOT A PRETTY SIGHT!! Why it's almost as scary as THAT HAT Marilyn Quayle wore for the inauguration! This political observer suspects she was just trying to help the Hub get to the real job sooner by scaring George silly... O.K.A.Y., back to gaming in Egypt, nope I mean in Carbondale, IL at THE EGYPTIAN CAMPAIGN. I can't vouch for third world gaming, but I hope the folks had fun and figure David Blustein, Michael Murrell and Joel Nadler deserve a round of applause for celebrating Ground Hog's Week.

end appropriately!! I have to mention another celebration worth noting, the ANNUAL IRON CROWN NEW YEAR'S EVE PARTY of course! Check out the IQ'S exclusive photos that would not be sold to other enquiring tabloids! See party goers prove that they were having fun! Unfortunately, the camera crew did not capture THE PEZ'S reaction to an abrupt stereo sound failure, but his stupor reportedly lasted for hours... Enough of fun & back to games.

WIN DOOR PRIZES FROM I.C.E.! No, don't show up at OUR Door, but check out GENGHIS CON X in Westminster, CO., Feb. 17-19. Look south March 17-19 and take yer pick of COASTCON in Biloxi, MAGNUM OPUS CON in South Carolina and GAME-A-THON in Tennessee.

NEWS FLASH

It is rumored that the National Headquarters of Iron Crown Enterprises has been infiltrated by a devious, fanatical group of D&D gamers who strike at late night hours and occupy the gaming room. One attempt to oust their temporary takeover resulted in physical violence to an unsuspecting sofa, probably one of those Satanic D&D rituals! Stay tuned for details... And this reminder to FRP gamers in the Chicago area (that includes Bloomington on same maps), BEWARE THE DARK ONE, an enthusiastic GM lurking about and turning gamers to the OTHER system of Fantasy

Hero... (Here's hoping I'm allowed to return to this page after mentioning a HERO GAME)

IF LURKING ABOUT is your idea of fun, then definitely check out the new SHADOW WORLD series from I.C.E. that promises to supply Rolemaster AND Fantasy Hero players great adventure on a grand scale! I had to mention it so everyone can appreciate ASTON'S "IQ EVENT OF THE QUARTER": NAMING THE SHADOW WORLD PLANET!! *Kulthea* it is and if you want to know what it could have been, send your SASE to John Ruemmler,

c/o I.C.E.. If you read our profiles section you may know better than to do that! And if you don't know better, well never mind I just remembered a basketball game I have to get to! GO WAHOOS!



CANUCK CORNER

By Alien

OK, let's have a go over the elections. I'm happy to be the one to let a lot of you insular american (sic) guys know that the PCs are back, holding sway over the Great ICE (that's Canada, as opposed to the little ICE in Charlottesville, Va). The important elections (Canadian) were held about two weeks after yours, last fall.

Depending on when you read this, it might be very old news that a guy named George Bush won your election with only a measly fifty- some-odd percent of the electorate voting.

On the other hand, the charismatic and powerful incumbent Canadian Prime Minister, Brian Mulroney, stirred somewhere on the order of 87% of registered voters to get out and hurl him into a position of majority leadership in the House of Parliament. All right Brian! And what was the single most important issue in the election? The economic takeover of the United States, of course.

Yup, all that balderdash about a Canada/US free trade pact was just an elaborate smoke screen to divert your attention from the Progressive Conservative's Master Plan. Free trade is just a spring-board for conquest! Once this deal goes through, we start opening Canadian Tire franchises throughout the fifty states. Sure to be a monster smash success, these automotive, hardware and household retail outlets will drain away the customers from K-marts and Sears alike. Though presently controlled by the PTL and Iranian rug salesmen, Canadians are pumping all of their disposable income into the reacquisition of Canadian Tire shares.

Canadian Tire will become the retail giant of North America. Soon enough, american families will be under the yoke, groveling at the doors of this awesome institution, begging to be the first to acquire kitchen tile and fishing tackle, caulking and plastic fruit.

America is Doomed!



"January-February" 1989

ERRATA

As a public service, the IQ is now offering errata from our various products in order to further enhance our readers' enjoyment of Iron Crown publications.

From IQ #1: we omitted the spells 6 through 10 of the Crystal Power list. Here they are:

- 6 — Crystal Adder II (F) As *Crystal Adder I* except adder is +2
- 7 — Crystal Store II (F) As *Crystal Store I*, except powers up a *Crystal Matrix II*.
- 8 — Locate Major Crystal Locality (I) As *Locate Minor Crystal Locality* except it locates a major crystal locality which will serve as x3 PP multiplier for the caster as long as the caster is in the locality.
- 9 — Crystal Matrix II (F) As *Crystal Matrix I* except allows 2 times the essence of the crystal to be stored.
- 10 — Crystal Tongue (U) Allows caster to speak and understand the language of magical crystals. All 11th level or higher crystal spells must be spoken in crystal tongue to work.
- 11 — Crystal Store III (F) As *Crystal Store I* except powers up a *Crystal Matrix III*.

From *SPACE MASTER*, the FRP, Second Edition

1. The Coordinates: The Z coordinate for Arcturus is listed as *negative 11Z* in the GM book, when it is (correctly) noted as +11Z on the star map.
2. The Pythagorean theorem was given incorrectly. (Whups!) It should read $a^2 + b^2 = c^2$ (not $a^2 \times b^2$ as mentioned in the book). In addition, one of our readers sent in a formula which is quicker and easier to use than Pythagoras twice:
3. The Empress: Philippina T'sangus is listed as both the daughter and sister of the Baron Titania. She is his daughter.

SPORTS

Toss-A-Kuduk Makes Comeback After Plague

By Kevin Barraduin
Weathertop Post Staff Writer

The favorite sport of Uruks and Ologs from Angmar to the Forsaken Inn is back with a vengeance since The Plague has subsided throughout Eriador.

What is Toss-a-Kuduk? Get out of your rat-infested Smials sports fans, Hobbit tossing is here once again! The object: throw one of those furry-footed rodent-worshippers as far as you can, that's it. The restrictions: the Kud-dakan must land in one piece, and must be hefted over level ground (when available).

"Fun," says veteran Tossler, Gorebash Slagface.

But why had this most noble pursuit fallen out of favor during the Purge of Endor? Gorebash explains; "Kuduk have flees last... two, three years. Get under scales. Too itchy. They OK now though."

Mr. Slagface, a long-time resident of the Ettenmoors and raider of Cameth Brin, holds Rhudaur's Toss-A-Kuduk record: 98' 7". Though he once made a hefty 212' toss, the hurl was discounted as it was performed from atop a low cliff, and the sole witness was subsequently eaten. This *IQ* reporter says 'More power to you, Gorebash!'

Hockey Scores

There was a full slate of MHL game last night. Following are highlights.

Gundabad Slashers: 4
Moria Redhorns: 3

This hard-fought match, which saw seventeen fights and one hundred and thirty-six fatalities, went to those bone-gnashing Goblins from the Mount on a late goal by Smarga Gamshok. Redhorn's coach, Barrelgut Squatnose, explained away the loss, saying; "I was trying to match casualties 1-to-6, but in the final period those blasted Slashers disgorged a fresh host. This is the last time we play in their rink!"

Calenardhon Roughriders: 2
Cirith Ungol Arachnids: 2

An undermanned Calenardhon squad barely hung on for the tie in this cross-division match-up. Roughrider captain, Luinil Castamir (no relation to the Usurper), scored the tying twine-bulger at 18:59 of the third. After the game he haughtily accused those fine skaters from the Ephel Duath; "It was plain for everyone to see... they're acquiring ineligible free agents from Khand and the Gorgoroth." Strong words, from which could sprout an unforeseen rivalry. Keep your eyes on these two, sports fans.

Barad Dur Destroyers: 11
Morgul Witch-kings: 1

This regional match was no contest. The Destroyers exploded for 7 in the second period, and it is widely held that the Enemy once again had his will bent on the team. A coalition representing the 'kings players say they'll be bringing up the issue with the League Commissioner. The 'kings coach — a Black Numenorean Sorcerer of some repute — could not be reached for comment.

Angmar Wight-pads: 7
Shire Sheriffs: 3

The Sheriffs' 0-27 record speaks for itself this season. What has happened to this once-proud hockey dynasty? Star winger, Boingo "Rocky" Brandybuck, blames the squad's woes on a poor pre-season conditioning program: "Take me at my word — all we got was a plate of spam and a side of peanut butter between shooting practice and cross-rink heats. Not mean'n to complain, mind you, but no Stoor or Fallowhide this side of the Brandywine could chow that down and be expected to skate for the rest of the afternoon. I almost puked my guts out — and more than once!"

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