

IRON CROWN QUARTERLY

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

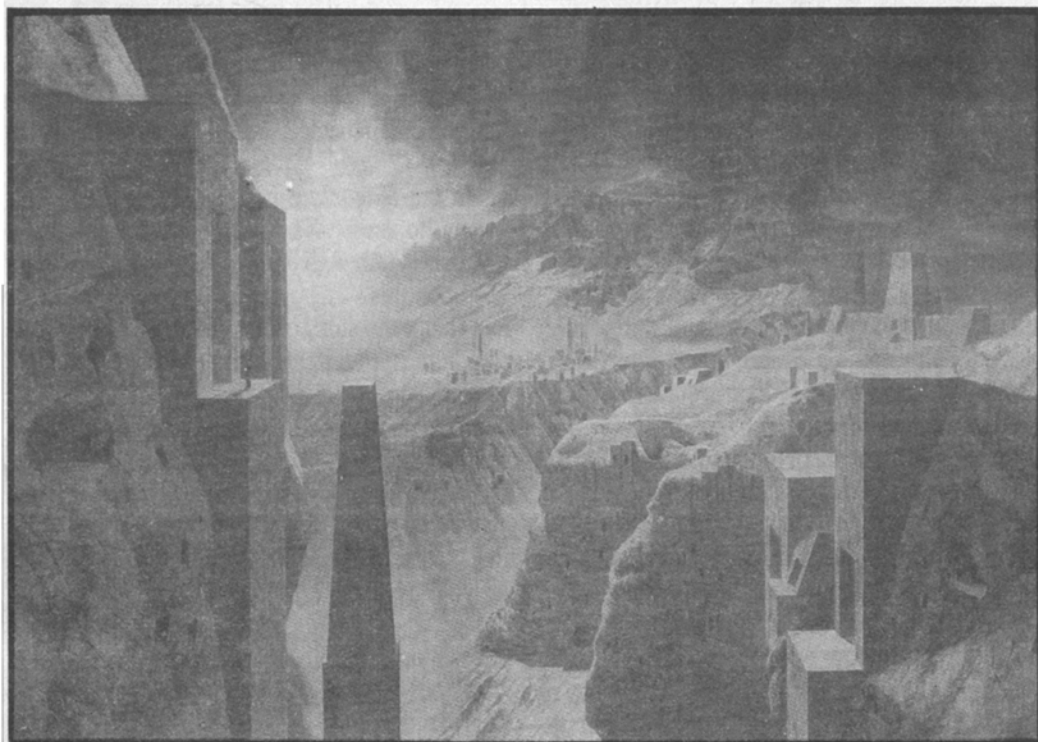
"Beware the Ides of March Issue"

Volume Twelve, Number Seven,

One Dollar; 9 Finnish Markka; A yurt full of Mongolian Tugriks

EMER: THE GREAT CONTINENT

Arriving in May: the largest supplement for *Shadow World* yet! Larger even than the *Master Atlas*, *Emer* includes two 96-page books of all-new material. One is an Atlas Addendum, packed with additional general information about the Shadow World. The second is devoted to the largest continent in the west, home of man.



THE EMER BOOK

Since the continents were formed, Emer has dominated the western hemisphere. The heart of civilization in many ways, Emer cradles unique races and literally dozens of cultures within its varied climes. From Amazons to eerie jungle peoples, from wealthy sky-merchants to lost realms in haunted lands, Emer is a large and richly woven tapestry.

But dark forces lurk here as well: a cabal as old as history has been reborn, ruled by an evil as ancient and powerful as the gods themselves. There are others: the Dragonlord Voriig Kye, the Cult of Stars, and unspeakable creatures lurking beneath the Emerian mountains.

EMER Includes:

- An overview of Emerian Cultures and survey of the Seven Regions: Hæstra, Tai-Emer, Silaar, Uj, Onar, Khûm-kaan, and Rael.
- A history of the rise and fall of the Masters of Emer and the Emerian Empire.
- The Sky-city of Eidolon.
- Many layouts of cities and holds.
- Powerful groups, some benevolent, some inimical to the Shadow World.
- Kaitaine, trade capital of the West.
- Adventures to challenge young adventurers and bold lords alike.

THE ATLAS ADDENDUM BOOK

The *Master Atlas* provided the structure for the Shadow World, and now the Atlas Addendum reveals more of the inner workings of this complex, contradictory environment.

Two entire sections are devoted to the demons and their twisted hierarchies. The Dark Gods of Charón are revealed in all their evil might. Places of power and a selection of ancient artifacts are brought to light, also constructs, lost technology, and more on magical materials and forging.

Also found here is the tale of the Secret Circle, a dark cult of arcane power from the First Era which seeks to destroy the Essence itself!

The Atlas Addendum Includes:

- A giant Encounter Chart.
- New Demons.
- The Dark Gods.
- A Glossary and Pronunciation Guide.
- Artifacts and Places of Essence.
- New Spell lists, and Spell manifestation.
- An expanded timeline.

Inside the Emer Boxed Set:

- The Atlas Addendum Book (96 pages)
- The EMER Book (96 pages)
- A 17" x 22" color map of Emer.
- Color maps of Eidolon (the sky-city), Kaitaine, Artha, (sea capital of Danarchis), and Kenezán, temple-city of the Lankan Empire

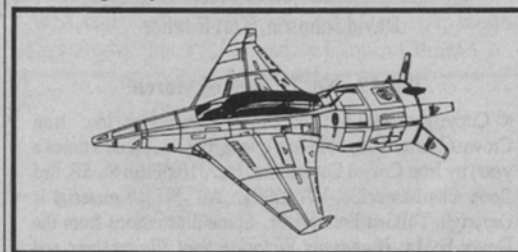
On Comes the Silent Death

Well, I don't want to tread on the toes of *Emer*, but you should know that ICE is coming out with *another* exciting boxed game: *Silent Death*, the first title in our new *Metal Express* line. The *Metal Express* games are intended to be easy-to-learn, quick playing and fun, with a number of high-quality components — featuring metal miniatures.

Silent Death is a game of space fighter combat set in the *Space Master* universe, and although the theme is similar to our *Star Strike* boardgame, players will find that the *Silent Death* rules are much easier to grasp, making the game accessible to a wider array of gamers than our previous efforts.

Silent Death boasts 18 metal miniatures of the star fighters used in the game's scenarios. These are fine sculptings representing eight different designs; and the vessels were created by Chris Tubbs, the same gentleman who sculpts the Middle-earth figures for the Mithril Miniatures line! Also included in the game are a number of hex grid playing surfaces, 9 dice, a rulesbook, and a number of excellent Starcraft Displays which are used to keep track of the miniatures in the game. We've also put a sheet of full color counters into the box; these depict hand-fulls of torpedoes, missiles, asteroids, extra ships and satellites.

As mentioned, the rules are simple, but they allow for more than enough tactical innovation to make each *Silent Death* scenario challenging and exciting. There are a dozen set scenarios provided, along with a campaign game and guidelines for designing your own scenarios. Background information is given for a number of Fighter Wing organizations, many of which are antagonistic towards one another. There are 12 different fighter designs provided for on the game's numerous Starcraft Displays: each carries a deadly array of warheads and/or energy cannon armaments, and crewmembers to see that they are used effectively. A unique quick damage resolution system allows for degrading engine performance, loss of armor, eliminated weapon systems and critical hits.



Crew experience is a key facet of the game. It allows for more experienced gunners to have a better chance of hitting their targets, while veteran pilots have an easier time maneuvering their craft out of an opponent's weapon envelopes.

The *Silent Death* rules are layered in complexity, and although none of them contain difficult concepts, the beginning gamer has been kept in mind.

All-in-all, we think you will really enjoy this new science fiction combat game — it's quick, it's mean, it's fun, and it comes with a slew of metal miniature playing pieces. Look for the *Metal Express* games!

Iron Crown Quarterly

"Published more or less five times a year"

THE QUARTERLY MAGAZINE OF THE
INFORMED GAMER

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A Note From the Editor

Well, it's March 12, and 87° outside in sunny Charlottesville, VA. Am I thinking about getting this rag to the printer?? Noooooo!

But, a certain manager visited me a moment ago with a three-foot long 2x2 in his hand with the word's "Production Manager's Helper" scrawled on it in red magic marker. I guess I'm not going to Chris Green Lake this afternoon. Cutting classes was much easier than getting out of this dump.



The IQ Questionnaires are tumbling into the office in surprising numbers. Terry is of course delighted that Trevor's Tale has a high approval rating (not as high as Bush's, but then, nobody's is).

On the other hand, TV listings didn't fare well, so I guess we'll (reluctantly) stay away from the non-game related hype. Of course, a lot of people liked the April Fool's day front page, which had nothing to do with gaming. You guys are very hard to figure.

Many people complained that the campy stuff (like Terry's oh-so-witty renewal ads) is taking up valuable space for product-related material. Well, we need more product-related material to put there! Who do you think writes this stuff—us? Contribute! You don't get paid, but you get published in the product with ICE's biggest initial print run! (20,000-35,000 copies! Immortality! (Until the paper dissolves or the ink comes off.) Enough for now.

Traditionally,

Biff

Dear Editor...



Dear ICE:

TransAtlantic greetings from an English role-player! The name's Stuart, Leeds University student, ICE devotee, and all-around good guy (honest).

We must be very out of touch over here. For the past year I've been trying to get my hands on copies of the Adventurer's Club magazine believing it to be the only way of obtaining information on MERP and *Rolemaster*. Last week, however, I was in Virgin (the best local RPG stockist) (You know where to send the cheque, Richard), they had just received a shipment of new ICE merchandise and I couldn't resist buying Empire of the Witch-King to temper my disappointment at again failing to find the *Adventurer's Club*. However, as I was handing over my money I was the ICE address out of the corner of my eye, you've guessed it, a stack of IQ's, face down on the counter and what's more they were FREE! (IQ vol. 6).

Oh Joy! Oh Rapture (Oh get on with it). What can I say, except that it was worth the wait? Of particular interest were "Neue Products" and "Aston's Picks." I went from being starve of ICE information to sensory overload in the space of a few minutes! Also highly rated was the excellent MERP addendum, which I hope is a regular feature, and the Jaiman review which left my friend Richard, who runs a *Shadow World* campaign, positively drooling in anticipation (OK, so that's a bit over-exaggerated).

Unfortunately for you, though, I now know where to send all my questions. I'm sorry if they've been asked before, I've no way of telling. Anyway, here goes.

1. What was the last issue of the Adventurer's Club that covered information on *Rolemaster*, Middle Earth, etc.!

2. Can I obtain back issues of the above and also of IQ?

3. In the *Dagorlad* module my copy doesn't seem to have a section 6.43 Clearing the Marshes (An Adventure), can you shed any light on this?

4. What's the story on *Brigands of Mirkwood*? Were the typesetters drunk? Who is who on the NPC table?

5. How much would it cost for me to subscribe to IQ?

Well, that's enough for now! I'd be grateful for answers to any of the above if you can find the time. Other than that please just carry on producing your usual superb FRP material.

Yours Sincerely,

Stuart Butterfield
Leeds

Dear Stuart,

Well! I'm glad you're enjoying the IQ so terribly much over there, especially with Margaret Thatcher and that Poll Tax thingy.

1. To your questions: the last issue of AC with *Rolemaster* stuff in it is 12.

2. Maybe; I doubt it—but I'm forwarding your letter to our customer service coordinator, John Brunkhart

3. Hmm. I don't know; and neither does anyone else here.

4. Actually, the Editor was drunk. We're sending along an errata sheet with the correct names.

5. \$12 US for 5 issues. Please send your payment by international MO (see page 5).

Sincerely,
Biff

Address Letters to IQ Managing Editor, P.O. Box 1605, Charlottesville, VA, 22902. Letters may be edited for length and clarity.

KEVIN LOOKS AT SOME OTHER GAMES

(Or: Canuck Corner Takes a Sabbatical)

I admit it. I love *Rolemaster*. Why would anyone play any other game? It boggles the mind to think that people still play *AD&D* — or other Role Playing games for that matter. Sure, it's great that the more adventurous consumers have gone over to other systems. In the past these would have been *DragonQuest*, *Space Opera*, *Chivalry & Sorcery*, and a few others. These days, people looking for an alternative might try *Skyrealms*, *Palladium*, or *Shadowrun*. Well that's all a matter of choice; and some time ago I chose *Rolemaster*.

I have become curious. What could these other Role Playing systems do that I couldn't do with *Rolemaster*? What were they offering their players? What was I missing? Well, as we say at the IQ, "Inquiring minds want to know", so I admitted that it was time to check out some of the market's other games.

Recently I picked up an armload of these Role Playing systems. I read their Character Development sections, some of the background material they supplied, then proceeded to generate a sample character for each. Below I present my observations for your perusal (as if you really care, right?).

If I don't get too much of a bad reaction to these mini-reviews, more will appear in the next issue. If I get a horrible reaction, I'll make sure to get these in for years to come.

Call of Cuthulu

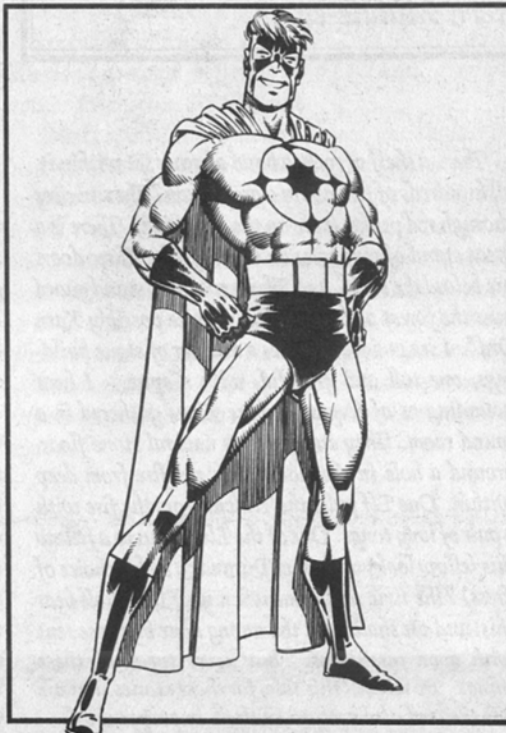
What a gem this turned out to be. I was never big on the horror genre, but we just seemed to have so much of Chaosium's Cuthulu product lying around the office, my curiosity got the better of me. Having never read Lovecraft, I cannot vouch for the product's authenticity; but judging by the monstrous following this game has garnered over the years, I'm sure Messers Petersen, Stafford *et al* have been true to The Cannon.

This review was based upon Third Edition rules.

OK, what have we got here? Alien beasts, which are essentially minor dieties, have been hanging out on earth since time out of mind. They don't think like people do, and get their kicks by perpetrating heinous acts which usually involve the mutilation of unsuspecting, decent citizens. The time period for the adventures can range from present day, back to the late 19th century. Players are "investigators" who check into the goings-on of the Great Old Ones and the cults they spawn. The deeper the players get into an investigation, the greater their probability of losing their sanity; as the creatures of the mythos take a heavy toll on the mental stability of common folk.

The game system is a slightly modified version of *Runequest*. Stats are rolled on 3D6 (for the most part), while skills are given a percentile rating. If you want to attempt to use a skill, you roll 1D100. On a result equal to or less than your skill rating, you succeed. Characters are given a moderately low number of generic Hit Points which, when lost, will result in shock, unconsciousness, or death, depending on how many are lost at a time. Sanity Points (the unique aspect of the game), are lost when the character is confronted by grizzly scenes of carnage and mythos monsters. Losing too many points all at once sends you into babbling fits, while losing all of them leaves you permanently and irretrievably insane. Sanity Points are very hard to recover once lost. Experience is only gained when a character's skills are used successfully. You do not learn from your mistakes in *CoC*.

This Role Playing set has a lot of weak points for hard core, system-oriented gamers. Actions allowed during combat rounds are left very vague. The firearm system does not account for actions taken by the defender (like hiding behind partially protective cover). The procedure for parrying with melee weapons is not well described.



Movement and maneuver options are practically non-existent. The old "That attack has absolutely NO chance of taking me out" syndrome, first spawned by *D&D* is applicable in some common situations. As if that weren't enough, it is possible to buy-up a skill during the Character Development process until a 100% probability of success is reached: it is possible to have a skill that you always succeed at.

However, the strong point of the system is that these weaknesses do not overshadow the focus of the game — which is investigation. Brainpower over musclepower seems to be the norm in a *CoC* game; so who needs a detailed maneuver and combat system? The strength of the game wells up from the tremendous pool of source material and game flavor. I can see how a good GM could spellbind a player character group in a *CoC* game session. The fall out of this, unfortunately, is that a poor or ill-prepared GM will be left floundering by a Role Playing system which relies so heavily upon an intricate plot to keep things interesting. Monster-bashing may be the only recourse.

The character I was able to put together under the *CoC* rules left me wanting to play — a good sign.

Alexander H. Beauford from Stoorbridge, England, is a 22 year old dilettante. Son of a famous English horse breeder, Alex subsists on a healthy endowment fund set up some years ago by his grandmother. The steady flow of income allows him to travel the world and live the good life. He fancies himself a scholar, as well as an outdoorsman. Having acted as a flight instructor during the last year of the Great War, he's not bad at the controls of an aeroplane either. Above all else though, he is an accomplished fencer, specializing in Epee. Now, if only he could figure out why that scab on the back of his hand won't heal...

The game system is simple and quick to use, which means that mechanics won't bog down the narrative of an adventure. The trade-off, of course, is that detailed and/or intricate results of actions taken by characters will have to be supplied by the gamemaster's imagination, because you won't get it anywhere else. This Role Playing system, though good for novice players, will not prop up a novice GM.

Despite all this, I like *Call of Cuthulu*, and the type of Role Playing it is supposed to inspire, though I've heard one *Rolemaster* grognard mock the game for its adventuring premiss, which simply stated is this: *Get as close to your goal as you can before you go insane, then start a new character.* Ah well, nothing's perfect.

I don't know about you, but I'm off to the graveyard.

Champions

I know, I know. *Champions*, a Hero Games product, is essentially an ICE product; so what is it doing in this review? Let's face it — *Hero Games* are about as alien to *Rolemaster* players as new clothes are to me. We're talking milk and lemon juice, oil and water, hard work and the civil service: *Hero* and *Rolemaster* just don't mix! And not just on a game system basis. Philosophically, they're as different as two Role Playing systems can be. Needless to say, a few years ago (in my haughty and arrogant youth) the whole *Hero Games* genre really offended me and my game-sense. Characters built with "points", no level advancement, no meaty combat charts, rampant use of six-sided dice: GROSS!

Thus *Champions* forms valid material for this review.

I took a copy of the new *Champions* hardbound home one evening. Having never really exerted the effort to learn much about the system beforehand, I figured an hour of scanning the Character Development rules would be sufficient to spend these "point-things" on a slew of skills, and my work would be done. Ha! I can hear the *Hero* players cackling with laughter now. An hour isn't even enough time to begin to understand the multitude — nay, the mountain — of options available when designing a character. There are Characteristics, Skills, Talents, Perks, Powers, Disadvantages and more to choose from. I had a character conception in mind before I started, and although that obviously restricted the number of skills and powers I had to read about, there were still a maelstrom of options to decide upon. If I still had the stamina to be a rules hacker, I could easily have gotten caught up in the design process for days. But deadlines beckoned, and reason overtook me. I asked for some help from an inhouse *Hero* aficionado.

"Thunderbrain" turned out to be a really interesting character; and I have John Brunkhart to thank for helping me design him.

A mutant born with a condition known as Cephalic Elephantiasis, *Thunderbrain's* head grew to monstrous proportions while he was still at an early age. The increased volume of brain tissue this condition produced turned *Thunderbrain* into a mental giant, and subsequently, a superhero with staggering powers of the mind. World renowned computer system designer and inventor, *Thunderbrain's* a 250 point star. With an INT of 28, EGO 23, and PD of 1, you can see where this guy's strengths lay (if you know what INT, EGO and PD stand for, that is — and I'm not quite sure I remember myself anymore).

I think it would be kind of cool to run *Thunderbrain*, but I'm still looking for that elusive Champs campaign.

Well, that does it for this issue, more later... As soon as we get tired of this, I'll get back to Canuck Corner.



T'REVOR'S TALE

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

WARNING!

T'revor's Tale sometimes contains language and/or concepts which some adults may find offensive! If you are easily offended, don't read this!

THE PARTNERS IN CRIME

T'revor: A young half-elf in search of his heritage

Darien: A mysterious Elf and all-around shady character. Recent recipient of an Artifact-class helm known as the Ultimate Illusion.†

M'raj: The original Space-elf. A Ranger with a wandering mind, she's armed with an orb which sucks the minds of her victims. She is immune, of course...

Namu: A well-meaning and rather powerful Mage with a water fetish.

Coma: ("The Abomination") A short, ugly creature claiming to be half-Elf, half-Dwarf. A large thorn in Trevor's side.

The Trident: A powerful, wandlike magic item which threatens to take over Trevor's very soul.

AND THE ASSOCIATES:

Nandar: Darien's 'Pack Human'

Senkay: A Spastic mortal.

Letter Six

The Barge Inn
(on the water)
25 Leer St, SE Qtr.
Tarsa, Lochas Drus

Dear 'Bro,

Here I am, safely aboard the company yacht, burning my way north. The sun has been great, though the bar service leaves a lot to be desired. We divvied up the 'loot' from all the dudes, and I got a collar that doesn't fit. Yeah. Oh, well. We did get some really cool recreational vision herbs, though, so I've been eroding my brain cells pretty heavily. Good thing Elven brain cells regenerate. More on that in a minute.

One point worth mentioning: we popped into bustling Suurk the morning after the big New Moon on Monday party (the 15th of the 11th month). What a drag. Nothing like showing up for the hangover.

Anyway, we spent a lot of time watching Namu short himself out over the magic items, which included a wand from Sauron-land (summons demons or something) and a ring from Lindon, remade by the Root-dudes. The Trident was 'appalled' by the latter, and Darien tossed it into the foam before the Abomination could get his little paws on it.

During one of the brief periods that I wasn't Gorted-out (I kept seeing golden dragons wandering around in the rigging) or teasing my hair, I popped one of these hallucinogenic berries. Oh, wow.

...After the parade of giant blue sheep, I see a village of Elves in a deep valley between snowcapped peaks, with many fjords. Standing on the shore are many noble Elves greeting an old man stepping from a boat. He is simply dressed (perhaps in blue).

Then, a shelf of rock, a bowl of grass set within it, all hundreds of feet above a great plain. The sun rises through red peaks (vale on the west side). There is a great stand of pine trees on the cliffside. Three doors are below the shelf, and Silvan warriors stand guard over the forest and plain. This is quite possibly Karn Ord*. I see amidst the trees a number of stone buildings, one tall and graceful, with a spire. I hear pounding as of forges, and see Elves gathered in a round room. They stand over a natural stone floor, around a hole in the floor, with red fire from deep within. One Elf pulls the Trident from the fire with a pair of long tongs. One of the Elves says to a fellow (his fellow looks to be part Duranaki, by his choice of dress) "The time will come when your line shall bear this, and we shall right the wrong done by those sent with good intentions. But never speak of these things. Do not tell this tale, for those stories that are not twisted often return with an improper end."

Then I see me sitting by home at Uster Kryl, having lunch with you and Tareyl (mutton stew), when I see a dude coming up the path. I ask you guys who it is, and you answer "It's our uncle Dendien the shepherd, dummy!" It's the same guy as in the forge vision!! Good old uncle Dendien.

Then I woke up, and no aftereffects!!

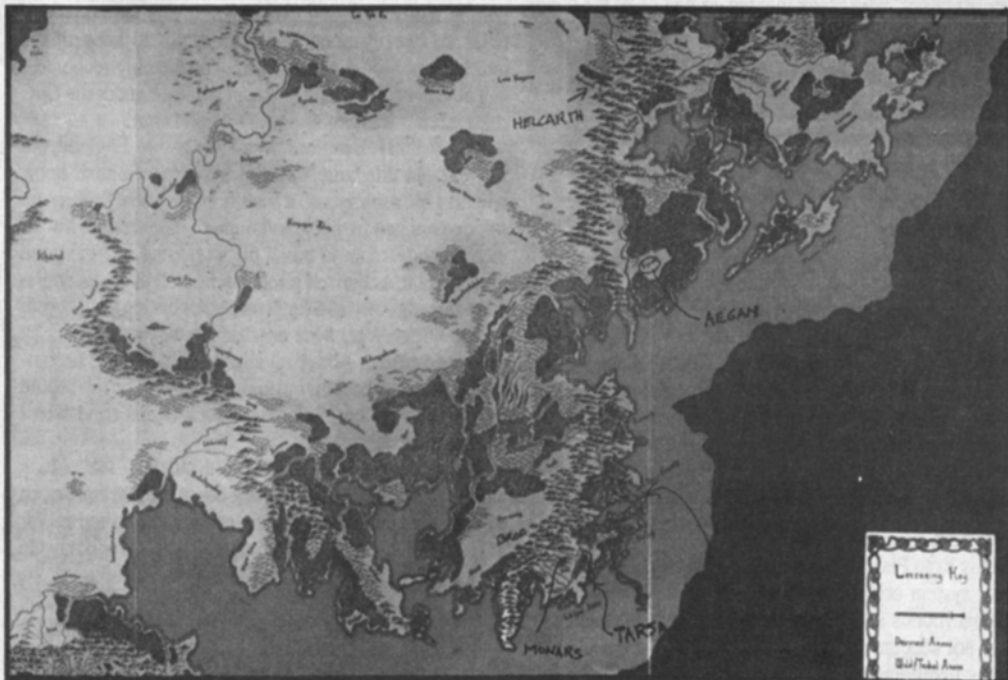
I proceeded to wire the bows together, secure them to a heavy object (I wanted to use the Abomination, but couldn't find him at the time) and chuck them into the depths. Goodbye to you, badboy bows.

After all this I decided it was time for another fit of brain action. Bearer of the Root. Old man. Now it seems to me that I read once about five Wizards cruising over from the Undying Lands to help out the Free guys

against Sauron. Five guys: Saruman, Mithrandir, Rhadagast, and the Blue Dudes. Saruman went bad in the clutch, Rhadagast retired to a birdnest, and Mithrandir went white, and probably eventually went back to Valinor. Never heard much about the Blue Dudes. Wonder what they've been up to? All the Wizards had staves; some might have had rather rootlike properties. Not to mention that the Trident's purpose is to slay those who have and need no body. Maiar fit the mold rather nicely. I think we're dealing with a wizard gone bad. Somehow I have a feeling this won't be a pushover.

Cruising into wonderful Tarsa, we fooled around while I engaged in practicing certain of my skills. The Abomination did something irksome, but (apparently) got himself into trouble in the long run. Darien announced that, since he had his nifty new helm, his quest was complete and he was going to retire somewhere and be a king of something. Sounds pretty dull to me, but he gave me some magical goodies that he would no longer need, so I'm not complaining. We recruited two new people: Nandar the Monk (Darien's cousin, who inherited, apparently, most of his junk, including the frightening dagger collection) and Onree, a kind of spastic but basically O.K. dude who reminds me of Senkay, even though this guy is a Tyr and Senkay was a Chei. All those horsey guys look (and smell) the same. Ten long weeks later, we headed north towards Brod, since Namu wanted to go there and it was close. Oh, yeah, I got a pet mongoose; everybody else in the group got pets, too. It's the trendy thing to do all of a sudden (and we use them as our cover: a travelling zoo). Somewhere south of Brod we wandered past some prime pastureland, and what do you suppose were wandering in the pasture?? SHEEPS!! About thirty, all nice and clean and soft and wooly... I'll say no more.

We finally got to Brod and hung out there a few days while attending some quaint local festivals and using the library. I continued to conjutate upon my visions and exactly what is going on. You have it easy hanging out in Hathor; you haven't seen uncle Dendien lately, have you? I have a feeling that talking to him might prove very informative right now, but I also have the feeling that he's hiding out somewhere. Address everything to my Taursa apartment; I'll get it eventually.



† Trevor refers to it as the 'Helm of Ultimate Foolery'

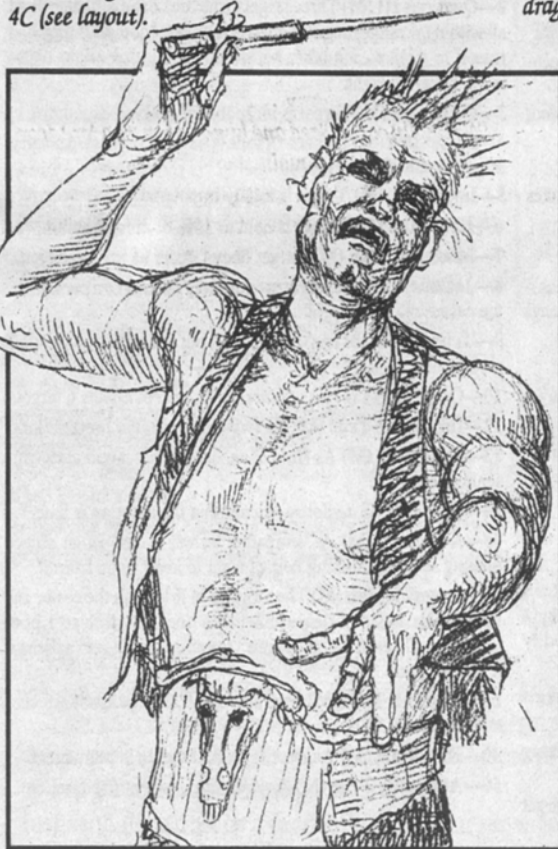
*Karn Ord is a legendary Forge near the Legendary birthplace of the Firstborn (Cuiviénen)

Letter Seven

Oh, Valar, I've been so busy that I haven't kept up my diary. Reconstruction of everything could be chancy. We left Brod, as there seemed to be a rash of assassinations about. Heading north, where Namu vaguely wanted to go, we ran into an ambush by bandits, but skillfully took them out, despite Namu's apparent attempts to cold-ball the group. Crossing into T'sballic territory, we considered making for Monars, the great Holy Spot of the T'sball, where we could attune our amulets. What amulet, you ask? The ones which keep our soul from departing if we are struck a fatal blow, O faulty-of-memory sibling!

Nandar announced that he was going hunting for a 'special' familiar, and returned from a nocturnal adventure with a rather large goose egg, claiming it had a small dragon in it. Give me a break; how stupid does he think we are? (Well, Coma is pretty stupid...). When the egg hatched, out popped - according to Nandar, WE didn't see it - a tiny dragon. It might as well have been wearing a little helm with horns just like Darien's. I knew Darien wouldn't leave the group. Now Nandar refers to him as the Great and Powerful Ozz. Curious name.

Meanwhile, however, Namu realized that the quest of his lifetime was near. How could we refuse to help? After nearly successfully running through this valley full of aiant silver foxes which just about finished us off, we staggered to the entrance of a tomb. We busted in with our usual panache, avoided myriad traps (sort of) and Namu Longdoored into the inner sanctum behind door 4C (see layout).



There was this huge blue marble dude, wearing all these rings. Namu took the key one off, and the guy came to life and started pounding Water-boy. Sentimental fool that I am, I Longdoored in to help, but only succeeded in stunning the creep. This, however, bought time for Nandar, who came in and, with a lucky shot, pulverized the mobile rock with a Cracks Call. Not bad. We fled. Mirage (or M'raj, as she insists it is spelled) triggered a trap on the way out. She lived, though.

We travelled some more. I dreamed about where to go next, and found out that Syclax would be a good idea. Sounds like fun. Onree's brothers' assassins dropped in to kill him, but we got in the way. They did not fare so well, and got sent home with bloody noses (or bloody stumps...) I followed a pair of shady characters into a secret tunnel which lead to Arg-Sim., but the wus group wouldn't go along, preferring to take the scenic overland route. Okay, fine, BE difficult.

Weeks of aimless wandering ensued, until at last we neared Monars. Namu scouted it out using his new Mist powers from the wet ring (the ring he got off the Blue Dude, remember?), and returned shaken, frightened and incoherent (though he is usually incoherent). Seems like some babes were lounging on a tree at the top of this big arch (see adjacent sketch) talking silently, while crows flew around. Then they noticed Namu, and strted to open up with heavy artillery. He fled. Sounds to me like Namu has been hitting the Lu-Jy-Mirena pretty hard again.



Adjacent Sketch

Beating a retreat from Monars, we went to Baas (former home of Muul Baas, famous Balrog and fake dragon). Again, Namu checked it out, and again he came back incoherent, his story often conflicting not only with known facts, but itself. Oh, well. Nothing of interest there. Further down the road, after making tentative plans to go to Arg-Simourig (for lack of anything else to do right away), we encountered a rather peculiar house. It was purple. White horn wood stained purple, to be exact, with nails of Platinum. The place was a loony bin. I wanted to invite Coma, Nandar (he's started babbling about Ozz all the time) and Namu to stay, as they would be right at home, but bit my tongue. I have scars, let me tell you. After certain members of the group (who will remain nameless, but their initials are Coma the Abomination and M'raj the Souless Ranger) looted the house basement (which was a lake, which was filled with a royal treasury of the T'sball) we fled. (We do a lot of that now, or did you notice?) Very soon thereafter, we were ambushed by 20 T'sballic troops (WHAT a coincidence!!) who we barely defeated. I turned one to dust and rendered one - he had the gall to shoot at, and even HIT ME! - an empty husk of a man (no chest cavity). I merely killed two or three others. Nandar was forced to haul out the big guns, and the dragon/Darien/Ozz blasted three of the dudes off a hill. I should make that dragon a little helm.

How are things with you? Sunny in Taurang, as usual? I hope your tan isn't too good; I'll look white as a snowfield next to you. I hear the sheeps in Hathor are really nice. Say hi to a couple for me. Poor Swinky (my mongoose) I don't think he's happy, since he has to spend most of his time in my backpack. The Abomination is always letting his cat out, and it and Swink don't get along. I should just let them fight it out; we KNOW which one will win.

- LATER THAT MONTH -

We've been heading towards Arg-Simourig (sort of) for the last several weeks, but seem to keep running into little detour problems. Friends of the T'sball we blasted decided to come and avenge their fellows, so we were forced to retreat. Unfortunately, there was some confusion amongst the party as to which way was the escape route and which way was the dead-end valley. I decided not to wait for the idiots heading up the dead-end valley, so Onree, Darien the lizard, Nandar the lizard's familiar and Namu cruised east towards the Argle-bargle island again. Coma and M'raj met with a series of unfortunate accidents along the way behind us and were forced to go another path.

After some travelling, we realized that we were being pursued. Our antagonists turned out to be nothing less than five Dog-lords astride mighty ram-steeds. Yes, kid brother, rams, as in sheeps. How did I know they were Dog-lords if they were riding sheeps, you ask? Well, this forty-foot long flying dog ridden by a dude in black cruised up. No, I have not been hitting the Lu-Jy-Mirena again! I really saw this doggy-dude. He, meanwhile, passed this dog-ball to the sheep-riders, who, apparently sensing our little presences, crept up near us, to stand on a bridge. Not a wise move when one of your opponents is self-proclaimed Ulmo Jr. and can zap you with more waterbolts in a round than you can shake a garden hose at. Well, the sheepsters took the big hit, with firepower help from dragon and Duranaki. Only the cleanup remained.

To be continued...

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The HOURI

Charming Lady of Ill Repute

A Special Profession for Rolemaster

A Houri is a semi spell user of the Realms of Arms and Mentalism who specializes in seduction and the manipulation of members of the opposite sex. Normally, female Houri are alluring to most humanoid men, while male Houri are alluring to most humanoid women. However, racial hatred will make this less likely in certain cases (e.g., Orcs hate Elves, so an Elven Houri would have a hard time seducing a Orc).

The Houri is a variant profession of Bard.

HOURI BASE SPELL LISTS

Alluring Ways Charm's Change
Kind Kisses Influences
Lores (Bard Base) Mind Mastery (Closed Mentalism)

Weapon Skills: 3/9, 6, 7, 7, 15

Maneuvering in Armor: Magical Skills:
 Soft Leather2/* Spell Lists 4/*
 Rigid Leather2/* Runes 5
 Chain3/* Staves and Wands 6
 Plate5/* Channeling 13
 Directed Spells 10

Special Skills: General Skills:
 Ambush3 Climbing 3/9
 Linguistics1/* Swimming 2/7
 Adrenal Moves2/7 Riding 2/7
 Adrenal Defense15 Disarming Traps 6
 Martial Arts3 Picking Locks 6
 Body Development ...3/9 Stalk and Hide 2/5
 Perception 2/7

Other Skills: Refer to Development Point Costs given below for those skills unique to the Houri profession. All other skill costs are identical to the Bard's development point costs.

Prime Requisites: Pr/Me

Academic Skills: Evaluation Skills:
 All Skills at Bard's cost . Appraisal 2/5
 or 2/5, whichever is higher

General Skills: Linguistic Skills:
 All Skills at Bard's cost . All Skills at Bard's cost
 or 2/5, whichever is higher or 1/5, whichever is higher

Subterfuge Skills: Social Skills:
 Acting1/3 Diplomacy 1/3
 Camouflage2/4 Duping 1/2
 Disguise1/3 Gambling 1/3
 Falsification2/5 Interrogation 1/2
 Pick Pockets1/5 Leadership 1/4
 Trickery1/5 Seduction 1/2/2

Level Bonuses: Magical Skills +1
 Social Skills+3 Perception Skills +1
 Linguistic Skills+2 Subterfuge Skills +1
 Base Spell Casting+1
 Deadly Skills+1

KISSES

Note: If the caster of a "Kiss" spell actually kisses a receptive target (as defined in 8.2.2), his RR receives a special -30 modification in addition to normal mods. If the caster of a "Kiss" spell merely touches the target, there is no special RR mod.

	Area of Effect	Duration	Range
1—Kiss of Pain *	1 target	—	touch
2—Kiss of Stunning *	1 target	1 rnd/5% failure	touch
3—			
4—Kiss of Fire *	1 target	—	touch
5—Kiss of Weakness *	1 target	1 hr/10% failure	touch
6—Kiss of Sleeping *	1 target	1 hr/10% failure	touch
7—Kiss of Slavery *	1 target	1 hr/10% failure	touch
8—Kiss of Blinding *	1 target	1 hr/10% failure	touch
9—Kiss of Agony *	1 target	—	touch
10—Kiss of Linking *	1 target	1 hr/10% failure	touch
11—Kiss of Paralysis *	1 target	1 rnd/5% failure	touch
12—Kiss of Coma *	1 target	1 hr/10% failure	touch
13—Kiss of Change *	1 target	1 hr/10% failure	touch
14—Kiss of Torment *	1 target	—	touch
15—Kiss of Amnesia *	1 target	1 day/10% failure	touch
20—Kiss of Death *	1 target	—	touch
25—Kiss of Infancy *	1 target	1 hr/10% failure	touch
30—Blown Kiss *	1 target	—	100'
50—Kiss of Draining *	1 target	—	touch

- 1—Kiss of Pain (M*) The target loses takes 20% of his total (not current) hits and is stunned for one round.
- 2—Kiss of Stunning (M*) Target is stunned.
- 4—Kiss of Fire (M*) As *Kiss of Pain*, except that target takes 40% of his hits.
- 5—Kiss of Weakness (M*) Targets Strength is reduced to 1.
- 6—Kiss of Sleeping (M*) Target falls into a deep sleep.
- 7—Kiss of Slavery (M*) Target must obey the caster in all things that are not completely alien to him.
- 8—Kiss of Blinding (M*) The target is blind.
- 9—Kiss of Agony (M*) As *Kiss of Pain*, except that the target takes 60% of his hits.
- 10—Kiss of Linking (M*) The target is mentally linked to the caster and either might be in control of either body, depending on the outcome of a contest of Wills.
- 11—Kiss of Paralysis (M*) The target is paralyzed.
- 12—Kiss of Coma (M*) The target is in a coma.
- 13—Kiss of Change (M*) Target is "changed" into a frog (or a toad). This spell can be canceled if the target is kissed by a "royalty" of the opposite sex. A GM should feel free to modify this spell to fit into his campaign.
- 14—Kiss of Torment (M*) As *Kiss of Pain*, except that target takes 90% of his hits.
- 15—Kiss of Amnesia (M*) Target is an amnesiac, remembering of his past for the duration of the spell.
- 20—Kiss of Death (M*) As *Kiss of Pain*, except that the target is dead.
- 25—Kiss of Infancy (M*) Target regresses to infantile state.
- 30—Blown Kiss (M*) If a *Kiss* spell is cast immediately after this spell its range is 100'. This still requires a cooperative target for the -30 RR modification.
- 50—Kiss of Draining (M*) As *Kiss of Pain*, except that target is drained of his "life force" as in *Absolution*. This life force is absorbed by the caster, healing all of her wounds and restoring her "Mana" to the fullest.

INFLUENCES

	Area of Effect	Duration	Range
1—Charm Man	1 target	1 hour/lvl	100'
2—Quarrels III	1 target	1 min/5% failure	100'
3—Confusion	1 target	1 rnd/5% failure	100'
4—Suggestion	1 target	V	10'
5—Impotence	1 target	1 week/5% failure	100'
6—Hold Man c	1 target	C	100'
7—Master of Man	1 target	10 min/lvl	50'
8—Jealousy	1 target	1 day/5% failure	100'
9—True Charm	1 target	1 hour/lvl	100'
10—Quarrels VI	1 target	1 min/5% failure	100'
12—Impotence True	1 target	P	100'
13—True Hold c	1 target	C	100'
14—Hate	1 target	1 day/5% failure	100'
15—Antipathy	1 target	1 day/lvl	touch
20—Lovesick Man	1 target	1 day/lvl	100'
25—Quarrels True	1 target/lvl	1 min/5% fail.	100'
30—Hate True	1 target	P	100'
50—Antipathy True	1 target	P	touch

- 1—Charm Man (M) Target believes caster is a good friend.
- 2—Quarrels III (M) Three targets who are near each other (and all within the range) begin to quarrel with one another. If they had reason to dislike each other before this spell, this might cause them to start to fight.
- 3—Confusion (M) Target is incapable of making decisions.
- 4—Suggestion (M) Target will follow a single suggested act that is not completely alien to him.
- 5—Impotence (M) Target is totally impotent.
- 6—Hold Man (M) Target is held to 25% of normal action.
- 7—Master of Man (M) Target obeys caster as in *Suggestion*.
- 8—Jealousy (M) The target is extremely jealous of a person that the caster chooses.
- 9—True Charm (M) As *Charm Man*, but will affect any sentient creature.
- 10—Quarrels VI (M) As *Quarrels III*, except affects 6 targets.
- 12—Impotence True (M) As *Impotence*, except for duration.
- 13—True Hold (M) As *Hold Man*, except that it will affect any sentient creature.
- 14—Hate (M) As *Jealousy*, except that the emotion is hate.
- 15—Antipathy (M) A "antipathy" effect is cast on an object, making sentient/thinking beings want to keep away from it.
- 20—Lovesick Man (M) The target is in love with the caster and will "waste away" if denied his loved one: he will lose 1 pt of temporary Co each day they aren't together, going into a coma if it reaches zero.
- 25—Quarrels True (M) As *Quarrels III*, except that it affects 1 target/lvl.
- 30—Hate True (M) As *Hate*, except duration is permanent.
- 50—Antipathy True (M) As *Antipathy*, except for duration.

ALLURING WAYS

Note: In the spell descriptions on this list, the caster is assumed to be female and the target is assumed to be male. However, the target "Man" is defined as any creature that would find the spell caster (i.e., the Houri) attractive. This obviously includes most humanoid males, but some might not be affected. Beside the obvious exceptions, some racial prejudices have to be taken into account. E.g., Elves will not be very interested in Goblins, but Dragons often lust for human princesses (heaven knows why).

	Area of Effect	Duration	Range
1—Attention *	1 target	—	100'
2—Glibness *	1 target	10 min	self
3—Enthrall Men III c	1 target	—	30'
4—Seduce *	1 target	C	self
5—Silver Tongue *	1 target	10 min	self
6—Attraction *	1 target	1 rnd	100'
7—Ecstasy	1 target	1 rd/5% failure	touch
8—Great Attention *	1 target	1 rnd	100'
9—Transfer Charm	1 target	P	10'
10—Enthrall Men X c	1 target	C	30'
11—Seduce Men	1 target	special	10'
12—Love Spell	1 target	1 day/5% failure	100'
13—Youth	1 target	1 month/lvl	self
14—Sympathy	1 target	1 day/lvl	touch
15—Seduce Female *	1 target	10 min/lvl	self
20—Seduction True *	1 target	—	self
25—Love True	1 target	P	100'
30—Sympathy True	1 target	P	touch
50—True Youth	1 target	P	touch

- 1—Attention (M*) The target's attention will focus on caster.
 2—Glibness (P*) Regardless of whether the caster is lying or not, she appears to believe everything she says (for the purposes of lie perception skill, spells, etc.).
 3—Enthrall Men III (M) The caster enthralls 3 men with her flowing speech, making them forget their surroundings. They will continue to listen as long as she keeps the words coming.
 4—Seduce (P*) Caster gets a +25 bonus to her seduction skill.
 5—Silver Tongue (M*) Allows the caster to lie so well that a listener will believe anything that isn't obviously out of touch with observed reality.
 6—Attraction (M*) The target will try to approach the caster until they are no more than 3 feet apart.
 7—Ecstasy (M) Target is in seventh heaven (i.e., extreme ecstasy/joy). For the duration of the spell, he is at 50% of normal activity. Later, he will have a tendency to "come back for more."
 8—Great Attention (M*) The attention of everyone in the radius will focus on the caster.
 9—Transfer Charm (M) A Charmed being transfers his adoration to a person chosen by the caster.
 10—Enthrall Men X (M) As *Enthrall III*, except that up to 10 targets can be affected.
 11—Seduce Men (M) A target is "seduced" and will, if properly

manipulated, do what the caster wishes. The spell lasts as long as the caster does not repel/reject the victim too harshly. The RR against this spell is directly influenced by the victims "Chastity/Virtue" as well as the circumstances of the occasion. As an alternative approach, treat this spell as a double-strength *Seduce* spell that gives +50 bonus to the caster's seduction skill.

12—Love Spell (M) The target will fall in love with someone chosen by the caster.

13—Youth (F) The caster appears to be any age desired.

14—Sympathy (M) A "sympathy" effect is cast on an object, making sentient/thinking beings want to be near it.

15—Seduce Female (M*) The caster may seduce on another "female" without penalties. Any humanoid target under the effects of this spell may also be affected by the 'Men' spells on this list that normally only affect male targets. Seduction and/or "Men" spell effects end when this spell expires.

20—Seduction True (M*) As *Seduction*, except that any sentient being of the opposite sex may be seduced.

25—Love True (M) As *Love Spell*, except for duration.

30—Sympathy True (M) As *Sympathy*, except for duration.

50—True Youth (F) The target has two years of his age "re-moved" (i.e., rejuvenation). If the spell fails, the target is killed and his total true age returns immediately. The spell may be cast repeatedly and effects are cumulative; however, each time it is cast on the same target, the unmodified failure chance increases by 1 (cumulative separately for each caster-target combination).



HOURI'S CHANGE

	Area of Effect	Duration	Range
1—Study	1 target	—	300'
2—Face Shifting True	self	1 hr/lvl	self
3—Glamour	self	10 min/lvl	self
4—Change To Kind	self	10 min/lvl	self
5—Misfeel Kind • c	self	C	self
6—Glamour True	self	10 min/lvl	self
7—Misfeel Calling • c	self	C	self
8—Enhance I	self	10 min/lvl	self
9—Dream Girl	self	10 min/lvl	self
10—Change Sex	self	1 month/lvl	self
11—Misfeel Power • c	self	C	self
12—Enhance II	self	10 min/lvl	self
13—Unpresence c	self	C	self
14—Enhance III	self	10 min/lvl	self
15—Misfeel c	self	C	self
20—Lord Enhance	self	10 min/lvl	self
25—Misfeel True	self	10 min/lvl	self
30—Change Sex True	self	1 month/lvl	touch
50—Holy Presence c	self	C	self

1,2,5,7,11,13,15,25,50 — As the spells by the same names on the Mystic base list, *Mystical Change*.

3—Glamour (F) The caster can enhance her facial features, giving her an Appearance of 100.

4—Change to Kind (F) The caster can alter her entire body to the form of another humanoid race within 20% of her own mass. This can't be used to assume the form of a specific person.

6—Glamour True (F) The caster can enhance her facial features, giving her an Appearance of 102.

8—Enhance I (F) The caster can enhance her facial features, giving her an additional +5 to her Appearance bonus.

9—Dream Girl (PM) Caster "changes" into a form that is for appearances purposes the "ideal mate" of one target studied. The target gets a RR that represents his resistance to being studied in this manner. No range modifiers apply.

10—Change Sex (F) Caster changes to become a member of the opposite sex in terms of all physical factors.

12—Enhance II (F) As Enhance I, except bonus is +10.

14—Enhance III (F) As Enhance I, except bonus is +15.

20—Lord Enhance (F) As Enhance I, except bonus is +20.

30—Change Sex True (P) As *Change Sex*, except that the caster becomes a true member of the opposite sex (i.e., genetics, personality, and all psychological factors are also changed).

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IQ7

AN IQ INTERVIEW:

EMER

By Preston Eisenhower IV

Since my first interview with the reclusive *Shadow World* Content Editor and sometime author was so overwhelmingly popular, I thought I would try (at great personal risk) to hunt down the Mr. Amthor again. After the interview I've included a couple of hype paragraphs and a contents summary — for your amusement.

Surprise, surprise; he was in Production swearing at another recalcitrant hard drive. Ignoring a 'better stay away from him' look from Suzanne (the Production Supervisor — the one who actually gets things done around here), I pulled up a chair.

PMBEIV: Got a minute?

TKA: (snarling like a caged ferret) Don't tell me. Your Mac crashed too. I think it's a conspiracy: they all talk to each other and decide to go on strike at once. How else do you explain three blowing up in the space of two weeks, all with supposedly completely different problems.

PMBEIV: Um, no, mine's fine, but you know it doesn't talk to the others.

TKA: You mean they don't talk to it. Maybe if you took that silly polo sticker and embroidered alligator off it...

PMBEIV: — Actually I was hoping we could chat about the *Emer* project.

TKA: Sure. That reminds me, did you print out those charts last night like I asked?

PMBEIV: Uhhh... no. The laserwriter was all jammed up with Kevin's *Silent Death* Crap. You know how ornery it gets after it has to download too many fonts. But anyway, how is *Emer* going? It's even bigger than *Jaiman*, I understand.

TKA: Almost twice the size, Biffster.

PMBEIV: And you've written the whole thing?

TKA: (Pauses as a picture of the Grim Reaper appears on the Mac Screen with a message to the effect of: "Multiple Bad Blocks: re-initialize.") There follows an interlude of invective as he raises his fist to punch the screen, then calms down.) Yep, pretty much so. Pete (Fenlon, President of ICE) contributed some interesting bits from his old campaign, and you helped, of course. Oh, and the *Fantasy Hero* stuff, I had nuh-thing to do with.

PMBEIV: Of Course. Let's talk about the contents.

TKA: (spinning in the chair away from the Mac, as if to put it out of his mind) Two books, each 96 pages. A full color map, about 22" x 17", *Emer* on one side, four cities on the other. All in a box with a spiffy pic on the front.

PMBEIV: And in these nearly 100-page big books, oh father of *Shadow World*?

TKA: Well! One is called the Atlas Addendum, and it contains stuff I (speaking frankly) would have liked to have put in the first books, but either didn't have room or didn't have time, or just didn't think of it. There is a pantheon of evil gods to balance those goody-two-shoes Lords of Orhan, plus more demons than you can shake a staff at. After all my big talk about bad guys with personality in the first interview, there weren't very many interesting bad guys in the atlas. Now there are bad guys galore. So many JR (John Ruemmler, the infinitely patient *Shadow World* Series Editor who puts up with TKA's schedule and ego) was concerned that the 'mood' was too dark.

PMBEIV: Do you agree?

TKA: Not really; I guess I like it kinda dark. *Shadow World* isn't supposed to be nice, except in a few protected places. Unlike Middle-earth, which is mostly nice, *Shadow World* is mostly scary.

PMBEIV: I don't suppose your work on the *Cyberspace* series has had any effect?

TKA: Ha! I don't think I was getting dark enough for Kevin (Barrett, Tsar of *Cyberspace*); my style may be a little too 'cutesy' for the genre.

PMBEIV: Hey, how about that great art by Janet Aulio, though? I love those guys in *Sprawl* and *Megacorps*, and the ones I saw in production for *Cyber-Rogues* look even better. And that cover bar scene she did is totally excellent... (trailing off from my 'Ted' impression under the withering gaze of TKA).

TKA: You been talking to Chet again?

PMBEIV: Uh, that's 'Chad.' You know he's back again; doing those *Fantasy Hero* conversions.

TKA: Anyway, there is a more complete timeline in the AA, with lots of stuff which explains some of the cryptic stuff in the first *Atlas*. Overall, I'm pleased with it.

PMBEIV: And the *Emer* Book?

TKA: Not surprisingly, it is a survey of the continent, including all of the important cultures (more than a dozen, I think) climate, et cetera. There are also some fun adventures and some strange and bizarre 'places of interest'. And of course the Jerak Ahrenreth.

PMBEIV: The who?

TKA: They're evil, they're powerful, and they've got plans for Kulthea. And they live in really cool hideouts.

PMBEIV: I see. Tough to beat those catacombs in *Jaiman*.

TKA: (turning off the unhappy Mac) I had better get back to work

PMBEIV: Yeah, I hear you're pushing the deadline for *Emer*.

TKA: It's getting close, but I'm sure I'll make the latest deadline.

PMBEIV: Maybe if you didn't goof off so much, you could get up earlier on the weekends and get your butt in here!

TKA: Me! *You're* the one who woke up in the bushes after a long night at the House...

(*About this time the conversation became irrelevant...*)

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Ninja Hero	ST#501 \$17

CHAMPIONS RULES & SUPPLEMENTS

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(Note: Contains Hero System Rules, #500)

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ANNOUNCING HERO SYSTEM RULESBOOK™

THE FIRST & LAST WORD IN UNIVERSAL ROLE PLAYING SYSTEMS

Q & A ABOUT THE HERO SYSTEM RULESBOOK

Q1. WHAT IS THE HERO SYSTEM RULESBOOK?

The *HERO System Rulesbook* is the 224 page core piece for the award winning HERO System. It is a complete rules system, one that gives all the rules for creating a role playing game set anywhere in space and time. Using this rulesbook, players can play fantasy warriors, science fiction space jockeys, deck-punching cybercowboys, or all three! The only limit is the imagination.

Q2. WHAT'S INSIDE?

The HERO System Rulesbook contains:

Introduction to the HERO System: The first section of the book, this introduces you to the HERO System. There are guidelines for players new to the HERO System or role playing in general.

There are also notes for players who have played HERO Games (like *Champions* or *Danger International*) before.

Character Creation: This section contains all the rules and guidelines needed to create characters for the game. It can be used by players designing their characters, or by the Gamemaster designing his villains. These rules can be used to create any character from fact or fiction.

Combat and Adventuring: This section has all the rules needed to handle an adventure. There are rules for combat, movement, perception, and experience. There are also extensive optional rules that the GM can use according to taste.

Campaign Sheets: This contains character sheets and other useful accessories to help the game play smoothly. Players can photocopy these for personal use.

Q3. WHAT IS THE HERO SYSTEM?

The HERO System is an award-winning role-playing system. The HERO System is generic, that is it can be used to play in any role playing setting. *Champions* is a part of the HERO System, and is the superhero role playing game using the HERO System.

Q4. IS THE HERO SYSTEM COMPATIBLE WITH OTHER GAMES SYSTEMS?

The HERO System, being flexible, can be used with the game products for any systems. We will also include conversions for prominent games in the appropriate campaign books. For example, *Fantasy Hero* will contain conversions for *Rolemaster™*, *GURPS*, and *Advanced Dungeons and Dragons®*. In conjunction with ICE's lines of games, the HERO System will be used jointly with *Rolemaster and Spacemaster™* in a wide variety of products, including the *Shadow World™* line and the *Campaign Classics™* line.

Q5. WHY IS THE HERO SYSTEM BETTER THAN OTHERS?

The HERO System is the original **universal role playing system**, and was extensively revised and improved when *Champions* hardcover was published in August 1989. The HERO System is intended to be intuitive—that is, all the rules follow from a few simple guidelines. Rather than trying to have "A Rule for Everything", the HERO System tries to consolidate its rules into a few simple guidelines. Thus, a session of a HERO Game can usually be run **without** extensive references to rulesbooks and rules supplements.

The HERO System also has a slightly different focus from other games. Unlike some systems, where the player characters start out as sniveling weaklings, HERO System characters start out as heroes — men like Conan and Gandalf. This lets players play the characters they want to play — important heroes, involved on important adventures.

Finally, the HERO System has a unique character design system that allows players to design their characters from the ground up. Since there are no dice to rely on, each player can play the character he really wants to. And HERO's unique point-design system is balanced to prevent any character from being more powerful than any other.

Q6. HOW IS THE HERO SYSTEM RULESBOOK DIFFERENT FROM THE CHAMPIONS® HARDCOVER?

Champions is the superhero role playing game using the *HERO System*. The *Champions* hardcover contains the complete *HERO System Rulesbook*, along with the Campaign Book for superhero gaming. The *HERO System Rulesbook* does not come with any Campaign Book, but these can be bought separately. The HERO System, as presented in *Champions* and the *HERO System Rulesbook* is completely identical — even the page numbers are the same.

Q7. WHY DID ICE PUBLISH THE HERO SYSTEM RULESBOOK SEPARATELY FROM CHAMPIONS?

Since some role players might not want to buy the *Champions* hardcover (perhaps they don't like superhero role-playing), we decided to publish the HERO System Rulesbook separately.

Q8. CAN I USE THE HERO SYSTEM RULESBOOK BY ITSELF?

All role playing games can be divided into two parts: the rules and the setting. The HERO System Rulesbook is a complete rules system, and provides all the rules you should need to role play. However, it contains almost no campaign guidelines or background setting.

Don't despair! Although experienced gamers should be able to use these rules by themselves, ICE Inc also publishes Campaign Books. Each Campaign Book provides extensive information and guidelines for a particular campaign setting. For example, *Fantasy HERO* will include spells, fantasy floorplans, background information — everything necessary to help HERO System player simulate fantasy literature. Because they include so much information, they are extremely useful even to experienced gamers. They are recommended for any gamer who wants to play in the given genre.

ICE Inc. are committed to supporting the HERO System Rulesbook with a broad range of Campaign Books of the highest quality and appeal.

Q9. WHAT CAMPAIGN BOOKS* ARE IN THE WORKS?

ICE, Inc. is currently planning to produce the following Campaign Books:

Ninja Hero: The HERO System Sourcebook for Martial Arts adventuring! *Ninja Hero* will have extensive guidelines for GMs who want to run their favorite martial arts comic-book or movie. More than 30 different styles are described, along with dozens of variations and weapons. There are also several ready-to-run adventures for player characters.

Fantasy Hero: Completely redone and rewritten, the new *Fantasy Hero* will kickoff a whole new chapter for fantasy gaming. *Fantasy Hero* contains campaign guidelines, magic items, character descriptions, floorplans, dozens of creatures, hundreds of spells — everything a fantasy GM could want for a fantasy campaign. *Fantasy Hero* will also receive regular support from ICE's *Shadow World* line, which will contain complete *FH* stats in every product. Special *Fantasy Hero* products, like *Vikings* and *Pirates*, are also in the works.

Other Campaign Books: Other campaign books are in the works. Topics include Horror Hero, Star Hero, Modern Hero, and many more.

Q10. SHOULD I BUY THE HERO SYSTEM RULESBOOK IF I ALREADY OWN CHAMPIONS?

No, you don't have to. The *Champions* hardcover already contains the *HERO System Rulesbook*.

Q11. WHO IS THIS PRODUCT AIMED AT?

The *HERO System Rulesbook* is aimed at gamers; that is, individuals with some exposure to gaming. Experienced gamers need only purchase the *HERO System Rulesbook*; beginners should almost certainly buy the *HERO System Rulesbook* and the Campaign Book for the setting he is interested in.

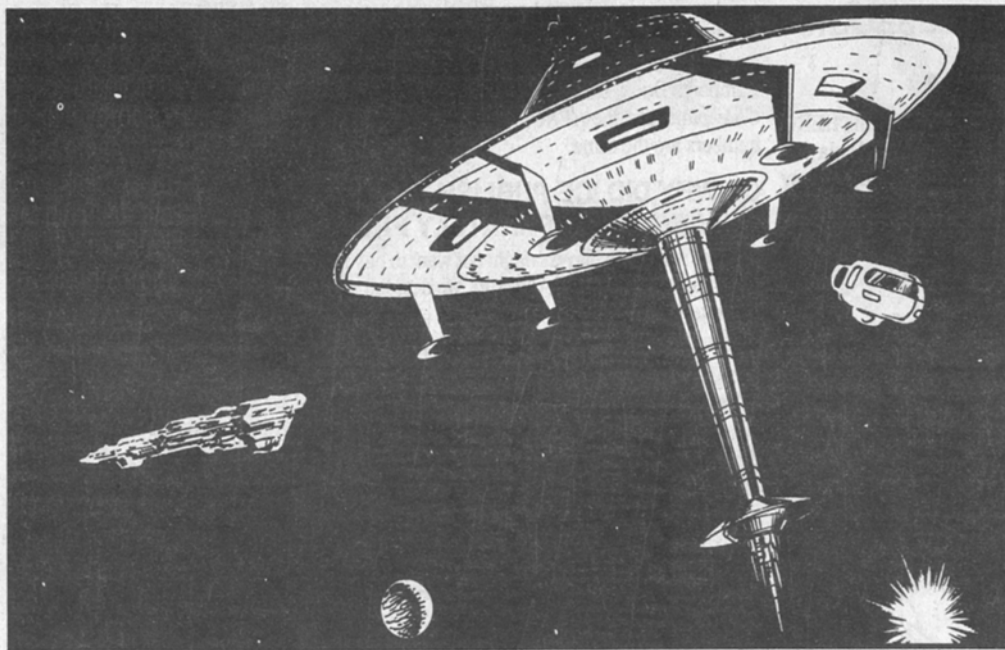
* (ALSO KNOW AS GENRE BOOKS, WORLD BOOKS & SOURCE BOOKS)



WHAT DOES ALL THIS MEAN?

A Space Master Explanation

Michael Veach



The *Space Master GM book* gives several charts for creating a planet, but these charts fail to explain the relationship of all these facts to the geology and ecology of the planet. All of the charts are self-explanatory as to what is being found, but some of these facts are important to determining what kind of life will be found and what kind of economy the planet can have.

Type, orbital radius, and eccentricities are pretty self-explanatory. Type implies whether it is a gas giant or a rock planet. Orbital radius will effect the temperature, length of the year, and tidal pull of the star. The closer to the star, the greater the temperature, the shorter the year and the greater the tidal pull. Remember, Sol has a tidal pull on Earth that is almost as great as Luna, so that if the Earth was closer to the sun, one can imagine the changes this tidal pull would have on the oceans. Eccentricities affect a planet in many ways and this will have to depend upon the GM as to how eccentric the planet's orbit is and how it relates to life on the planet.

Next there is circumference, density, gravity, and escape velocity. Every planet will have a circumference, but its major factor is only in figuring the surface area of the world. To figure the surface area, first you must find the radius of the planet. To find this divide the circumference by 2π . Surface area is equal to $4\pi R^2$. Density is the factor from which much information can be learned. Density is figured in grams/centimeters cubed, and water has a density of 1. The size of a world is related to its density in that the more matter found in a smaller area creates a more dense world. The Earth has a density of 5.52, the moon has a density of 3.3, and Mercury has a density of 5.43.

Now what does all of this tell us? Both the Earth and Mercury have densities around 5.5 while the moon is only 3.3. Both the Earth and Mercury have a magnetic pole and the moon doesn't. This means that Mercury will have an iron/nickel core and a protective magnetic belt around them, that will keep out Gamma and X-rays produced by the sun. The moon however has little or no iron or nickel and is made up of mostly silicates. Saturn's moon Iapetus has a density of 1.2 and is little more than a frozen snowball. Gravity and escape velocity are directly related. The higher the gravity, the higher the escape velocity and the harder it is for gas to escape the planet. This allows for a thicker atmosphere.

The atmosphere is the next important factor to consider. The best way to show the importance of the different types of atmospheres, is to look at the history of the Earth's atmosphere. When the Earth was first created, it probably had a hydrogen/helium atmosphere. This all leaked off the Earth very early in the history of Earth. This was replaced by out-gassing from vulcanism. Volcanos release mostly Carbon Dioxide, Nitrogen, Water Vapor, and Argon. Earth's atmosphere was predominantly CO_2 at this time, and it remained this way for many millions of years. The water vapor cooled and fell to the Earth to form oceans. This allowed the CO_2 to dissolve in the water, and some Oxygen was then formed when this mixture reacted with Calcium, but it was plant life forming in the oceans that took the CO_2 out of the atmosphere, making Nitrogen the predominant element. The atmosphere eventually evolved to where it was a couple of hundred years ago (about 18th century).

It was during this time that an ozone layer was formed, allowing life to leave the protective covering of the seas, and move to land. Since the Industrial Revolution, the burning of hydrocarbons have raised the level of CO_2 and other contaminants. By the time of the Empire, there is no telling how much man will have polluted the atmosphere, making new factors in the mixture. Another important fact that can be measured from atmosphere is the planet's volcanic history. This can be done by measuring the amount of Argon in the atmosphere.

The Hydrosphere of a planet is the next important factor in exploring a new planet. The amount of free standing water is determined on the chart in the GM book. This is the percentage of the surface with free standing water. To find the actual area, simply multiply this percentage by the surface area found earlier. GMs may wish to allow a hydrosphere to be rolled at a penalty (say a -50) for planets with a CO_2 atmosphere. This could be a planet in the early stages of development, like Earth a few billion years ago, or a planet like Mars. Mars does have a hydrosphere, but the water is locked into the polar ice caps and the soil.

Temperature is important in that it can be used to judge the greenhouse effect of the atmosphere. A planet further out in its orbit with a warmer temperature will have a higher amount of greenhouse effect, than a planet with the same temperature rating closer to the star.

All of these factors will help to determine what kind of life will be found on the planet. This information should help the GM fill in the gaps left in the information provided in the GM book. These facts are all determined by sensors in present day probes to planets in our solar system, and can be determined by sensors from the starship in a *Space Master* campaign.



WRITE for ICE!

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 Pükel 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 Morgül, Linhir, Aldburg (Calmirë), Umbar, Calembel, Edoras, etc.

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

ICE Contact: Kevin Barrett.

Cyberspace Series: numerous different format possibilities. ICE Contact: Kevin Barrett.

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 Ruenmler.

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: Kevin Barrett.

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.

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.

ASTONS HOT PICKS


(AND GENERAL NEW RELEASE UPDATE)

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6012	Sky Giants of the Brass Stair	\$12.00	SWSP
8014	Rogues of the Borderlands	\$ 7.00	MEAM
8015	Forest of Tears	\$ 7.00	MEAM
407	Invasions: Target Earth	\$ 8.00	CHSP
MARCH '90:(Available Now)			
8112	Hazards of the Harad Wood	\$ 6.00	MERR
 500	Hero System Rulesbook	\$20.00	HERO
501	Ninja Hero	\$17.00*	HERO
8203	Calenhad	\$ 9.00	FOME
5101	Sprawlgangs & Megacorps	\$12.00	CYSP
APRIL '90:			
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AC14	Adventurers Club #14	\$ 3.00	AC
408	Day of the Destroyer	\$7.00	CHSP
3111	Greater Harad	\$14.00*	MECM
 5103	CyberRogues	\$10.00	CYSP
6013	Nomads of the Nine Nations	\$12.00	SWSP
MAY '90**:			
409	Invaders From Below	10.00	CHSP
 1800	Rolemaster Companion IV	\$13.00	RMSB
 6100	Emer Boxed Set	\$30.00	SWSP
 7010*	Silent Death (Metal Express series)	\$40.00	SFMG
JUNE '90:			
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 3112	Gorgoroth	\$18.00	MECM
5104	The Body Bank	\$10.00	CYSP
 5105	Death Valley Free Prison	\$16.00	CYSP
IQ8	Iron Quarterly Beach Issue	Free	All
SM90	ICE Summer Catalog	Free	All

* Indicates change from previous announcements.

** May is HOT!!!

KEY: CACL = Campaign Classic; CHSP = Champions Support; CYSP = Cyberspace Support; FOME = Fortress of Middle-earth; HERO = Hero System Products (other than Champions); MEAM = Middle-earth Adventure Module; MERR = Middle-earth Ready to Run; RMSB = Rolemaster Sourcebook; SMAM = Space Master Adventure; SMBG = Space Master Boardgame; SMSS = Space Master/ Star Strike Support; SSCS = Star Strike Combat System; SWSP = Shadow World Support.

A "  " Indicates Aston's Best Picks

Coleman's Corner

Yes, the champion of rulesmongers everywhere returns, with a mailbag full of 'interesting' questions for this issue...

Dear ICE,

1) Since the release of *Campaign Law*, you've been steadily increasing the number and types of secondary skills yet have maintained that they are optional. Now that *Shadow World* is in production and all of its NPCs have one or more of these optional skills and since the only real difference between some of the new character classes and the originals is their secondary skill development costs, what is your recommended method of development of secondary skills for PCs?

2) Is it possible for a spell caster to be harmed by his/her own offensive spells?

Robert P. Derme

N. Tonawanda, NY

Dear Robert,

In answer to your questions (they are all only recommendations):

Re secondary skills—If all of the RMCII skills are used, I recommend that PCs be given 50% more development points to expend only on secondary skills. A GM may wish to restrict certain combat-oriented skills.

Re spells—A spell caster can be harmed by his own spells (e.g., spell failure, a too-close fireball, a drifting stun cloud, etc.). However, spells automatically centered on the caster will not affect him (e.g., Minor Ultrasonics—Illusionist base list, Sound Molding).

Coleman

Dear ICE,

Could you please clarify the terms "1/2 encumbrance platemail" and "1/2 weight chainmail" with respect to *Rolemaster's* Armour Table and *MERP*?

Also, could you advise me upon initializing the throwing of sand into a foe's eyes in order to blind him?

Richard Grant

Essex, England

Dear Richard,

1) "1/2 encumbrance platemail" and "1/2 weight chainmail" means that the armor's weights and encumbrance penalties are halved (round off). For *Rolemaster*, this means that the armor's Minimum Maneuver Penalty, Maximum Maneuver Penalty, Missile Attack Penalty, and Quickness Penalty (see ChL & CaL Table 15.3.3) are halved. For *MERP*, this means that the special Movement and Maneuver penalty for the armor is halved (see *MERP* chart RS-1, the Character Record Sheet); for example, the penalties become -8 for SL, -15 for RL, -23 for Ch, and -30 for Plate.

2) You could develop an OB with "thrown sand" (as a thrown weapon). I would use the Grapple Attack Table (Small attack maximum) with double normal shield DB and no weapon DB; and the target may use part of his OB to parry. A non-zero result would deliver no normal damage but it would force the target to make a Resistance Roll against a 1st level attack, modified by -1 per hit delivered and -10 for each severity of any critical (i.e., -10 for an A, -20 for a B).

Coleman

Dear ICE,

On page 6, section 2.15 (The Duelist) of RMCIII, the class table lists the level bonuses as follows:

Arms Law Combat +3

Body Development +3

Athletic Skills +2

Gymnastic Skills +2

This appears to me to be redundant as the table on page 103 RMCII lists all the gymnastics and athletic skills.

Is this correct, and if so does this mean that the gymnastic skills receive a +4 level bonus?

Thomas Curry

Baltimore, MD

Dear Thomas,

This is a mistake in RMCIII, you can run it as a +4 Gymnastic level bonus; but I prefer the +2 for Athletic skills and +2 for Concentration skills that you mentioned. Thanks for the correction and the comments.

Coleman

Dear ICE,

1) I recently wrote you asking what to do in the case of hits/crits for doors, etc. However, I would like for you to provide a few examples of concussion hit totals for the following items: wooden door, iron door, both doors with bars, and wooden and iron chests.

2) How much would you suggest it costs for PCs to hire the use of a spell (e.g., healing spells from a Cleric, unbarring spells for a stubborn chest, etc.)? I was thinking a #GP/level of the spell, but if so, how much per level of the spell? Please give me an example (especially in the case of how much it would cost (donation) for the PCs to get a Lifegiving spell cast).

3) Concerning the Bladerunes (Arcane List) of RMCII 3.11, when you talk of base chances of have an item receive a Bladerunes cast upon them you base that chance upon each magic or non-magic "plus". Does each "plus" equal a "+5" bonus or a "+1" bonus? I mean, there's not many "Broadswords +1" in the *Rolemaster* system. My friend is saying that his magic sword +5 has a 100% chance of being able to receive a Bladerune (20% chance per magic plus time 5). I think it's a 20% chance (each plus as being equal to each +5 increment). Please help us resolve this dispute.

4) I'm confused about some of the spells on the Life Essence Healing (Healer Base List) of 10.64 RMCII. What's the difference between Restore Life Essence and Heal Life Essence? Do you have to cast *Heal Life Essence* before being able to cast *Restore Life Essence* upon a person? And what about *Cleanse Life Essence*? Does it mean that it can neutralize natural poisons and diseases within the body or just certain poisons/diseases that some weird types of GM-created undead that inflict only "life essence" wounds?

5) Give me an example of how the *Sense Ambush/Assassination* skill (using the results of the RMCII 11.2 chart) can be fused with the Surprise rule of RMCIII into one roll. As it is, there would have to be 2 rolls performed and what if the *Sense Ambush* skill was successful, but the PC blew his surprise roll? Please give me an example of how this can be resolved.

Kurt Stegall

San Jose, CA

Dear Kurt,

1) As I said before, we don't have a fixed method for handling damage to structures; but if you want, try these (unplaytested) values: Wood (50 hits/inch), Reinforced Wood (100 hits/inch). I also suggest a breakage factor for the door equal to the attacking weapon's BF and with an automatic chance of breakage (see ChL Section 7.3.6). Finally, I suggest that the only bonus for such attacks be the weapon bonus and the attacker's stat bonus.

2) The cost of spells is entirely dependent upon your world system. I suggest: $10 + [(level\ of\ the\ spell) \times (level\ of\ the\ spell\ caster)]$ in gp. So a 10th lvl spell caster casting a 5th lvl spell would cost 60 gold pieces, but a 5th lvl spell caster casting the same spell might only cost 35 gold pieces.

3) You are correct, the RMCII author is a long time D&D and sometimes drops into the old ways: a +5 RM sword has a 20% chance.

4) The exact use of life levels is dependent upon a GM's world (we don't normally use them), but my interpretation of the RMCII optional rules is as follows. Life levels can be lost temporarily (and return as outlined in RMCII Section 6.1) or permanently. Temporarily lost life levels can be "Restored" instantly. Permanently lost life levels must be "Healed" and then "Restored". "Cleanse Life Essence" only neutralizes poisons/diseases from "life essence" wounds from "weird types of GM-created undead."

5) Either use the RMCIII procedure (3.2) or *Sense Ambush/Assassination*, SAA (they are both optional rules). If you want to use both, try using the highest SAA bonus in a group as an additional modification to the surprise roll.

Coleman

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NEW RELEASES

(See Aston's Picks for Release Dates)

Stock	Title	Price	Stock	Title	Price
AC15	Adventurers Club™ (AC) Issue No. 15	3.00	3111	Greater Harad™	14.00
<p>The second issue to use the new comic-size format. This 32 page bible for HERO Game players includes material complementary to the new rules for <i>Champions</i>®, <i>Hero System</i>™, and <i>Fantasy Hero</i>™. This issue provides a complete <i>Champions</i> adventure, guidelines for setting up a mentally balanced superteam, previews of upcoming products, and much, much, more.</p>					
IQ8	Iron Crown Quarterly (IQ) Issue No.8	Free			
<p>Lock up your daughters. Dust off your woodie. It's time for the summer beach edition of IQ! Yes, folks, this next edition of the ever-popular IQ will go on sale just in time for the Origins convention and the summer sillies. Interspersed with the frivolity will be the usual intense in-depth treatment of what is new and upcoming at ICE, plus regular articles.</p>					
408	Day of the Destroyer	7.00			
<p>"I have become Death, the shatterer of worlds..." With these words, Dr. Destroyer — the greatest and most evil mind ever — announced his return. His most destructive scheme ever is revealed in this new <i>Champions</i> adventure. In the next 72 hours, nine out of every ten humans on earth will die. Can your heroes find and defeat Dr. Destroyer in time to prevent a global holocaust? They have three days. The clock is running...</p>					
409	Invaders from Below™	\$10.00	3112	Gorgoroth™	\$18.00
<p>Hidden in the subterranean depths are the Subterrans, a hideous race of savage humanoids. Their leader, King Earthwyrn, plots the destruction of mankind. The invasion is about to begin. <i>Invaders from Below</i> is a 64 page organization book for <i>Champions</i>. It provides a complete description of the kingdom of Subterra, details of the the Subterrans themselves, stats and background for King Earthwyrn and his 12 superpowered Darklings; and eight complete scenarios. Written by Scott Paul Maykrantz. Cover Art by Jackson Guice.</p>					
410	Kingdom of Champions™	\$18.00	5103	CyberRogues™	10.00
<p>A 208 page campaign sourcebook for <i>Champions</i>® set in Her Majesty's United Kingdom of England, Scotland, Wales, and Northern Ireland. Take your All-American superheroes to Britain and match wits with new dastardly British super villains. New campaign material for adventuring in the U.K. as well as a dozen scenarios complete a major support piece for the top selling <i>Champions</i> hardcover. It's time to leave behind the New York skyscrapers, and explore a country where you <i>think</i> you speak the language. Welcome to Modern Britain, the <i>Kingdom of Champions</i>.</p>					
500	Hero System Rulesbook™	20.00	5104	The Body Bank™	\$10.00
<p>The award-winning HERO system lets you role play any time, any place, any technology, and any power level. The unique character design rules allow creation of any character, whether he comes from a movie, a book, or your own imagination. Play fantasy fighters, modern spies, power-armor troopers, or even superheroes — it's all here! This jam-packed 224 page tome includes a complete superhero team provided for instant fun. The revised HERO system is cleaner, better integrated, and more streamlined than ever before.</p>					
501	Ninja Hero	17.00	5105	Death Valley Free Prison	\$16.00
<p><i>Ninja Hero</i> is a complete 176 page martial arts handbook for the HERO System. This product contains new optional rules, new weapons, new maneuvers — everything necessary to enhance the existing martial art rules, or to run a complete martial arts campaign. Simulate martial arts movies or your favorite ninja comics. There are also ready-to-run scenarios for instant use.</p>					
1800	Rolemaster Companion IV™	13.00	6013	Nomads of the Nine Nations™	12.00
<p><i>Rolemaster Companion IV</i> (ROCO IV) continues the tradition of this top-selling series, by expanding ICE's Rolemaster fantasy role playing system with a variety of optional rules, spell lists, and guidelines. In addition, this 96 page supplement provides a complete index of all Rolemaster spells and spell lists, along with a complete Checklist/Index of all optional rules, professions, and spell lists in <i>Rolemaster</i>, <i>Elemental Companion</i>, and the <i>Rolemaster Companions I-IV</i>. So, summon your sages, get our your spells books, and sharpen your quill-pens — your campaign is about to be enriched by <i>Rolemaster Companion IV</i>.</p>					
<p>Another action packed <i>Middle-earth Campaign Module</i>, Greater Harad is located south of the burning sands of Far Harad near the seven cities of Siraj. The seven cities command the trade routes of Greater Harad, a fertile riverine domain tucked between the harsh desert and the daunting spires of the Yellow Mountains. Dynasties come and go in this vast, cosmopolitan oasis. The only law is commerce! Now, though, a new terror confronts the Haradrim. Akhorahil the Ringwraith — the awful Storm King — plots the conquest of Greater Harad. Subverting local rulers, he hopes to subjugate the seven cities on behalf of his Master, the Lord of the Rings.</p>					
<p>From the blasted plain of Gorgoroth rises Mount Doom. Sauron harnessed this volcano's fires to forge the One Ring, and only here can the One be destroyed! This 144 page supplement suitable for <i>Middle-earth Role Playing</i>™ and most other major fantasy RPG systems, includes a four page color insert; and details the major strongholds of Gorgoroth — including Mount Doom and Carach Angren. Three action-packed scenarios provide adventurers with an unexpected entre to the volcanic plateau that smokes under Sauron's eyes.</p>					
<p>CyberRogues is the first in a series of Character Compendiums for ICE's <i>Cyberspace</i> role playing game. This 40 page book is endowed with 8 pages of color illustrations depicting the gritty characters provided within. Each character comes with background information and complete statistics so that they may be used by players and Gamemasters alike.</p>					
<p>Here are a batch of all new characters for GMs and players of <i>Cyberspace</i>™ and the other Cyber-genre games. The second in a series of <i>Cyberspace</i> character compendiums, <i>The Body Bank</i> details the stats and backgrounds for 27 of San Francisco's most interesting, up-an-coming personalities. Each receives his or her own illustration — 16 of them in full color! <i>The Body Bank</i> is 32 pages with a eight page color insert.</p>					
<p>To deal with an overburdened priston system, Death Valley and the Mojave Desert are converted into a maximum security penitentiary in 2070 AD. By 2090, people are entering of their own volition! The jailed gangs and entrapped settlements are awash in petrol fumes, axle grease, and twisted pride. Enter the <i>Death Valley Free Prison</i> campaign area where your <i>Cyberspace</i>™ character is bound for a fist-full of high stakes adventure. This 112 page book with a four page color insert is the largest <i>Cyberspace</i> support product yet.</p>					
<p>Explore the vast grasslands of southwest Thuul, home to the peoples of the Jengada Allied Nations (JAN). Nine nomadic tribes united under the leadership of their Supreme Jengada dwell in tents on the open plains. These fiery horse-riding nomads share the region with city-dwelling refugees from the neighboring Shoneb Empire and the reclusive Elubar of the high mountains. The three cultures compliment one another and strengthen each other through their diversity. Their unique clan structure provides the necessary strength to enable these peoples to resist their principal enemy: the corrupt, vast, and vile Shenob Empire — persecutors of their forefathers. This 72 page book includes eight pages of full color.</p>					
<p>A new giant boxed set to complement the <i>Shadow World</i> legacy, <i>Emer</i> will consist of two 96 page books, a full color continent map and four color city maps. The first book is a supplement to the <i>Shadow World Master Atlas</i>, including new races, gods, and general information about the Shadow World. The Addendum also includes an expanded timeline, ancient artifacts, hidden places of power, and complete race statistics for all <i>Shadow World</i> products to date. The second book will survey Emer, the Greatest Continent on the Shadow World. More than a dozen kingdoms inhabit this land, from the floating city of Eidoln to the steaming jungles of Khum-kaan to the hidden land of Itanis.</p>					
<p><i>Silent Death</i> is an exciting new boxed game of space fighter combat. Crammed full of metal miniatures, dice, maps, counters and more, <i>Silent Death</i> pits man and machine in an endless struggle against brutal enemies, and the cold hard vacuum of deep space. With simple rules and marvelous components, <i>Silent Death</i> is sure to be an instant hit with Sci-Fi fans and gamers.</p>					

SPELL CATALYSTS AND UNIQUE SPELLS

Supplemental Material for Rolemaster and optional material for Shadow World

By Monty Cook

SPELL CATALYSTS

As an optional rule to make spellcasting more intricate (and maybe more like spells of myth and fiction) the GM can allow certain substances to make certain spells work more effectively, thereby becoming spell catalysts. Depending on the GM, a spell catalyst could be common or rare, and can effect either a large number of spells or it could be very specific. The effects of a spell catalyst can also be quite varied, and there are many options for the GM to choose from. Spell catalysts should be consumed when used.

Option 1: Choose a very general spell group for a catalyst, but make that catalyst rather expensive or hard to obtain. For example, make a vial of holy water (make holy water expensive — perhaps 10-20 GP per vial) a catalyst for all channeling spells, gems over 20 GP worth for essence, and a fairly rare herb (a "Difficulty of Finding" rating of 7-8) for Mentalism spells. Effects for using a spell catalyst using this option should be moderate — something along the lines of a +10 bonus to spell rolls, or 50% additional range or duration, etc.

Option 2: Choose catalysts that are not quite as expensive or rare, but make them be far more specific. For example, a number of specific herbs ("Difficulty of Finding" between 4-5) for many of the different healing spells, holy water for clerical "Bless" spells, sulfur for fire spells, animal hide or hair for Beastmaster spells, etc. This option will require a lot of work on the GM's part, but it will greatly "flesh out" and individualize his magic system. Allowing fairly easily obtained substances to be used as catalysts requires that their effects be light — perhaps a +5 spell roll bonus, a 1 PP reduction in cost (with a minimum of 1), a 25% increase in range or duration, or something along those lines.

Option 3: A catalyst for spells can be for a general of spells, as in Option 1, but it is extremely difficult to obtain. The price (if it can be purchased) should be AT LEAST 200 GP, and should be very hard to find. It may even call for a complete adventure in and of itself to obtain (for example, the Diamor is a special magical crystal that will greatly help any "Information" spell and "grows" like a plant but is only found in the cavern of the Wyvern Lords...). The effects of these catalysts should be substantial, such as a doubling or even tripling of range of the spells or cutting the PP cost in half, etc.

Option 4: As Option 3 above, but make the catalysts specific to a small group of spells as in Option 2 above.

Option 5: As Options 1, 2 and/or 3 above, combining the catalysts types. For example, there may be a special wood that is fairly rare that will serve as a moderately powerful catalyst for all of the channeling realm (Option 1), but for the really daring there is also a specific catalyst for "Repulsions" spells that is very potent (Option 3) — of course that catalyst is a vampire's tooth...this option would of course require the most work for the GM.

Option 6: As Option 1 above, but the catalyst is not consumed when used, and can be used over and over (the effects may need to be reduced, as in Option 2, if you think this is too powerful). Such catalysts could be a silver holy symbol for channeling spellcasters, a wand of a certain magical wood for essence users and a Focus Crystal (costing about 30 GP) for Mentalists. These catalysts could be called spell foci, and could be used in conjunction with other catalysts. As an additional option, these foci could be used also (or instead) for helping in magical skills such as Reading Runes, Attunement, Power Perception, etc. A +5 bonus for such skills is recommended.

Option 7: As Option 6 above, except instead of receiving a bonus for having a focus, a spellcaster suffers penalties for NOT having a proper focus unless he has trained specifically not to need a focus — requiring an extra development point cost (an additional 25% of the original cost, with a minimum of 1 development point is recommended). A caster who has lost, forgot, broke, eaten or otherwise been separated from his focus should suffer a penalty such as a -10 for all spell and/or skill rolls, a 25% decrease in duration or range, or an extra 2-3 PP cost for each spell. Such an option will certainly have casters guarding their foci closely, especially since learning not to use a focus will prove to very expensive in development points. Of course, it shouldn't be that hard to get a new one, unless you are on a desert island, at the 157th level of a dungeon, floating through the void, etc.

UNIQUE SPELLS

In each particular world or campaign, a GM should feel free to make spells, spell lists or spellcasting, as given in any of the Rolemaster books, unique to his world or specific areas in his world. An example of this is given in RMC I 4.19 *Cleric's Law*, where clerics are able to have spell lists that fit their deities' spheres of influence in a specific world. As a general rule, the spells should not be made more or less powerful (unless that fits into the world and the GM is prepared for it), so any weakness or additional strengths coming from the modifications for making the spell unique should balance out.

Example 1: In a particular world, the GM decides that the magician profession should deal with only with elements (he may even change their profession's name to *Element Lord* or something). That works well with the base lists, but what about the open and closed lists? Well, many lists can be described as "elemental" in nature such as *Spell Wall* (caster is enshrouded in fiery, chill, wispy, etc. force that protects him from spells), *Detecting Ways* (caster "tunes in" with the earth to gain knowledge), etc. *Gate Mastery* could be significantly changed so that creatures summoned would not be normal creatures, but their elemental equivalent (i.e., if the GM would normally decide that a giant frog would come with the summons, it would be a fiery frog or a cold frog, etc.) that would be composed of a specific element and would inflict an additional critical of the appropriate element. The demonic gate spells would summon either elemental demons or elementals. This would make that list much more powerful, but than the GM might decide that these "Element Lords" cannot gain spells from lists such as *Rune Mastery*, *Spirit Mastery* and *Spell Reins* because of their decidedly un-elemental nature.



Example 2: Another variation of the *Gate Mastery* list could be this: If a certain group of spellcasters possessed a group of lists such as *Foul Changes I and II* (RMC IV) and *Shapechanging Ways* (Arcane, RMC I) and also had the *Gate Mastery* list, the GM could change *Gate Mastery* to go along with their other "body altering" lists. In this version, *Gate Mastery* spells would not summon creatures but would allow the caster to create them using his own body. These spells would enable the caster to take matter from his own body without doing him harm and create the desired creature out of that "protoplasm." He could devote a number of his own concussion hits to the protoplasm and then the creature would determine their hits from that (take the creature's level times the number of hits the caster devoted). The caster would not have those hits until the creature was dispelled and the matter taken back. No harm would come to the caster if the creature took damage. This could very well make the creatures much more powerful, but the caster would be devoting his own flesh to make them powerful. Demonic *Gate* spells would be handled the same way. The list name could be changed to "Creature Creations."

Example 3: Mystics in a certain world might be thought of as "undercover agents" and so their spells can be cast secretly — i.e., you cannot tell they are casting a spell by looking at them, and require no ESF roll to cast a spell with no free hand. Clerics in this world are flamboyant spellcasters and receive an extra +10 spell roll bonus when they have both hands free and raise them toward the heavens or clasp them together as if praying.

These examples show how spells and spellcasting can be made to be very different. Two spellcasters may have the same list as far as the spell levels and spell names are concerned, but the lists could be very different in actuality. This will make the world more interesting and unique. Other such areas a GM may want to "flesh out" are what spells look like when they are cast, what it feels like to be healed magically, and what the difference is (if any) between *Healing* and *Lay Healing* (in my world, *Healing* is pleasant for the subject and painful for the Healer while *Lay Healing* is done with scalpels and heat for major wounds and is quite painful). For help in what spells look like, a GM can look to some of the fantastic fantasy art that is available now. Most players will tell you that such contributions by the GM make the game more interesting and easier and more enjoyable to role play in.

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