

IRON CROWN QUARTERLY

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

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Cyberspace. What is it, and why should I want it? Good questions with better answers. Read on!

Cyberspace is ICE's entry into the year's hot new role playing genre: the world of wetware-boostered cyberpunk gangs, corporate oppression, and the global telecommunications matrix.

You know what we're talking about here: *Blade Runner*, *Mad Max*, *Neuromancer*, and all of those other visionary dark future works. Now ours wasn't the first cyber role playing game on the market — R. Talsorian's *Cyberpunk* really got the ball rolling last year, and there have been others. FASA's recent release of *Shadowrun* also has a distinct cyber feel to it. However, the question begs to be asked; where is the definitive cyber role playing game — the cyber-bible, so to speak? Well, right here of course.

Cyberspace, if nothing else, is crammed full of every conceivable cyber-genre fact and item. It definitely has the final say on earth's black, cynical future of hard-driving rock and senseless violence.

Well just what does **Cyberspace** have anyway? It's important to point out that **Cyberspace** is a complete role playing system — the only other things you need are two 10-sided dice and a pencil.

The book starts off with character creation and action resolution procedures. These constitute the guts of the rules, and are mercifully easy to follow. Character classes include the following: the *Sleaze* (media magnate/administrator), *Sneak* (criminal/criminologist), *Killer* (assassin/fighter), *Net Junkie* (matrix traveller/intruder), *Jockey* (pilot/operator), and *Tech Rat* (hacker/technician). Skills cover a broad range of talents,

CYBER SPACE

Review by Kevin Barrett



The rest of the rules deal with the peculiarities of the **Cyberspace** world. A timeline is provided which gives the earth's future history up until the year 2090; the time period of the **Cyberspace** universe. Background is provided on life in the 21st century, including pervading social influences and castes which

have arisen due to a disproportionate distribution of wealth. Transportation, communication, space colonization, and finance (among many other things) are all addressed in comprehensive essays. Rundowns on major corporate entities and gang organizations are provided along with a campaign area of San Francisco as the 22nd century approaches.

No cyber-genre sourcebook would be complete without a Cyber System listing, and the one in **Cyberspace** is utterly comprehensive. No fewer than 150 separate wetware items are described, along with methods for running multiple systems in combination or sequence. Everything from integrated polycarbon body armor to neural activity controllers are covered. In the same vein, heaps of equipment descriptions are provided: clothing, firearms, medications, vehicles, and other forms of hardware are all there. The computer sections not only provide complete construction options, but reams and reams of specialized programs.

Round this out with netrunning guidelines, a selection of influential NPCs, an introductory adventure, and more attack tables and critical charts than you could ever want, and you've got one complete cyber-genre tome!

Those who play our **Space Master** game will be pleasantly surprised to discover that the two systems are completely compatible, allowing an ambitious GM to mix cybernetics into **Space Master's** already rich future milieu.

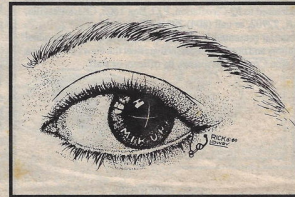
Well there it is. 208 pages of dense text: cyber heaven. **Cyberspace** certainly is role playing on the cutting edge of a future Dark Age. Enjoy, if you dare.

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including: maneuvering, combat aptitude, subterfuge, social interaction, cyberspace and technical skills. Tasks are broken down into a few simple groupings. Besides combat resolution, there are static maneuvers, moving maneuvers, and construction, repair and research projects. All use the same *skill add* system, where proficiency is rated by a number which is added to a D100 die roll. The higher the modified total, the greater the success of the task undertaken.

The fundamental rules set also accounts for a character's social class and background — important factors which mold a character's starting skills and language learning opportunities.



"What-a-Turkey" Issue, Holiday Season, 1989

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A Note From the Editor

Sooo, this is how the Editor's Chair feels... Kind of creaky, actually.

But, such as it is, I'm in it and running the IQ, for at least the next few issues. Are you scared? You should be. Remember my mugshot in issue #1? What? You don't have issue #1?! With that great picture of moi and the insightful article about my fascinating lifestyle and... Well, enough about me.

So much has happened since the last IQ (and that's part of the reason I had to take over for this issue, as Commandante Amthor got himself buried). About a skillion products came out, I went to Florida (but I



guess you don't want to hear about that), The Champions revision was a smash at GenCon, I got a speeding ticket (85 in a 55 zone — but I guess you don't want to hear about that), Cyberspace finally hit the stands — see the letters of praise below, I broke up with my girlfriend (again — but I guess you don't want to hear about that), and the entire Rolemaster System has finally staggered out of the printers, and boy does it look HOT!!

Lessee, what's in this issue... Some interesting stuff about Omens and storms for *Rolemaster/Shadow World*. A big set of *MERP* optional rules and addenda for you Middle-earth lovers, finally the resumption of Trevor's Tale, the usual features, and a big pictorial of Gen Con for those of you who missed the excitement. Also, check out the survey in the back and please fill it out — we do want to know what you think!

Sincerely,

[Signature]

Dear Editor.



As you may guess, we get letters from all over the world asking about the IQ. Just last week, another letter poured in. Unfortunately, we couldn't read the crayon. Just kidding. Actually, we have gotten in some very interesting mail lately, and since this IQ issue is embarrassingly late, we can even include some feedback mail regarding a couple of the products we're reviewing in this issue! (I know you're excited)

—Biff

First, a letter with a bone to pick with some of the IQ content...

Dear ICE:

I would like to compliment you on your work as well as complain about some unfinished business. Your games are first rate and your supplementary material is superb. Yet, I find something lacking in your IQ; I like to call it information. I enjoy reading your publication, but I find it's like trying to drag information out of a Californian. That is, it gets lost somewhere in the babble. Let's face it, movie reviews don't belong in a role-playing magazine. If you want to keep the babble, why not expand the IQ to fit in all the nonsense and the gaming information?

Sincerely,
D.C. Wadle
Munster, IN

P.S.: Comply or die. Thanks.

Dear D.C.,

We did expand the IQ; it was only four pages before we added those 12 to fit in all the babble. Seriously, many people have written in to say they like the "fluffy" features. However, in the interest of a more "scientific" analysis, we are asking our readers to fill out the handy questionnaire and let us know what they want in the IQ.

—Ed.

We got this most interesting letter addressed to the IQ:

Hi!

Most probably we are the first S-F board Game Club in the Eastern Block. We are interested in everything that is connected with SF Games. For the moment our activity depends on the few games published in Poland.

In this situation we are trying to construct our own games. One of our achievements is a role-playing scenario called "Gandalf's Wand." It uses our self-made figures!

This doesn't change the fact that taking into account the lack of materials (for example we just accidentally managed to get a copy of your magazine) (must have been one of the 200,000 IQ's we air-dropped over the Warsaw Pact last month. —Ed.)

We hope that this letter will be of interest to you and, awaiting your reply, we remain yours faithfully,

Jaroslav Banachowicz

And Members of the S-F Board Games Club

COLLAPS

Gdynia, Poland

Wow, Jaroslav! I had no idea that Perestroika would be taking us this far this fast. Yay, Gorbys!

—Ed.

To Whom It May Concern,

To be a roleplayer and not be in awe of the fine products of Iron Crown Enterprises is the greatest sin in the world to me. (Now your heads are truly big.) *Rolemaster* is by far my favorite system.

I recently bought copies of *Cyberspace*, *Jaiman* — For *Shadow World*, and *Creatures and Treasures II*. *Cyberspace* is the best Dark future game out. It really has a great "feel" to it. *Jaiman* is the best *Shadow World* book yet, and it brings back the glory of the older *Loremaster* and *MERP* books. I hope the rest are written just as well. *C&T II* is just as great as the original. I've been dreaming up nasty ways to assault my players with it. This has been a great season for you.

(Continued on page 7)

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

IQ Volume II, # 6

NEUE PRODUCT REVUE

STOCK	TITLE	PRICE		PRICE
1510	Elemental Companion	15.00		
	The definitive <i>Rolemaster</i> ™ 144 page sourcebook for elemental power in a FRP environment includes extensive campaign and Gamemaster guidelines for situations involving elementals and elemental spells in combat. It provides complete guidelines for the manipulation and use of elemental powers and spells, dozens of new spell lists, new variant elemental professions, new elemental creatures, complete coverage of the elemental planes and classification of elemental material, and a complete history of the development of elemental magic and guidelines for how to use this source material in a <i>Shadow World</i> ™ campaign or your own campaign.			
5102	EDGE-ON!	9.00		
	Four adventures for brave, hungry or foolish mercenaries, set in a grim world where norms are forgotten and capitalism has gone mad. Packed with diagrams and maps of near-future locales, this 48 page book presents four intriguing missions. Adventure supplement for <i>Cyberspace</i> .			
406	The Zodiac Conspiracy	11.00		
	This 56 page (48 pgs + 8 pgs color) organization book for <i>Champions</i> provides an organization of villains usable in adventures or as recurring foes. These 12 villains and their organization are fully detailed. Match wits with Taurus or lock horns with Aries. Withstand the songs of Capricorn or the arrows of Sagittarius. Explore the living base, <i>Zodiakos Kyklos</i> . Can you stop the <i>Zodiac Conspiracy</i> ?			
6011	Islands of the Oracle	9.00		
	A 64 page supplement for <i>Shadow World</i> set on the Abarquan islands which lie southwest of the continent of Gaalt. These islands are home to a reptilian race called the <i>Saurkar</i> and one of the Great Oracles. Included area maps and layouts of the islands, their cities, ports and palaces. Also provided is valuable information about island politics, trade, weather and characters. The three adventure scenarios include a visit with the fabled Oracle, a battle at sea with ruthless Pirates, and a mission to uncover the source of the Unlife's power in the region.			
1040	Pirates	15.00		
	Sail the high seas of the Spanish Main, where life is cheap and gold doubloons flow out of Spain's New World colonies like water. <i>Pirates</i> can be used to create a campaign setting for <i>Rolemaster</i> , <i>Fantasy Hero</i> , <i>Middle-earth</i> , or any other major fantasy role playing system. It contains all you need to create period characters, simulate 17th century combat and design adventures in the tradition of Robert Louis Stephenson. This 160 page sourcebook contains two fully detailed campaigns, six detailed adventure scenarios, and four additional suggested scenarios. <i>Campaign Classic</i> .			
8014	Rogues of the Borderlands	7.00		
	Set in the foothills of the Ered Luin (Blue Mountains), this 40 page <i>Middle-earth</i> adventure module with 2 pages of color provides: complete layouts and area maps, concise background information on the region, three fully detailed adventures, and three other suggested adventures.			
8015	Forest of Tears	7.00		
	This <i>Middle-earth</i> adventure is a 40 page module with two pages of color and set in the Forest of Tears, a jungle area hiding the remnants of the original inhabitants of Bozisha-Miraz, the Honnin. Three adventures can be played separately or as a group. All can be set up in minutes and each provides unique, fast-paced action. Compatible with the <i>Far Harad</i> campaign module and the <i>Warlords of the Desert</i> adventure module, it is adaptable to <i>Dungeons & Dragons</i> ® as well as most other major fantasy role playing games.			
407	Invasions: Target Earth	8.00		
	This 48 page sourcebook for <i>Champions</i> ®, is a complete handbook for comic-book invasions. Learn how to run invasions, find out what leaders are like, and meet the different types of invading forces. Also included is an entire, ready-to-run invasion.			
5101	Sprawlgangs & Megacorps	12.00		
	This <i>Cyberspace</i> ™ organization sourcebook for players and GM's provides background and detailed illustrations of what the hottest gangs and coolest execs are wearing. Gangs, corporations, orbital citizens, arcologists — all are present in this 56 page book with 8 color plates and lots more illos. Included are the various Megacorporation logos, structures, military and primary operations. The gangs of the Pacific Sprawl are detailed in all their glory — their colors, cyberware, and fey personalities. Insights into the orbital cultures as well as more NPC's for the GM complete a hot product.			
6012	Sky Giants of the Brass Stair	12.00		
	Climb the one hundred mile long Brass Stair up the Garlon Mountains to the village of the Sky Giants! A fabled Dwarven gold mine stands abandoned at the peak. Rumors of Dragons have discouraged other adventurers. What treasures remains and will you find it? This 64 page <i>Shadow World</i> ™ campaign module with an eight page color map/insert, is set on the continent of Jaiman. It presents one of the great and mysterious wonders of Kulthea: the 100 mile long stairway to the heavens in northeast Jaiman. Seven adventures set in and around the realm of the Sky Giants and four detailed cities/strongholds are provided.			
8112	Hazards of the Harad Wood	6.00		
	Secrets lurk within <i>Far Harad</i> 's Vale of Tears, mysteries that remain hidden for centuries or even millennia. For the rural folk who dwell in the scrublands adjacent to the forest's edge, three enigmas can spell misfortune and disaster. The lush beauty of the Suza Sumar disgorges forgotten menaces all too often. Four detailed scenarios, including all game statistics, are provided in this 32 page Ready-to-Run module for <i>Middle-earth Role Playing</i> .			
500	HERO System Rulesbook	20.00		
	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.			
501	Ninja Hero	15.00		
	<i>Ninja Hero</i> is a complete martial arts handbook for the HERO System. (112 - 128 pgs) 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.			
6013	Nomads of the Nine Nations	12.00		
	This <i>Shadow World</i> campaign explores the vast grasslands of southwest Thul, 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 Shenob 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. 64 pages plus eight pages of full color.			
8203	Calenhad	9.00		
	Located in the northern foothills of the Ered Nimrais, <i>Calenhad</i> , a <i>Fortress of Middle-earth</i> ™, is but one of a chain of seven Beacon Towers. Its watch-fire relays warning to <i>Minas Tirith</i> of any attack on Gondor's frontiers. Whether a Dunlending invasion from the West, an Orcish raid across the Anduin, or civil strife within Calenadon, the tower's beacon is set ablaze to alert the Capital. This 48 page product includes: ten pages of layouts plus additional illustrations and perspectives; complete multi-level floorplans for four guard towers, the gatehouse and the impressive Beacon Tower; sample layouts for a watch-tower on the outer curtain wall and a watch-tower overlooking the inner bailey; room by room descriptions and adventure suggestions; and statistics for the garrison of <i>Calenhad</i> as it varied throughout the centuries.			



"What-a-Turkey" Issue, Holiday Season, 1989

TREVOR'S TALE

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

The co-horts:
M'raj: (or "Mirage" as Trevor calls her) A slightly ditsy Ranger with an Orb that can suck people's souls and use them as fireballs. Her aim is a bit erratic.
Darien: Mysterious and aloof, Darien always seems a step ahead of the rest of the party, and can always be counted on to be sneaking off somewhere (with the loot).
Vorn: Brain-dead human (Womaw) Monk. Life expectancy for the body is problematic, as he has a tendency to get in the way of things.
Namu: A Human Mage with strange watery powers — and an alleged bed-wetting problem.
Coma: "The Abomination" an alleged half-elf, half-dwarf who Trevor hates.

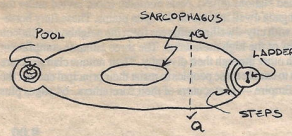
Letter Five

(still in the)
 Lake Region
 Central Vilm Shryac

Finloss Arain
 Taurang Beach Resort
 c/o Tamith Station
 Hathor, Mumakan

(Continued from IQ #4)

Like I was saying, I deduced that this was the inner tomb of the Drago Lord. (see figure 19L)



(Figure 19L)

The Trident was not much happier, though. Barely was I in the room when Namu, then Darien dropped in behind me. We began to look around. Suddenly, there was a scream from the ladder and the Abomination landed in the ladderwell with a "FLOP". Immediately afterward Mirage landed on the Abomination with a loud "SQUELCH", her feet embedded in the Abomination's chest cavity. She was apparently unhurt, however. Vorn and Ste tumbled to the bottom with little more skill, but managed to avoid killing themselves (barely).

I should mention that Ste has been blind since his tragic boating accident and Mirage, taking advantage of an opportunity, has clamped the aura helm on his head so that he can act as a continuous aura detector. Of course, he can't see inanimate objects like that, but well...

1. Carnil was a member of the party who died inauspiciously after a protracted mental ailment. He bequeathed his possessions to Trevor.

4

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 Etemmoors, the Old Forest.

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

Fortresses of M.E.: Open topics include — Cair Andros, Mount Gram, any one of the seven Gondorian Beacons, Ar Phazarón'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 Morgul, Linhir, Aldburg (Calmiré), Umbar, Calambel, Edoras, etc.

Space Master module series: Campaign modules and Adventure modules for use with *Space Master*. Some suggested topics: *Major House Campaigns*, *Other Organization Books*: VegaPol, Renegade houses, Alien Races.

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.

Cyberspace Support: Adventures, organizations, settings needed!
 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 Ruummler.

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

NATURAL AND UNNATURAL PHENOMENON

Omens and strange events useable for *Shadow World* or any Rolemaster campaign setting.

By Monte Cook

Interesting effects can be achieved within a campaign with the use of natural phenomenon. The effects can be as simplistic as people interpreting natural events as omens, or can be as complex as the potency and availability of spells being effected by events in the natural world.

Omens are easily introduced into a GM's world system. When people are superstitious, obvious events like eclipses, comets, storms, etc. can be interpreted as signs of good or ill. A GM can also make omens be much more specific, for example, making a certain bird a sacred animal, and if it is seen flying east to west, it is a good omen, and if it is flying west to east, it means disaster. This will effect game play on a large level (Lord Drac will not send his troops into battle after his astrologer saw that the two moons were in direct alignment) and on a smaller level (Tesoro the cleric sees a white mouse enter a building, so he knows it is probably a sign from the gods that it is a safe structure). Clerics, astrologers, shamans, witches and possibly barbarians would probably most identify with knowledge of omens. A GM can include a secondary skill, Omen Lore, that can be bought with the same skill cost as Divination. This skill would act like other lore skills, giving a character knowledge about omens and their interpretations. Omen interpretation should never be completely exact and specific information should rarely be revealed (for example, Lord Drac knows something bad may happen to his armies, but he has no idea what). If using this skill, the GM should take the time to make a detailed set of omens or at least some guidelines and make their appearance in the world fairly accurate (at least 80% of the time) as to what they mean.

SAMPLE SET OF OMEN GUIDELINES

East	Orderly
West	Chaotic
North	Evil
South	Good
White or light colored animal	Good
Black or dark colored animal	Evil
Event seen in the sky	Effects the world on a grand scale
Event seen on or near the ground	Effects the world on a small scale
Omen seen going into or behind something else	Beginning of something
Omen seen coming out of something else	Ending or death of something

For example, a black bird seen coming out of a tree in the east and flying into the sky towards the west, may mean that something evil is becoming disorganized and is falling apart, signalling its death and that it will effect much of the world. (Or it could mean something completely different.)

Natural phenomena directly effecting player characters and the rest of the world should be handled even more carefully, with much preparation on the part of the GM. An example of the effects of natural phenomena already exists in Rolemaster, that being the Moon Mage of RMC III. In the same way that the phases of the moon can effect those spellcasters, other phenomena can effect other, or perhaps all character professions. All of the rules should be drawn up for specific situations and specific effects.

Simplistic example: In a certain world, everyone is born under a certain celestial sign (like our Zodiac), and every year each sign is dominant over the others for one month — giving anyone born under that sign certain privileges and powers. This can be translated into game turns as an additional +5 luck bonus, or even a +5 to all actions during that time. The GM may decide to have things work both ways, and when a person's opposing celestial sign was dominant, he would be penalized (-5 to all rolls, etc.). This can be easily handled by the GM, but he should be careful that the bonuses and penalties are not so great as to throw anything out of balance.

Moderately complex example: In another world (or the same world, theoretically), natural events can directly effect the three realms of magic. An event in the sky can effect how well Mentalism works. Events in or on the ground effect essence, but channeling remains stable. For example, a meteor storm in the sky would increase the flow of Mentalism for the next week, allowing all who cast spells from that realm to add +10 to all spell rolls or (if the event is more dramatic — GM discretion) PP cost can be reduced for Mentalism spells by 25% to 50%. Similar effects will happen to essence users if a startling event happens on the ground (or possibly in a large body of water), such as a tremor, an earthquake, a volcano erupting, etc. Of course, if an event takes place in both elements, such as a meteor falling from the sky and landing on the earth, both realms will be effected. Effects usually last a week, and all Mentalists who view a sky event are effected, while all essence users within a 1 to 50 mile radius (depending on the size of the event) of an earthbound event are effected. Unfortunately, for a week after the effect wears off, the effected character has a penalty equal to the bonus he received (either -10 to spell rolls or PP cost being 25% to 50% more).

While on the subject of environmental effects, another intriguing aspect is that of "supernatural" weather. Some examples could be:

Black Rain: A foul, acidic, and dangerous form of weather. Black rain comes during normal-looking storms, but its effects are not that of normal rain. Any living thing exposed to black rain will take an A acid critical for every minute exposed. Black rain usually only lasts for 3-12 minutes, and it is said that it only occurs as an aftermath to the opening of a gate or portal to a demonic plane in that area (happening 1-10 days afterward, and only occasionally — 3% chance per gate). Such a gate can easily taint the delicate balance of a world as well as its stability and purity.

Sending Shower: Almost always this type of supernatural weather is the result of fervent prayer to a good deity and is given as a reward for a good deed. This sparkling, silvery rain heals all it touches, cleans objects, removes taints, etc. Any living being exposed to a sending shower are healed 1-10 concussion hits and receive an additional RR versus any poison or disease in their system. Plants will become vibrant and fruitful — no matter what their previous condition was. Objects are cleaned and shiny.

Blue Lightning: Thought to be a very good omen when seen (from a distance), this lightning does not have to even come in a storm (but there is always at least a cloud for it to come through). Blue lightning always strikes a target. It is the retribution of some god on a wayward or offending follower. It is always flamboyant and impressive if seen from a distance, but it deals death to those it strikes. Treat it as a +200 lightning bolt that inflicts an additional holy critical.

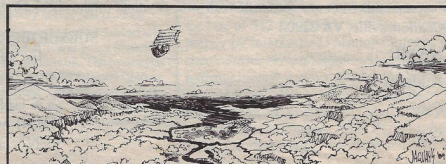
Firestorms: A rare and destructive storm, this form of weather is one of the greatest fears of farmers and common people. It only lasts for 1-8 minutes, but every other round anything exposed to it (including buildings, trees, etc.) is subject to an unmodified Firebolt. Obviously, many fires are caused by this type of storm, but thankfully rain usually follows, stopping the majority of blazes caused by the Firestorm. Firestorms are thought to be caused by a dimensional crossover of the material plane with that of another, possibly the elemental plane of fire.

Icestorms: Akin to Firestorms, these storms are somewhat less dangerous, but can be deadly nonetheless. These storms are also referred to as "icicle storms" because they consist of a shower of ice (like hail) particles that are 1" to 8" long and very sharp. Anyone caught out of shelter in such weather will be subject to 1-3 +0 to +99 (random) dagger attacks as they are hit by these "icicles" which have been falling through the atmosphere building up tremendous speeds. Icestorms are thought to simply be a freak of nature. Usually 1 out of 100 hailstorms will be Icestorms.

Powerstorm (Flowstorm in Shadow World): These incredibly rare events probably have something to do with Essence Flows (or, in RMC I, *earthnodes*). It will appear much like a thunderstorm accompanied by an overabundant amount of lightning. Waves of essence roll over the land, spinning into magical cyclones (most of this will not be visible to those without abilities to perceive such things) and causing very random and uncontrollable events. Magical portals may open, magical items may be altered or drained, creatures and objects may be destroyed, transported to or from the area, or be altered in any number of ways. The exact details must be determined by the GM and they should always be different. Spellcasters of the essence realm can try to have a will to will battle with the storm: if they win, they will absorb power from the storm in the form of temporary PP (1-100 open ended). If they fail, they will be drained of all PP for 1 week.

Godwinds: An excess amount of "godpower" (the unique power that gods alone can wield — i.e., that which makes them gods) exists in the universe. More even than the gods can wield. That excess power very rarely will wash over an area in the form of a powerful wind. Any channeling user in that area will temporarily (they will last until they are used) gain 1-30 PP from such a wind, but anyone else must make an RR or be knocked over and take an A unbalancing critical. These winds last be a moment. Often one person or object will be the recipient of a random channeling spell (a healing spell, Lifestiving, blessing, etc.).

Mindstorm: This is a very rare but powerful storm, much like a Powerstorm or the Godwinds. Mental energy is continually being emitted by all sentient creatures, whether they are Mentalists or not. This energy usually is scattered out into the universe, never heard from again. But sometimes, this energy will coalesce into a swirling mass of mental energy (invisible to the human eye, of course), growing larger and larger as more and more energy is given off around it. Finally, this energy will begin to move about the surface of the world. All thinking creatures caught within (there is no shelter against such a storm) are subject to a C shock critical and there is a 10% chance per person that they will be subject to a random spell from the Mind Erosion, Mind Subversion, Mind Death or Mind Disease evil Mentalist base spell lists. RR's apply to all effects. Mentalism users can absorb PP the same as an essence can in a Powerstorm.



"What-a-Turkey" Issue, Holiday Season, 1989



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(Remember, the 2nd Edition Rolemaster has a Red Band)

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Cyclope Vale	\$T90009	\$6
Jaiman, Land of Twilight	\$T90010	\$15

Answers to the Tolkien Trivia questions found on page 9:

- 1) Elrond.
- 2) Ingwe.
- 3) Gilraen the Fair.
- 4) Doriath.
- 5) Khamul.
- 6) Cuivienen.
- 7) Turned to ash upon his death, Feanor's body was never buried.
- 8) Ungoliant.
- 9) Variags.
- 10) The White Hand.
- 11) Threc.
- 12) The Iron Crown.

"What-a-Turkey" Issue, Holiday Season, 1989

Letters (Continued from page 2)

I have hear rumors of a *War Law* book coming out. Could you please tell me if this is true, and if it is, when will it be out? Also, what is the *Elemental Companion* mentioned on the last page of *C&T III*?

Is it possible to get my hands on a copy of the *Shade In The Sinking Plains*? Oh, yeah, and whatever happened to *Cynor-The Cursed Oasis* and *The Gates of Gehenna*? Thanks a lot, you are the best!

Seth B. Harris
Tarzana, CA

Dear Seth,
Oooh, so many questions! But thanks for all that praise.

War Law may be out later this year; it is an intensive editing phase right now. *Elemental Companion* is a *Rolemaster* supplement dealing with the 'Elements'; it's out right now.

You don't want to get your hands on a copy of *Shade*; trust me. As for the *Cursed Oasis*, I'm afraid that project was, well, cursed. However, *Gates* survived the *Loremaster Line* holocaust and will be showing up as a *Shadow World* module sometime in the next few months. In the meantime, look forward to *Emer*, another super *Shadow World* module this summer!

-Ed.

Treasures of Middle-earth: I simply love compilations, indices, listings, etc., so am therefore quite pleased with *TOME*. The new information on the alchemical techniques of the various races is invaluable. Also, the materials descriptions, etc., as there is some conflicting information in other ICE products concerning certain of the metals.

Cyberspace: I thought this "simplified Space Master" an excellent marketing strategy to pull new customers to ICE products. Riding the *cyberpunk* wave is economically sound, but in typical ICE fashion, the competition is outclassed. I've been using cyber attachments to a limited degree in my current major campaign (the one described above) but have been using Palladium's *Ninjans and Super-spies* as a cyberattachment sourcebook. ICE's info on the subject is of course much more consistent, usable, and reliable. *Cyberspace* came at just the time when I needed it. (To prevent the abuse of cyberstuff in my current campaign I charge one dev pt per 500 creds of systems installed to reflect becoming familiar with the equipment. I do charge for the NAC processor core, but not the ops system.)

Although I commented on specific art in various products above, I must say that ICE chooses excellent artists and individual art pieces for use in its products. Keep up the good work.

Herb Petro
Charlotte, NC

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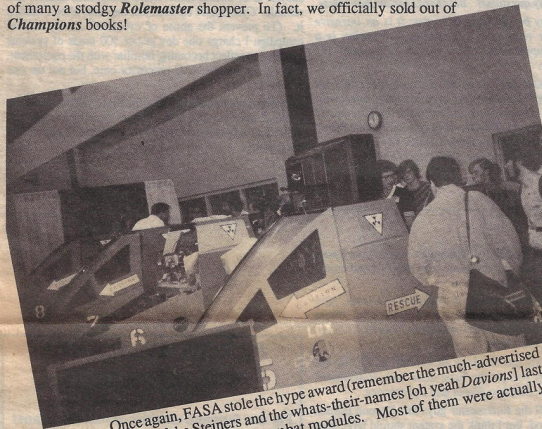
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GEN CON:

Here we are, mid-January, and I'm trying to wrest reluctant memories of Gen Con (August, right?) from my poor befuddled brain. Hmm... let's look through the photos...

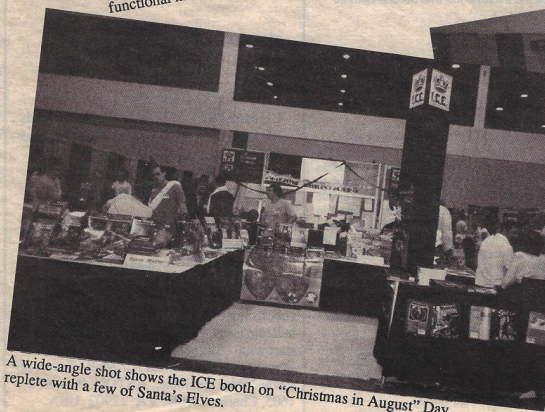
Lacking FASA's high-budget Booth (we spend our bucks on the annual New Year's Party) ICE—decided to have theme days. Coordinated by the HACs (Hero Auxiliary Corps), Hawaii day was a hit, and Christmas in August was an unadulterated smash. The long-awaited *Champions* revision made a timely arrival (with the kindly help of Federal Express). The hardback sold like hotcakes to the delight of ICE cashiers and chagrin of many a stodgy *Rolemaster* shopper. In fact, we officially sold out of *Champions* books!



Once again, FASA stole the hype award (remember the much-advertised wedding of the Steiners and the whats-their-names [oh yeah Davions] last year?) with its Battletech combat modules. Most of them were actually functional most of the time!



The ICE Obelisk towers over some pensive shoppers.



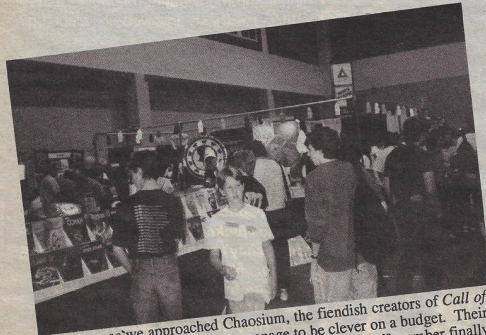
A wide-angle shot shows the ICE booth on "Christmas in August" Day, replete with a few of Santa's Elves.



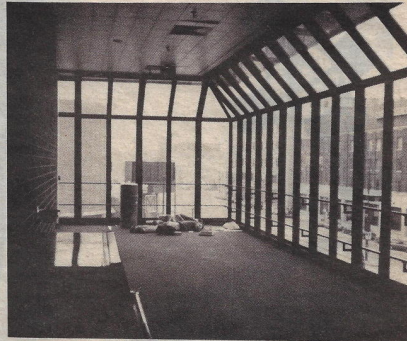
Fellow Manufacturers Lion Rampant caught loitering at their Booth. (Why does Mark Rein-Hagen look so smug? Can it be the oh-too-witty title of the LR newsletter "Running Rampant")

A MANUFACTURER'S PERSPECTIVE

Preston M. B. Eisenhower IV



The scene as we approached Chaosium, the fiendish creators of *Call of Cthulu*. Once again, these guys manage to be clever on a budget. Their booth was declared a Batman-free zone. This ICE staff member finally braved the slime and got his very own glow-in-the-dark green hand. As usual, the new Cthulu products were invariably high-quality and imbued with a certain classy style. I got several, even though I don't even play the game.



Gen Con '89 winds down at the MECCA, and even the most frothing players have to rest sometime. These two collapsed before they could make it back to the Hyatt.



Santa Claus Himself arrived for a visit at the ICE booth, spread good cheer (and a virulent cold strain). Note the genuine faux bonsai christmas tree (center), and one of Santa's merry Elves (right).



Sales Manager Deane Begiebing instructs summer intern Chet ("Uh... that's Chad") Brinkley in the correct disposal of Tolkien Trivia ballots

Tolkien Trivia at GenCon XXII

At last summer's GenCon, ICE once again held its annual Tolkien Trivia Contest. This contest was run at the ICE booth and consisted of three questions being posted each day of the con. Players filled out a ballot with their name and trivia question answer. The three daily winners were chosen at random from the submitted ballots, though their answers had to be right to qualify. These players each won a free \$6.00 module from ICE. At the end of the convention, all submitted ballots, whether containing a right or wrong answer, were tossed into a bag and one was drawn at random as our grand prize winner. This lucky soul won \$50.00 worth of ICE product.

Below is a listing of the convention's Tolkien Trivia questions. You'll find the answers on page 7.

- 1) Who was Gil-galad's herald at the Battle of Dagorlad?
- 2) Who was the the Vanyarin lord accounted High King over all the Elves?
- 3) Name Aragorn's mother.
- 4) What Realm did the Girdle of Melian protect during the First Age?
- 5) Who was master of Dol Guldor once the Necromancer left for Barad Dur?
- 6) Upon what lake's shore did the first Elves awaken?
- 7) Where was Feanor's body buried?
- 8) Who was Shelob's infamous progenitor?
- 9) What race of men dwelled in the land of Khand?
- 10) What heraldic emblem was used by the renegade Wizard, Saruman?
- 11) How many children did Elrond father?
- 12) In what device did Morgoth place the Silmarils?

Answers on page 7.



Space Cadet: [slang] *n* a man or woman capable of direct neural interface with the global communications network; usually refers to those involved in electronic thefts or espionage.

— Random House Electronic Dictionary
2089 Edition

"Cyberspace is full of wanna-bes; joystick-jockey signal riders who think they're the hottest thing since fusion. Most burn out fast, their neurons fried by some black ICE in the matrix. Or if they survive the run, they get their guts poured on the street by the hot software buyer's jittery knifeboy. Oh, well, one down; there'll be two more in the net tomorrow..."

Alec Nova
"Fusers" Gangmember

Cyberspace™ is a complete role playing game set in the corrupt, dirty, high-tech earth of 2090 AD, where Megacorporation repression collides with Sprawl street warfare. Muscle grafted Punks and jacked-in Netheads crawl from the gutter to scrap Media Stars and Cy-bernetical Mercenaries. — a conflict beyond the boundaries of good and evil. From the de-praved, polluted cities to the surreal beauty of the Earth's global computer matrix, this is the world of *Cyberspace*.

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- A beleaguered San Francisco of 2090 AD, one dark corner of a living, choking worldenvironment.

SPACE CADET

Shadow World

SHADOW HYPE: An unbiased review of JAIMAN, LAND OF TWILIGHT

by Preston M. B. Eisenhower IV

UPCOMING SHADOW WORLD BOOKS

The most ambitious effort in the *Shadow World* line yet (some calculations might show that it contains more material than even the *Atlas* books), *Jaiman* is a jam-packed 96 pages. (They even had to shrink the typeface to crowbar it into the 96-page format, I hear).

The book is brimming with races, evil powers, citadels, lost tombs, and no less than eight adventures. Four of these adventures can even be linked into a grand quest which could affect the future of *Jaiman*.

The author of this tome is none other than the talented (if slightly unbalanced) father of the *Atlas* Guidebooks. *Jaiman* pulls together the stories from the *Iron Wind* and the *Cloudlords of Tanara*, lost tomes of the early days of ICE. While remaining consistent with the relatively limited scope of those earlier products, *Jaiman* updates that information and brings it into the larger fold of the *Jaiman* continent.

IMPORTANT LOCATIONS!

Gryphon College: the mysterious enclave of an ancient order. Gryphon College contains many mysterious. Are the residents as benevolent as they seem?

The Library Complex of Nomikos: The most famous library in the world and its scholarly inhabitants are described, along with complete layouts.

The Dragonlord: Details of the Dragonlord Sulthon Ni'shaang and his obsidian citadel, including layouts and views, and detailed descriptions of the lava-moated castle.



ADVENTURES!

- **Cult of the Third Moon:** A mysterious cult is terrorizing a small town in Rhakhaan. Before they know it, the players are swept into the conflict.
- **The Curse of Andaras:** Andaras, one of the Dark Gods, is master of a hierarchy of Priests with loathsome powers. To unbind a curse will require entering and escaping a formidable mountain temple.
- **Living Prison:** Zaris, the powerful Animist of Gryphon College, is held captive by demonic servants of the Unlife. Rescuing her will mean the College's gratitude; failure will mean certain, hideous death.
- **Pride of the Gryphon:** The PCs must enter the lost catacombs of Ur and brave ancient terrors to recover an ancient artifact — and unlock the mysteries of the catacombs.
- **Legacy of the Sea-drake:** This is actually four adventures which are designed to be linked, but can be interspersed with other adventures as part of a grand quest.

Sky-Giants of the Brass Stair: In the land of Narishaw in NE *Jaiman*, the miles-log Brass Stair marches up the mountains to a lost city, while in the vales below, cultures clash.

Nine Nomads: In the southwest of the strange circular continent of Thuul lies the Jan, nine realms who are united against evil incursions from a neighboring kingdom. But invasion may come by another route, for followers of one of the Dark Ones — an evil god of Charón — lurk in a hidden bog. Will their acts of terror and subversion overthrow the Jan?

Next issue: a preview of the upcoming Emer, a boxed super-continent module with large Atlas supplement (including Evil Gods, additional history, more on demons), color maps, and even more info on the greatest continent on the planet: Emer.

ASTONS HOT PICKS

(AND GENERAL NEW RELEASE UPDATE)

ST.#	TITLE	PRICE	LINE
DECEMBER: (Available Now)			
8111	Denizens of the Dark Wood	\$ 6.00	MERR
1410	Creatures & Treasures II	\$13.00	RMSB
6009	Cyclops Vale	\$ 6.00	SWSP
9020	Armored Assault	\$35.00	SMBG
401	GM Screen & Accessories	\$12.00	CHSP
404	Challenges for Champions	\$ 9.00	CHSP
JANUARY '90: (Available Now)			
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9107	Disaster on Adanis III	\$ 6.00	SMAM
901	Spirit Rider (3 per pak)	\$ 4.00	MIN
902	Thunder Bird (2 per pak)	\$ 4.00	MIN
903	Night Hawk (2 per pak)	\$ 4.00	MIN
904	Seraph (2 per pak)	\$ 4.00	MIN
905	Salamander (2 per pak)	\$ 4.00	MIN
906	Epping Gunboat (2 per pak)	\$ 4.00	MIN
JANUARY '90: (After Jan 20th)			
1510	Elemental Companion	\$15.00	RMSB
5102	Edge-On	\$ 9.00	CYSP
IQ#6	ICE Quarterly Issue 6	FREE	IQ
406	The Zodiac Conspiracy	\$11.00	CHSP
6011	Islands of the Oracle	\$ 9.00	SWSP
FEBRUARY '90:			
AC14	Adventurers Club #14 (Comic Size)	\$ 3.00	AC
1040	Pirates	\$15.00	CACL
5101	Sprawlgangs & Megacorps	\$12.00	CYSP
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:			
8112	Hazards of the Harad Wood	\$ 6.00	MERR
501	Ninja Hero	\$15.00	HERO
500	Hero System Rulesbook	\$20.00	HERO
8203	Calenhad	\$ 9.00	FOME
6013	Nomads of the Nine Nations	\$12.00	SWSP

A " " Indicates Aston's Best Picks

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.

"What-a-Turkey" Issue, Holiday Season, 1989

MERP RULE SUPPLEMENT

BY DON CARGILLE
with thanks to all my campaigners

1.0 INTRODUCTION

These supplemental rules have been found to be most useful in our continuing Middle-Earth campaign. We hope they will be helpful to other *MERP* players who share our fascination with Professor Tolkien's marvellous world.

2.0 CHARACTER CREATION

2.1 SECONDARY SKILLS

The *MERP* book states that development points for secondary skills should come from a related category. In the following list, the name the skill is followed by the related category or categories from which points can be transferred on a one-to-one basis. For some skills this is followed by further explanation.

Skill	Related Category
Acrobatics	Moving Maneuver. Helpful in avoiding attacks with a moving manoeuvre. Three fifths of this bonus (or the full agility bonus) subtracts from falling damage rolls (but see diving).
Acting	General
Caving	General
Contortions	General or Moving Maneuver.
Cookery	General or Magical.
Dance	General or Moving Maneuver.
Diving	General or Moving Maneuver. 100% of this bonus (or agility bonus) subtracts from falling damage rolls.
Fletching	General or Weapon
Foraging	Any Category.
Gambling	General or Subterfuge.
Herdng	General.
Leather-Working	General.
Meditation	General or Magic.
Music	General. Two fifths of this bonus applies to spells from the "Controlling Songs" list that are accompanied by the playing of a musical instrument, and to Leadership and Influence Maneuvers. (May not be combined with Public Speaking skill).
Public Speaking	General or Subterfuge. Two fifths of this bonus applies to Leadership and Influence maneuvers. (May not be combined with music skill).
Rope-Mastery	General.
Rowing	Moving Maneuver.
Sailing	General or Moving Maneuver.
Signaling	General or Magical.
Skiing	Moving Maneuver.
Star-gazing	General or Magical.
Trap-building	General or Subterfuge.
Trickery	Subterfuge.
Tumbling	Moving Maneuver.
Weather-Watching	Any category. Roll for a stated 24-hour period.
	Prediction period Difficulty
	Same Day Easy
	Tomorrow Light
	Day after Medium
	3 days from today Hard
	4 days Very Hard
	5-6 days Extremely Hard
	7 to 9 days Sheer Folly
	10 or more Absurd
Wood-carving	General

2.2 SPECIAL ABILITIES

The following notes quantify some of the abilities that have only subjective descriptions in the *MERP* book. The first is an optional adjustment for gender balance.

Females: It is a statistical fact that women average lower body weight than men. The *MERP* rules are realistic to reduce their carrying capacity accordingly. It is another statistical fact that women average better agility and have more resistant constitutions than men. In order to better balance the sexes, a special +3 Stat bonus may be assigned to all female characters except Hobbits and creatures of darkness. (Hobbit men and women have the same carrying capacity.) This bonus is added to the female character's agility or constitution bonus, whichever is lower. If both are equal, the bonus goes to agility. It can be shown as a part of the racial adjustment on the character sheet.

Hobbits: When attempting a Trickery Maneuver, Hobbits may add their total agility bonus to their Trickery skill bonus.

Beornings: While in bear form, a Beorning may communicate freely with other bears or Beornings in bear form. Creatures above animal intelligence who view a Beorning changing into a bear must make a resistance roll against awe/fear or suffer the consequences. The "attack" level is the bear's level (third), not the Beorning's. The viewer's level is standard. None of the usual adjustments, channeling RR for example, apply. The following cumulative adjustments do apply:

Viewer lived in Beorning culture for > 1 year	+40
Viewer is a Beorning	+60
Viewer has shape-changing ability for any reason	+80
Viewer's kindly leader(s) are shape-changers	+50
Viewer's cruel leader(s) are shape-changers	-30
Viewer has seen similar shape-change	+20
Viewer has seen this character shape change	+50*
Viewer triggered shape-change with an attack	+10
Viewer is an animist	+20
Viewer is a ranger	+10
Viewer as never seen a bear (city living)	-20
Shape-change not triggered by any attach	-10
Fear resistance from spell, lambas, etc.	standard
Miscellaneous (GM decision)	+/-??

*Included adjustment immediately above

The consequences of failing the RR depend on failure amount:

1-20	flees
21-40	stunned one round then flees
41-60	stunned two rounds then flees
61-100	stunned four rounds then flees
> 100	dies of heart failure

Lossoth: When attempting perceptions maneuvers that involve the sense of smell, Lossoth add +10 to their perception bonuses.

Woses: When attempting perception maneuvers that involve the sense of smell, the noses of the Woses' add +30 to their perception bonuses.

2.3 HEIGHT AND WEIGHT

Character weight is very important in *MERP* because it determines carrying capacity. While many of the racial descriptions in the *MERP* book include average weights, a few describe only "build" in general terms.

The following table shows average heights for both sexes of each race and culture. Where precise figures are stated in the *MERP* book, they are used in the table. (Except the South Haradrim which have been shortened a bit to prevent them from being skinnier than the Sindar.) Also included in the table is a "Stockiness Factor" which is computed by dividing the character's weight by the cube of his height and multiplying by 2143.7. The number 2143.7 is chosen so that the standard average Rural or Urban Male Human will have a stockiness of 1,000. This stockiness factor was used to determine average heights and weights for those races that are described in *MERP* only in terms of relative build.

Perhaps a special word is needed on Hobbit size. The *MERP* book follows the Tolkien tradition in stating that their heights can vary from two to four feet. The table below shows a minimum average Hobbit height (for a Harfoot female) as 3 feet 3 inches. This is because characters below 3 feet are quite impractical in an adventure game. For instance, a 2 foot high person with a stockiness of 1,000 would weigh 6.5 pounds! Even if the maximum dwarf stockiness were used the weight would still be only 12.5 lbs. *MERP* Table BT-5 shows no character weights less than 41 pounds. The figures in the table insure that adventuring Hobbits will always be the smallest player characters by far while providing plenty of sub-race variation and without turning them into pixies. If smaller Hobbits are used, they should not be permitted to carry 15 pounds without penalty.

Average Height and Weight Table with Stockiness Factors

Race	Male Height inches	Female Height inches	Male Weight pounds	Female Weight pounds	Male Stockiness factor	Female Stockiness factor
Rural/Urban Men	70	64	160	125	1.000	1.022
Dwarves/Umlri	57	53	150	135	1.736	1.944
Silvan Elves	72	69	148	115	.850	.750
Sindar Elves	77	73	192	145	.902	.799
Noldor Elves	79	75	218	167	.948	.849
Half Elves	75	71	200	140	1.016	.839
Beornings	76	67	220	145	1.074	1.033
Black Numenoreans	76	70	225	150	1.099	.937
Corsairs	75	69	220	145	1.118	.946
Dorwinrim	69	62	160	110	1.044	.989
Dunedain	77	70	225	150	1.057	.937
Dunlendings	70	66	175	135	1.094	1.007
Easterlings	66	61	140	100	1.044	.944
North Aradrim	65	60	130	100	1.015	.992
South Haradrim	75	72	180	140	.915	.804
Lossoth	65	63	175	140	1.366	1.200
Northmen/Rohirrim	73	65	190	130	1.047	1.015
Variags	69	63	160	125	1.044	1.072
Woodmen	73	65	195	140	1.075	1.093
Woses	57	53	145	120	1.678	1.728
Harfoot Hobbits	41	39	54	51	1.680	1.843
Stoor Hobbits	43	41	65	61	1.753	1.897
Fallohide Hobbits	45	43	62	62	1.459	1.672
Orcs	48	48	60	60	1.163	1.163
Uruk-Hai	66	66	145	145	1.081	1.081
Half Orcs	68	65	150	140	1.023	1.093
Trolls/Olog-Hai	120	110	850	650	1.054	1.047
Half Trolls	85	82	290	270	1.012	1.050

Stockiness = $\frac{\text{Weight} \times 2143.7}{\text{Height} \times \text{Height} \times \text{Height}}$

3.0 MAGIC AND SPELLS

3.1 INSTANTANEOUS SPELLS

Spells marked in the *MERP* book with an asterisk (*) take no time to cast, take effect instantly, and allow full normal action for the round in which they are cast (including casting some other spell). These spells can be cast anytime during a round.

3.2 RUNES AND DEVICES

Items with imbedded spells, including Rune papers, will respond to the "Detect Essence" spell because that Realm was invoked during their enchanting. If the item contains a channeling spell, it will also respond to the "Detect Channeling" spell. *MERP* characters may produce channeling runes through the cooperation of two characters, someone in the Essence Realm with spell Law and a Channeler with the desired spell. Two Essence Realm people casting upon them the spell they were designed for, one casting for each stored spell. Be sure to roll each spell and watch for fumbles.



"What-a-Turkey" Issue, Holiday Season, 1989

4.0 HERBS

4.1 NAME CHANGE

There are two herbs in the *MERP* book called "Arlan." Confusion is eliminated by changing the name of the second one to "Arhound" (Sindarin for "Royal-root").

4.2 STUN RELIEF

Stun relief herbs can be taken in advance of receiving a stun critical. To see if the dose works, use number of minutes since the herb was taken as a percent chance of failure. If the d100 roll is equal to or less than the time in minutes, then the herb has failed.

4.3 LEARNING TO IDENTIFY HERBS

Herbs can be positively identified by means of the "Plant Lore" spell (#1 on Plant Mastery List). If successful, the caster will then be able to positively identify that herb whenever it is encountered, provided it is still in plant form. Also, someone who has a specimen and who can positively identify it, can teach another character to identify it. The latter method requires a role on the perception column of the Static Maneuver Table by the student. It is "easy" for animists and rangers but "very hard" for others. Absolute failure or blunder means he or she will not be able to identify the herb (except by spell) until her or his perception bonus improves.

4.4 USING ATHELAS

The following rules provide a detailed interpretation of the Athelas guidelines in the *MERP* book:

Anyone may use athelas to successfully treat a headache or to temporarily relieve cold symptoms (one day). Only Numenoreans, that is, true Dunedain and Black Numenoreans, have any chance of using the "Westman's Weed" for any other healing. This excludes mixed race characters. For the purpose of using the herb, the men of the West (and, of course, women) are ranked in the following table. The last three categories are not possible for player characters. In the absence of other information, a Numenorean character's nobility rank can be determined by a die roll (d1000) as shown. Any healing is possible, except live-giving. Failure uses up the herb dose but there are no other side effects and additional attempts with additional doses are permitted.

d1000 Rank	Chance of Healing
001-674: Full blooded Numenorean of no nobility.	1%
675-874: Lesser nobility.	2%
875-974: Greater nobility.	5%
975-994: Distant relation to a royal family.	10%
995-999: Close relation but not in succession.	20%
000: In direct line of succession	50%
—Ruling Monarch but not so Ordained.	70%
—Ordained Black Numenorean King, ruling or not.	80%
—Ordained Dunadan Monarch, ruling or not.	900%

4.5 ADDITIONAL HERBS AND POISONS

Name	Codes	Form/Prep	Cost	Effect
USEFUL HERBS				
Menlar	e-C-6	cone/brew	65gp	Cures any non mental disease.
Ulnaza	e-W-7	leaf/ingest	450gp	Antidote to any poison if taken within one day.
Gort	m-T-4	leaves/dry/ crush/inhale	10gp	Euphoric stimulant/hallucinogen. +10 to user's PR bonus for 2 hrs. then -50 activity for 1-10 hrs.
Tartiella	t-S-1	weed/dry/chew	4sp	1-10 hrs Euphoria all stats (or stat bonuses, whichever is worse) are down by 10.
Feduilas	t-M-4	flower/ingest	11sp	1-5 hrs +20 essence RR but AG bonus is down by 10
Galena	t-T-5	leaf/dry/smoke	1sp	"Pipeweed" is a relaxant, -20 to activity.
POISONS				
Gorfang	t-U-8	moss/liquid	210gp	(level 3) Nerve damage, fail RR 1-50: lose use of 1-4 limbs >51: die.
Aconite	m-V-7	leaf/ingest or treat arrow	50gp	Wolf types (Lupine) take 1 hit/rd and must save vs 9th level poison every 5 rounds or die.

5.0 ACTIONS

5.1 INCLUDING ARM GREAVES

The *MERP* book critical tables mention leg armor a total of six times and always in a context that makes the leg greaves helpful to the wearer. Arm armor is mentioned only once and in a context of being disadvantageous to the wearer. Changes are necessary if the arm greave concept is to survive. Our changes to eight of the critical table entries are shown below. One makes leg armor a disadvantage to balance the single original arm greave entry. Six entries show specifics only leather arm armor and was added to CT-8 to provide a bit more advantage to leather vs electricity. All entries have been chosen for minimum change to the existing tables. In the absence of arm greaves, they revert to the original *MERP* entries.

- CT-1, 36-50: Blow to forearm. +5 hits. If no arm armor, stunned 1 round.
- CT-1, 81-86: Blow to weapon arm. +8 hits. Stunned 2 rounds. If no arm armor: tendon damaged, arm broken, useless.
- CT-2, 81-86: Slash weapon arm +10 hits, 1 hit per round. If no arm armor, muscle and tendon damage, arm useless.
- CT-3, 36-50: Minor forearm wound. +2 hits. If no arm armor, stunned 1 round.
- CT-3, 81-86: Strike to weapon arm, +10 hits. If no arm armor: bone broken, stunned 3 rounds.
- CT-5, 36-50: Leg attack. Spun about but breaks loose. If leg armor: stunned 1 round.
- CT-8, 81-86: Strike to weapon arm. 2 hits per round. If no leather arm armor: muscle and cartilage mangled, arm useless, stunned 6 rounds.
- CT-9, 6-79: Blast to shield arm. +10 hits. Shield or arm armor destroyed. If none: arm broken, stunned 3 rounds.



5.2 PARRYING

A defender can parry only one missile attack or one melee attack per round. A shield is required to parry missiles. Either a shield or a melee weapon (in hand) is required to parry a melee attack. Each parry number subtracts from the melee OB for that round. When a shield is used to parry, the defender's highest melee OB may be chosen as the source for the parry bonus. When a weapon is used, the OB applicable to that weapon must be used. An animal, even a Booming in bear form, may not parry except for the absurd case of animal using a shield or weapon. Instead, animals can make use of their increased DB that applies when they run away.

5.3 STALKING AND HIDING

Stalking is resolved on the MM table as percent complete of half the characters normal movement for the round. The perception of the best potential observer is subtracted from the roll.

Hiding is resolved as a Perception maneuver for the potential observer. Add the observer's perception bonus and subtract the hider's hiding bonus from the roll. The following are interpretations that can be added to the results already shown in the *MERP* Perception SM Table.

- Blunder:** Hider's Ambush maneuver, if attempted, will succeed automatically if within 10 feet.
- Absolute failure:** +50 to hider's ambush maneuver if within 10 feet.
- Near success:** Something is there, but what?
- Absolute success:** Hider believes he has successfully hidden until/unless searcher reveals otherwise.

5.4 AMBUSH

Ambush is resolved as a moving maneuver, and the result is interpreted as the probability of success. If the ambush is preceded by a stalk/hide maneuver, the difficulty should be modified accordingly.

6.0 EQUIPMENT ADDITIONS

Here are some items of equipment in addition to those shown in table ST-4 of the *MERP* book.

Item	Price	Weight in pounds
Bandage, (Stops up to 3 hits/round)	1 cp	0.20
Cooking Pot (for herb brews)	2 bp	0.50
Cord, 100 feet (Supports no more than 20 lbs.)	1 bp	1.00
Grappling Hook	1 sp	2.00
Robe (Price equals shirt plus pants)	55 cp	2.00
Shield, Dwarf size (+25 DB for anyone under 5 foot)	55 bp	8.50
Shield, Hobbit size (+25 DB for anyone under 4 foot)	55 bp	5.00
Sling Ammunition Stone (Foraging required)	Free	0.10
Fur Cloak or Fur Bedroll	2 gp	6.00
Goose down Bedroll	4 gp	1.00

7.0 MISCELLANY

7.1 LIGHT DURATION

Torches burn 1 hour (360 rounds). Lanterns hold one pint of oil and exhaust it in 6 hours as mentioned in *MERP* book.

7.2 FALLING DAMAGE

As explained in *MERP*, a character may subtract his agility bonus from his falling damage roll. But he may choose instead to subtract either his diving bonus or 60% or his acrobatics bonus.

7.3 USE OF POISON

This is an addition to the *MERP* rules for poison use: "If an attempt is made to use a weapon to inject poison and the attempt results in a fumble, then, in addition to the rolled fumble result, the poison is injected into the wielder."

7.4 LEMBAS, WAYBREAD OF THE ELVES

Lembas weighs the same as regular waybread but is never offered for sale. It keeps many days while its leaf wrappings are intact but spoils in 20 hours if opened or broken. Lembas is inedible to evil aligned characters. ("Dust and ashes, My Precious, dust and ashes.") In addition to providing nutrition, 1/3 of a day's ration will relieve 1-5 concussion hits. One day's ration consumed within preceding 24 hours has the following additional effects:

Affected Roll	Comb. w/other food	Lembas alone
Cold RR	+10	+20
Fear RR	+20	+25
RR for Essence or Channeling from an evil source	+10	+15
Ambush Maneuver	-20	-20

7.5 COLD WEATHER SURVIVAL

Exposure for more than a brief period to temperatures below 55 degrees will necessitate a resistance roll against cold. The attach level is 1 at 55 degrees and increases by 1 level for each 5 degrees below 55. Target level has nothing to do with player level but is determined as follows:

Character Condition	Target Level
Naked	1st level - 5
Normal Clothing	1st level
Wool Coat	2nd level
Full Cloak (Cloth)	3rd level
Wool Bedroll	4th level
Fall Fur Cloak or Fur Bedroll	6th level
Goose down Bedroll	10th level

RESISTANCE ROLL FAILURE EFFECTS:

- Missed by Effects
 - 1-15 1. Slight, 7-day, common cold. -10 to perception
 - 16-35 1. Bad 7-day cold. -15 perception and -5 activity.
 - 2. Mild Hypothermia. "Confusion" as spell until improvement allows another save
 - 36-65 1. Mild Hypothermia, as above.
 - 2. Pneumonia if exposed more than 3 hours, requires rest in a warm place for 21 days or spell or Meneler herb.
 - 3. Mild frostbite if temperature < 31 degrees.
 - 66 or more 1. Pneumonia if exposed more than 3 hours.
 - 2. Severe Hypothermia, treat or die in one hour.
 - 3. Severe frostbite if temperature < 31 degrees.

The character's Cold Bonus adds to all rolls and the disease bonus may also be added to this sum in order to resist the common cold or pneumonia part of the effects. (Hypothermia is not a disease.) Handling Bonuses are: 2 smugglers, +20; 3, +30; 4, +35; 5 or more, +40. Lembas Bonus: +10 if one day's ration eaten within 24 hours prior to exposure, +20 if lembas ration was only food in previous 24 hours. Huddling very close to a campfire adds +85.

For example: Frodo and Sam are huddled together in their elfin cloaks (cloth) after a day of relying exclusively on Lembas. The night temperature is -2 degrees. Therefore the attack level is 12 and the target level is 3. Luckily Sam rolls an 02 which, with bundling and lembas bonuses, is adjusted to 42 which is 37 below the required 79. This subjects him to mild hypothermia and mild frostbite. The frostbite must be assigned to his nose or ears because Hobbit hands and feet are immune to cold. Assuming his constitution is average, his total disease bonus is +30 so his disease failure is only 7 below the required 79 and he only has a slight cold instead of Pneumonia.



IQ QUESTIONNAIRE #2

PUT IN YOUR 2¢ AND INCREASE YOUR IQ BY 1 (ISSUE, THAT IS!)



Please circle Yes or No, or fill in the blank, as appropriate.

- Where did you obtain this copy of IQ? _____
- How many person(s) besides you have read this copy of IQ? _____
- Which game or game system, produced by ICE, is your favorite? _____

- How Did you acquire this IQ?
 - Begged
 - Borrowed
 - Stole
 - Subscription
 - Bought at Retailer
 - Other _____

- If the Gaming articles from past issues were combined into a 32 page \$6 product for easy reference, would you buy it?
 - Yes No Comments _____

- What 1990 Conventions do you plan to attend?
 - GenCon (Milwaukee in August)
 - Origins (Atlanta in June)
 - Others _____

- Did you return IQ questionnaire?
 - Yes No Don't Remember

- Does the ink come off on your hands? Yes* No
* Oh, sorry.

9. Please rate the following IQ articles in this issue:

	More!	Too Cool	Great	So-so	Sucked	Didn't read
Cyberspace	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Note From the Editor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Neue Products Revue	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trevor's Tale	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nat. & Un. Penomenon	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
IQ renewal Ad.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tolkien Trivia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gen Con Report	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shadow World Hype	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aston's Picks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MERP Addenda	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
IQ Questionnaire	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TV Listings	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- Are there any particular beefs or compliments about specific IQ articles in the past you'd like to air? _____

- What features would you like to see more of? _____

- What features would you like to see less of? _____

- Are there any regular departments you would like to see in the IQ (be reasonable). _____

14. Do you play:

- a) MERP? Yes No
- b) HERO Games*? Yes No
- c) Shadow World? Yes No
- d) Rolemaster? Yes No
- e) Space Master? Yes No
- f) Cyberspace? Yes No

* Then why are you reading IQ? Can't find a copy of Adventurer's Club?

- Do you receive ICE Catalogs? Yes No
Do you Want to? Yes No

- Do you mix 'n' match our systems and/or supplements with other companies' games? (If so, we don't want to know!)

IQ QUESTIONNAIRE #2 CONDITIONS

- This questionnaire expires March 31, 1990.
- Persons who fully complete the questionnaire prior to the expiration date automatically qualify for a free issue of IQ #7 (or an additional issue on their subscription (please specify) and will go in a barrel draw for a further benefit.
- Ten questionnaires drawn at random will be issued with a ten dollar credit voucher and each winner will receive a lifetime subscription to IQ.
- There is a limit of one questionnaire per person.
- Winners will be notified by mail no later than June 30, 1990
- Credit Vouchers issued will be redeemable only for ICE product, and through IQ Promotions only.

IQ # 6

"What-a-Turkey" Issue, Holiday Season, 1989

The IQ TV Listings

GREEN ACRES—Comedy-Drama

Hilarity reigns when Oliver (Eddie Albert) find that the farm is sitting on a major fault. Hooterville slides into the abyss. Also starring Eva (not Zsa-Zsa) Gabor.

PETTICOAT JUNCTION—Science Fiction; 60 min.
The Hooterville water tower is found to harbor a flying saucer. Is it from another planet? The future? June Lockhart plays a double role, as the doctor and as Maureen Robinson.

LOST IN SPACE—Comedy/Science Fiction; 60 min.

Judy has a tryst with Dr. Smith behind the hydroponic garden; meanwhile, the Robot and Will are captured by robots who look like people sprayed silver. Will, Billy Mumy, Maureen, June Lockhart. Special Guest Star, Jonathon Harris as Dr. Zachary Smith

TIME TUNNEL—Science Fiction; 60 min.

The guys meet Cleopatra, Abraham Lincoln, and Michaelangelo. They are almost rescued but Lee Meriweather drops her mascara on the Time Dial and they get zapped back to the Mesozoic Era.

SATURDAY NIGHT DEAD—Comedy; 90 min.

Guest Star: Rock Hudson; musical guest: Elvis. Regulars include John Belushi, Gilda Radner.

VOYAGE TO THE BOTTOM OF THE SEA—Comedy/Science Fiction; 60 min.

Admiral Nelson and crew discover a UFO on the ocean floor. Aliens (looking suspiciously like men in green wet suits) seize control of the *Seaview*, but Captain Crane and Kowalski escape in the flying sub. Crane: David Hedison. Nelson: Richard Basehart

Guest Cast

Lead Alien David Hasselhoff
President of the US Lloyd Bridges

BATTLESTAR GALACTICA—Comedy-Drama; 60 min

(Final Episode) Apollo and Starbuck run off together. Adama appoints eleven socialators to the Twelve. Earth is found, but the fleet decides to avoid contact.

DYNASTY—Soap; 60 min

Sable initiates divorce proceedings against Charlton Heston. Steven demonstrates his love for Joe, who has just returned from a steamy weekend fighting off Alexis. Meanwhile, Krystle and Blake have a spat—and trash the house. Fallon and Jeff argue and make up three times. Sable, Krystle and Alexis have a mud fight.

Guest Cast

Joe Charlie Sheen
Ghost of Cecil Colby Lloyd Bochner

FALCON CREST—Soap; 60 min

Lance rides around the vineyards with his shirt off, then goes for a swim. Richard and Maggie talk and Maggie gets a headache. Meanwhile, Angela (Jane Wyman) gets a surprise visit from a former husband.

Guest Cast

Ron Ronald Reagan
The Joker Cesar Romero

MARSUPIALS COURT—Reinactment; 4 hours

Judge Hoppner presides over a pet custody battle.

NEW KIDS ON THE BLOCK IN WONDERLAND—Comedy-Drama; 2 hrs.

SERIES PREMIER: The New Kids deal with the day-to-day problems of typical teenagers, such as being drug-free multimillionaires. In the opening episode, Jordan and his brother fight over who gets the Jag; though neither are old enough to drive.

LAND OF THE GIANTS—Science Fiction; 60 min.

The crew and passengers of the *Spindrift* are menaced by Teddy Ruxpin; meanwhile, Barry is captured and forced to date a giant girl's Barbie Doll.

STAR TREK: THE BORING GENERATION—Science Fiction; 60 min.

Nothing happens because all of the characters are too dull. The Romulans think about attacking, but their massed frontal lobotomies (performed by Gene Roddenbubble-head himself) prevent any action.

SPACE: 1999—Science Fiction; 60 min.

Commander Koenig (Martin Landau) and Dr Helena Russell (Barbara Bain), realizing that the entire premise of the show is ridiculous, decide to turn the moon around and go home, but divorce en route.

UFO—Science Fiction; 60 min.

The Aliens give up trying to kill Straker (Ed Bishop) and instead begin kidnapping the purple-haired girls on Moonbase for sinister reasons of their own.

PHIL DONAHUE; 60 min

Impersonators of the Ayatollah Khomeini, Abraham Lincoln, Joseph Stalin, and Dan Quayle discuss US foreign policy. Hosted by Donahue impersonators.

OPRAH; 60 min

Tearful confessions of *New Kids on the Block* addicts.

GERALDO: JUST TALK; 60 min

Rivera talks to three admitted fingernail-biters.

BATMAN—Adventure; 60 min

Catwoman captures Robin and makes him into her personal sex slave. Batman, wracked by depression, attempts suicide but botches it. Adam West, Burt Ward, Julie Newmar, Alan Napier as Alfred.

PEE WEE'S PLAYHOUSE—Science; 60 min

Peewee learns about muscles. Guest: Dolph Lundgren.

BACK TO THE FUTURE: THE SERIES—Fantasy; 60 min

Mart goes forward to meet his sister, then back to rescue Dr Brown, then forward, then... it's too confusing to explain.

Cast

Marty McFly Michael J. Fox
Suzie McFly Michael J. Fox
Joe McFly Michael J. Fox
President Michael J. Fox
Gas Station Attendant Michael J. Fox
Dr Brown not Michael J. Fox

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