

# DragonNotes

A Regular Feature for DragonQuest Players by David Ritchie

Ares NR8 May 1981 p14 and 15

We had to bump most of this spring's DragonQuest product into the summer or fall as a result of scheduling difficulties (too much product impacting at the same time), but except for a temporary delay, we are on track with the project. Items currently in the Art Department include *Arcane Wisdom*, *The Frontiers of Alusia* and the *DragonQuest Random Dungeon Kit*. Currently in development is our *Monsters* supplement, *World Generation* (our GM's supplement), a *Book of Days* (which won't be out for a year and a half), a "boxed world," a "boxed city" and a couple of adventures (one by Paul Jaquays tentatively titled *Enchanted Wood* and a mini-adventure by Jerry Klug called *The Camp of Allah-Akabar*).

Meantime, we are still playing around with the idea of having more mini-adventures in Ares and, perhaps, publishing some sneak peeks at future *DragonQuest* products in the form of short excerpts. The final decision on that, however, awaits the will of the feedback. So get those cards and letters in and let us know what you want. We, in turn, will provide just about anything (within economic reason) that you desire in the pages of Ares.

## Addenda

We are currently working on a new errata sheet for *DragonQuest* which concentrates mainly on making alterations in the existing booklets to clear up what various players have perceived as being serious problems with the rules. Often these are numbers changes for purposes of "balance" (read fairness). A preliminary listing of these changes is given below.

### BOOK ONE: Character Generation, Combat

[8.1] On the **Social Status Table**, the *Money Multiplier* for *Poor Trash* should be "2" and that for *Impoverished Gentlefolk* should be "3"

[8.5] On a roll of 01-02, a character receives 10 (not 5) Silver Pennies.

[8.7] Characters should be equipped with armor, shields and weapons (not wagons).

### 13. Maneuver Actions

The third paragraph should state that a character moves through contiguous *hexes* (not *hexsides*).

[13.1] A character may *Move* through up to 5 (not 6) contiguous hexes through his Front Hexsides at a cost of 1 Action Point to enter each hex.

A character implementing a Move Action must cease all movement (but *may* change facing) upon entering the Strike Zone of a hostile character.

[15.6] A character may only attack Hostile characters who are *in the same hex* or in at least one hex of his Attack Zone.

### 18. Grievous Injury

"B" weapons inflict a specific injury on dice rolls between 21 and 80 (*not* 20 and 80).

#### [18.5] Grievous Injury Table

(see page 28)

### 20. Unarmed Combat

The Experience Multiple for unarmed combat is 150. Also, the last sentence in the third paragraph should read: "If the result is greater than 4 times the character's Agility, the character inflicts a number of Damage Points on himself equal to the Protection Rating of the armor worn by the target character (2 points if the target is unarmored, *not* unarmed).

[21.5] A character may attempt to disarm another character in either *Melee* or *Close Combat* (not just in *Melee*).

## 23. Infection

Cloth armor only protects against infection if the *only* wounds suffered by the character were Class A (from puncture-type weapons).

[16.1] A -5 modification applies if a target is currently implementing either Action M,S,J or W.

### [19.3] Weapons Table

The 0 Dachi should cost 35 (not 30) Silver Pennies. Shot should weigh 2 pounds for 20.

The Character Record on the back page of Book One should use Silver Pennies (not gold) to calculate the value of coinage that is carried.

## BOOK TWO: Magic

[32.2] The effects of Ritual Purification should be measured in minutes (not hours) equal to Rank+D10+the character's unmodified MA.

[32.4] Only a Namer may dispell a Ward.

[36.4] The Spell of Invisibility (G-8) has a Base Chance of 45%.

[37.6] The Spell of Healing. (S-7) does not work at any range. The Adept must touch the target.

[40.4] The Spell of Conjuring Mist (G-6) has a duration equal to 1 minute x D10 x Rank (x1, if unranked).

[40.7] The Ritual of Controlling Weather (R-1) causes 6 inches of precipitation to fall (*plus*, not minus, six inches per Rank).

[41.6] The Spell of Liquid Purification (5-1) may only be used to turn any *aqueous* substance into potable water.

[41.4] The Spell of Seablessing (G-14) decreases the chances of ill effects occurring by 5 (not 1) +1 per Rank.

[43.5] The Base Chance for the Ritual of Summoning Animals (Q-1) is 55%.

[46.3] It takes 10 seconds (-1 second per Rank) for the Adept to become *invisible* when employing the Projected Image talent (T-2). Also, a note to T-3: the Base Chance of conception is normally 5%.

[46.5] The Tarot is talent Q-1.

[47.3] Imps have a 7% chance of knowing past, present and future events, but will seldom speak truthfully of what they know.

[47.5] The Base Chance of a Ritual being a success is increased by 3 (not 5) for each hour spent in Ritual Cleansing (Q-1 of the College of Greater Summonings).

[47.7] The Earl, Malthus, may not be bound. The Kings, Asmoday and Palmon (and his attendants), may not be bound either.

## BOOK THREE: Skills, Monsters, Adventure

[50.8] A Willpower (not Courage) Check is necessary whenever the effects of a paralyzant must be determined.

[54.2] A *flute* is an example of a woodwind instrument. A *lute* is, of course, a string instrument. Sorry 'bout that.

[55.4] The formula for determining the effect of prolonging life is D10x ([Healer's Rank] + [patient's Endurance]). Ignore the plus sign after D10 in the rules.

[58.2] The Military Scientist may not attempt to rally a being who has fled for over 30+ (5 x Military Scientist's Rank) seconds. Ignore the minus sign after 30 in the rules.

## VIII. Monsters

The following monsters should have *no* MD: Boar, Camel, Ox, Stag, Woolly Mammoth (and Mastodon), Hippogriff, Pegasus, Crocodile, Gila Monster, Hydra. No MD modifiers are used to determine if they successfully hit a target.

**[66.3]** Under the heading for Ox, it should be pointed out that the same animal existing in nature in a non-gelded state will have identical characteristics except that it will run 100 yards per minute faster and will attack with out provocation.

**[66.4]** Weasels are *Uncommon*, not *Infrequent* in appearance in the game. The value of their pelts will be quartered if taken in any season except winter.

A Wolf has a 60% (not minus 60%) Base Chance of doing damage by biting.

**[68.1]** Pike are *not* found in oceans, folks! Like Piranha, they will be found in streams, rivers, marshes and lakes.

**[68.3]** Krakens found in Arctic waters will probably be users of other water magic in addition to the maelstrom spell.

**[70.1]** The value of treasure found on Ogres will be  $(D-5) \times 100SP$ .

**[70.3]** Like Dwarves and Halflings, Hobgoblins will venture into sunlight, though they prefer shadow. Gnomes have a 30% chance of detecting secret doors, traps and passages.

**71.** Gorgons may attack in Close Combat with their hair.

**74.** One does not become a Vampire by making the Greater Pact of the College of Black Magics, but by performing the Ritual of Becoming Undead or by being drained by a Vampire. In order to prevent someone from rising from the grave, it is necessary, in addition to staking their heart to the ground, to stuff their mouth with garlic, and it helps to cut off the corpse's head and turn it face down. A Vampire may continue to drain his victim during feeding even when the Vampire has absorbed all possible Fatigue and Endurance. The remainder of the victim's Fatigue and Endurance is lost (i.e., spilled on the ground). Vampires dislike (are somewhat afraid of) white roses.

An individual drained by a Wight becomes a Night-Gaunt (not a Wight).

The number of Wraiths normally found together is from 1 to 10 (not 2-10).

**76.** Only Warhorses can enter Close Combat. Other Riding Animals in 76 may not intentionally do so. Warhorses may kick at targets in *either* their front or rear hexes. Warhorses are *Uncommon* (not *Infrequent*).

**84.** There is no limit to the Rank achievable with a Geas.

**86.** Experience Point awards are made for each five hours of play whether an adventure is completed or not. Thus, in playing SPI's *The Palace of Ontoncle* (requiring several sessions to finish), it is possible that three or four separate awards will be given each player.

**[86.2]** The Experience Point awards in *DragonQuest* are some of the most restrictive in role-playing. Too much so, we feel. In an effort to eliminate Monty Hall-type worlds, we went a little too far and the result is that it is far too difficult to both progress and to maintain existing skills. Therefore, the awards for Mercenary Level characters should be increased from the current 300 EP's to 600 EP's. The basic awards for Adventure Level characters should be increased from the current 500 EP's to 900 EP's. The awards for Hero Level characters should be increased from the current 750 EP's to 1200 EP's. In addition, a character is at Adventurer Level if he has 10 abilities at Rank 3 (not 4) or above. He is at Hero Level if he has 10 abilities at Rank 6 (not 8) or above. Abilities include talents, spells, rituals, and skills (including separate weapons skills).

**[87.1]** A character must have used an ability on the previous adventure in order to gain Rank with that ability. He need not have done so successfully. Thus, it is merely necessary to attempt a spell (not to actually successfully cast it) in an adventure in order to subsequently gain Rank with that spell.

**[87.3]** The text of the second paragraph should read as follows: "A character is assumed to use any weapon unranked until he improves his ability to Rank 1. He must achieve Rank 0 before progressing to Rank 1." The idea here was to require players to become familiar

initially with a weapon (achieve Rank 0) without any real benefit before becoming truly proficient with the weapon. Rank 0 accordingly offers no benefit to a character. However, he must achieve this Rank before achieving Rank 1. It is *not* necessary to use a weapon during an adventure in order to achieve Rank 0.

**[87.4]** An ordinal number is that numerical part of a spell's identification code. Thus S-14 has an ordinal number of 14.

**[87.5]** Demonic aid may be used to increase Rank at the rate of one Rank increase per ability per session. Ranks raised in this manner do not require an expenditure of time or money nor the practice of the ability during the previous adventure.

**[81.4]** Sandals cost 1 SP(not cf). A 3 course meal weighs 32 ounces. A warhorse weighs one half ton (not pound). A quiver of 20 arrows costs 5 (not 6)SP.

**[87.7]** Giant Maces cost the same EP's as Maces to progress in Rank. Giant Axes cost the same as Battle Axes. Great Spears cost the same as Spears. Great Glaves cost the same as Glaves. Giant Bows cost the same as Long Bows.

In about a month we will add this information to that on the existing errata sheet and make it available to *DragonQuest* players for the investment of a stamped, self addressed envelope.