

# Fantasy Gamer

\$3.00

THE MAGAZINE OF FANTASY GAMING  
OCT/NOV 1983 NUMBER 2

## *Silverdawn* Featured Review

VICTORIAN LONDON: GENERIC FRP SETTING  
DRAGONQUEST DAMAGE SPELLS  
POWER POLITICS IN FRP  
RUNEQUEST COMPANION REVIEWED  
AND 6 PAGES OF REVIEWS

Shay 082



# Fantasy Gamer

OCTOBER/NOVEMBER 1983  
NUMBER 2

**Publisher:** Steve Jackson  
**Editors:** Aaron Allston  
 Christopher Frink  
**Assistant Editor:** Richard Steinberg  
**Art Director:** Pat Mueller  
**Advertising Manager:** Gerald Swick  
**Contributing Editors:** W.G. Armintrout  
 William A. Barton  
 Matthew Costello  
 Ronald Pehr  
 Nick Schuessler  
**Business Managers:** Pat Conteen  
 Elton Fewell  
**Circulation Manager:** Creede Lambard  
**Production Manager:** Monica Stephens  
**Production:** Llana Johnston  
 C. Mara Lee

## ART IN THIS ISSUE

Cover: "Marata's Vision" by Susan Shay Collins.

**Line Art:** Liz Danforth: 6. J. David George: 11, 13. C. Mara Lee: 32. Denis Loubet: 2, mailer card. Kyle Miller: 4, 5. Virginia Campbell Scott: 8. Speed Webber: 35, 42. Mel. White: mailer cover.

**Photographs and Game Art:** Chaosium: 14. Palladium Books: 38. TSR: 37. Courtesy Universal Studios: 40.

## Trademark Notice

Most game names are trademarks of the companies publishing those games. In particular: *DragonQuest*, *Dungeons & Dragons*, and *Advanced D&D* of TSR, Inc. *Silverdawn*, of Entertainment Concepts. *RuneQuest*, of Chaosium. *Star Trek*, of Paramount Pictures Inc., used with permission by Entertainment Concepts.

Use of a trademark to identify a product commented upon in this magazine should not be construed as implying the sponsorship of the trademark holder.

All names of games published by Steve Jackson Games are trademarks of Steve Jackson Games, or used under license by Steve Jackson Games.

Use of the name for any product without mention of trademark status should not be construed as a challenge to such status.



## ADVENTURE GAME SUPPLEMENT

A Gamer's Guide to Victorian London \* William A. Barton  
 A GMing overview of the London of Holmes and Dracula . . . . . 15

## ARTICLES

*DragonQuest* Damage Spells \* David McCorkhill  
 Special effects for your spells of destruction . . . . . 2  
 Power Politics \* William Peschel  
 What to do with those high-level monster-stompers . . . . . 8  
 Entertainment Concepts Company Report \* Jim Dutton  
 ECI's president talks about *Silverdawn*, *Star Trek*, and more . . . . . 12

## REVIEWS

*Silverdawn* \* W.G. Armintrout . . . . . 11  
*RuneQuest Companion* \* David Dunham . . . . . 14  
 Capsule Reviews . . . . . 35  
 GAMES: *Goblin*. SUPPLEMENTS: *Adventure of the Jade Jaguar*, *Sinister Secret of Saltmarsh (U1)*, *Danger at Dunwater (U2)*, *The Palladium Book of Weapons and Castles* and *Agent of Death*. PLAY AIDS: *Thirty-Sided Dice Gaming Tables*. COMPUTER GAMES: *Kaves of Karkhan*. MINIATURES: *All Things Dark and Dangerous*, *Black Tower*, *Fantasy Figures*, *Reptiliads*. GAMEABLE MOVIES: *Psycho II*.

## COLUMNS

Letters . . . . . 32  
 Murphy's Rules \* Ben Sargent . . . . . 34

## THE VILLAGE IDIOT

News . . . . . 41  
 Convention Calendar . . . . . 41  
 PBM Update . . . . . 42  
 Advertisers Index . . . . . 44

FANTASY GAMER is published bimonthly by Steve Jackson Games, Box 18957, Austin, TX 78760-8957. Application to mail at second-class postage rate is pending at Austin, TX. POSTMASTER: Send address changes to Box 18957, Austin, TX 78760-8957.

All material is copyright ©1983 by Steve Jackson Games. All rights reserved.

Printed in USA by Futura Press, Austin.

Subscription rates, effective 5/15/83: In the US - 6 months (3 issues) \$8; one year (6 issues) \$13; 2 years (12 issues) \$23; lifetime subscription \$200. In Canada, add 50¢ per issue for postage and handling; for addresses outside the US add \$1 per issue for surface mail. International rates subject to change as postal rates change. Note: All payments *must* be in US dollars, made by International Money Order, or checks drawn on a US or Canadian bank.

# Rules Variant:

# DragonQuest Damage Spells



All right, I admit it! I think the *DragonQuest* magic system is the neatest thing since the Wiz-A-Matic Mandrake Slicer. After all, it works to role-play everything from serious demon-conjuring for ignoble purposes, to magework which is heavily integrated into a campaign (*a la* Tolkien), to Laurel and Hardy-style "let's-try-it-and-see-if-it-gets-us-out-of-this-fix" bumbling.

Appreciation of the virtues of the *DragonQuest* magic system should not, however, deter us from patching minor faults. One such is the way damage spells are handled: Thirty-three spells can inflict direct Fatigue/Endurance loss and can be cast during the Tactical Procedure. All have different descriptions and all can function distinctly in non-combat adventure situations (Ice Projectiles will cool His Majesty's drink. Lightning will light His Majesty's pipe. Both will let everyone know some things are beneath the dignity of His Majesty's court magician). However, in combat, they all blend into a

grey sameness. Each spell has a listed range, a base success chance, a listed effect, and an experience multiple. These numbers vary from spell to spell, yet produce no qualitative difference. Smoking Magma should *play* differently than a Waterspout, just as surely as Diamond Javelins should *feel* different from a Ray of Cold. Even the numerical differences can disappear, as some spells are Ranked faster than others.

Still, some damage spells stand out with unique effects. The Windstorm Spell, the Hand of Death, and all of the College of Celestial Magics damage spells distinguish themselves by the way they play, not just the way the GM describes them. Taking these as examples, I have tried to make every damage spell play differently from the others by incorporating the following changes to the *Effects* given for each spell in the spell descriptions in "The Second Book of *DragonQuest*." (This is the second rulebook, labelled *Magic*.)

## Ensorcelments and Enchantments

### [36.6] Special Knowledge Spells

#### 2. *Bolt of Energy* (S-2)

Increase damage listed to D-4 (+Rank). If the victim successfully resists, he may elect to absorb the energy to replace lost Fatigue up to his maximum. Roll damage as normal, *add* the result to target's Fatigue, up to what he has previously lost through other causes. Counterspells (area or personal) against the Bolt of Energy do not aid such attempts; they subtract from the base chance for the cast Bolt of Energy. The Bolt of Energy cannot be cast against someone if the caster hopes to have them resist. Such attempts always cause damage.

## Sorceries of the Mind

### [37.6] Special Knowledge Spells

#### 4. *Molecular Disruption* (S-4) (For the

by David McCorkhill



sake of atmosphere, I call this one "Corporeal Disruption.")

Above Rank 10, caster may specify the body part damaged; above Rank 15, the nature of the damage (e.g., bone break, bleeding, numbness, etc.).\*\*

## Air Magics

[40.6] Special Knowledge Spells

### 1. *Windstorm* (S-1) \*\*

\*\*The double asterisk at the end of the description of spells in this article refers the reader to a rule on Counterspells, found later in this article. Windstorm has no other modifications.

### 5. *Freezing Wind* (S-5)

Instead of the listed increase in Base Chance of Infection, add 20 to Base Chance of Infection if the victim fails to take some action to warm himself within three minutes of being exposed to the spell. If the victim is travelling in a cold environment, before or after being hit with the spell, add 20 to Base Chance of Infection. These additions may be cumulative.\*\*

### 6. *Ice Projectiles* (S-6)

Disregard the listed increase in Base Chance of Infection. Instead, anyone who incurs Endurance damage due to this spell suffers a minor curse known as "Sliver of Ice" . . . an undetectably tiny sliver of ice eventually works its way into the victim's heart. Victims will be cold and uncaring, even to sworn friends. Strangers will be quick to take offense (sometimes merely at the victim's presence). Victims cannot use any empathy or communication spells. Attempts to use

healing spells will always backfire, draining one damage point from the intended beneficiary. (If the cursed Adept is unaware his heart bears the sliver, the GM can hint at this by having the intended beneficiary recoil in terror from the Adept's "icy hands.") The Sliver of Ice may be removed either by the appropriate counterspell (the easy way, if you know it) or by the Remove Curse Ritual (see Rule 84.5).\*\*

### 7. *Lightning* (S-7)

The Base Chance for this spell should be reduced to 25%, but add 10 if target's armor is plate, scale, or chainmail. Lightning will not rebound from grounded metals (any understanding of this phenomenon should be limited to medieval superstitions about planting lightning rod talismans in the earth).

### 9. *Weapon of Cold* (S-9)

Eliminate the increase in Base Chance of hitting with the weapon enchanted by this spell. If the victim is travelling in a cold environment, before or after the wounding, add 20 to his Base Chance of Infection, due to the danger of frostbite becoming gangrenous.

### 13. *Ray of Cold* (S-13)

If the victim fails to take some action to warm himself within three minutes, add 20 to Base Chance of Infection. If the victim is travelling in a cold environment, before or after being hit by a Ray of Cold, add 20 to Base Chance of Infection. These additions may be cumulative. Most inanimate objects will be unaffected by a Ray of Cold, but this spell is the best known way to snuff a fire. As a GM, I play this as the only silent damage spell.

### 14. *Sleep Gas* (S-14) \*\*

### 16. *Whirlwind Vortex* (S-16)

No damage if passive resistance is successful. Instead, all of the targets' clothing, armor, and weapons are ripped off and scattered in a 30-foot circle.\*\*

## Water Magics

[41.6] Special Knowledge Spells

### 12. *Waterspout* (S-12)

If passive resistance is successful, damage is reduced from listed to D-5 (+Rank), and all of targets' clothing, armor, and weapons are ripped off and scattered in a 30-foot circle. Reduce the speed at which the Waterspout can be moved to 10 Hexes (+5 per Rank) per Action Round. The chance a vessel which comes in contact with a magic Waterspout will be smashed is  $30\% + (3 \times \text{Rank of Adept with the spell}) - (5 \times \text{Rank of Navigator piloting the vessel})$ . Roll each Action Round, adding 30 if the vessel is a small craft with insignificant ballast, keel, buoyancy and structural strength (as a canoe or rowboat); subtracting 20 if it is an oceangoing vessel designed to weather storms (presuming it has its sails furled, and keeping in mind that reduced sail area reduces speed and maneuver).\*\*

## Fire Magics

[42.6] Special Knowledge Spells

### 1. *Wall of Fire* (S-1) \*\*

### 2. *Bolt of Fire* (S-2)

The Bolt will not rebound from ice or water. If it hits water, it fizzles and costs the caster double Fatigue. Hitting non-magical ice, it does double damage. The layer or block of ice should be equated to an equivalent quantity of stone or metal for damage purposes. If the Bolt hits magically-produced ice, the result depends on the passive resistance of the Adept who produced the ice. That Adept's magical resistance is modified by the difference between his Rank with the spell which created the ice and the bolt-thrower's Rank with Bolt of Fire. Successful resistance by the Adept who produced the ice causes the same Fatigue loss as the spell originally cost him, but the ice remains unharmed. If he is unaware his ice is being attacked, chooses not to resist, or fails his resistance check, the ice is completely melted. The Bolt of Fire is then dissipated, and does no further damage.

### 3. *Ball of Fire* (S-3)

The blast is always circular, never square. At Rank 0, blast radius is reduced to 9 feet.

### 4. *Web of Fire* (S-4)

Specific methods of extinguishing: counterspell, five gallons of water needed for each Rank the caster has with the Web, closing a door between caster and victim, and certain other magic spells. The Spell of Rain Calling works only if the Caller's Rank with that spell is 15 higher than the Web-caster's Rank; the number of Action Rounds required is 20 + (Rank with Web) - (Rank with Rain Calling). A Ray of Cold may be used to cut the Web in much the same way as given for an edged (Type B) weapon. A Wall of Ice, Stone, or Iron created between the Web's caster and the ensnared victim will extinguish the Web of Fire, but the Web-caster may attempt passive resistance if the Web is cast with higher Rank than the Wall. Magic Resistance for this purpose is modified by the difference in Rank. If successful, such resistance crumbles/melts the Wall, preserves the Web, and costs the Adept the same Fatigue loss as the Web originally cost.\*\*

### 6. *Imploding Fireball* (S-6)

Eliminate this spell altogether. There are two ways to eliminate a spell you don't want in your campaign: You can tell the players outright, but it's more fun to let them find out for themselves. Simply make sure they never meet anyone who knows it. If they start asking around they may be greeted with shrugs, gales of laughter, references to powerful Adepts of the appropriate College, false quests, or any number of other reactions commonly used to make a particular spell more difficult to acquire. They may be told that the spell they seek is a myth, that its secret was lost by the ancients, that the gods forbid knowledge of it, or that it was the product of a collaboration between a powerful Illusionist and a well-known Adept of the College with which the spell is reputed to be associated. All of this can also be told of ordinary spells. The truth may eventually become known to the player-characters through Astrology, bound ghosts, true-spoken imps, devils or demons, perhaps even the gods themselves.

### 8. *Demonic Firebolt* (S-8)

Incorporate the same changes as given for *Bolt of Fire* (S-2). In addition, if the backfire minimum is exceeded, note the amount by which it is exceeded and add this to the usual roll on the Backfire Table (Rule 30.1). If the adjusted roll

now exceeds 100%, refer to the Supplemental Backfire Table (42.8, see below).\*\*

### 9. *Hellfire* (S-9)

Incorporate the same changes as given in this article for the previous spell, and concerning the Supplemental Backfire Table.\*\*

### 10. *Dragon Flames* (S-10)

Another spell to eliminate.

### 11. *Web of Dragon Flames* (S-11)

Fans out to half its length at its maximum range. All within that area must resist or become ensnared. One cut will sever it, as provided for the *Web of Fire Spell* (S-4), but if the weapon used is non-magical there is a 10% chance it will disintegrate as it absorbs the full force of the spell. Unsuccessful cutting attempts do not affect a weapon. Only a counterspell will extinguish it.

### 12. *Storm of Fire* (S-12)

Incorporate the same changes as given in this article for the *Ball of Fire* (S-3).

## Earth Magics

### [43.6] Special Knowledge Spells

#### 1. *Earth Hammer* (S-1)

If this spell does any damage to either Fatigue or Endurance which exceeds one-sixth of the victim's Endurance, he is stunned (Rule 17.6). If the die roll is 5-15% of the Base Chance to cast, do not double the effect of the spell; apply the damage directly to the victim's Endurance. If the die roll is 5% of the Base Chance to cast or less, do not triple the effect; roll on the Grievous Injury Table, treating the Earth Hammer as a Type C weapon.

#### 16. *Smoking Magma* (S-16)

Disregard the given result of one-half

damage after a successful resistance check. Instead, anyone attempting passive resistance does so either by vaulting free, or standing flatfooted to marshal resistance. Anyone taking the "vaulting" option requires a ready, non-missile weapon, weighing at least as much as a scimitar (or object of equal size and weight such as a pole); the weapon will be destroyed by the very hot magma. Anyone taking the "flatfooted" option does take the one-half damage and loses three Agility points. Agility recovers at one point per day; it cannot be reduced below one by this spell.\*\*

#### 17. *Diamond Javelins* (S-17)

Any time a diamond-tipped javelin does damage to the Endurance of anyone in chainmail or scale armor, the armor is considered slit; plate or lamellar armor is considered cracked. Repair costs one-fifth the value of the armor. Damaged armor is not reduced in effectiveness, but it will chafe if worn for long periods. Subtract one Endurance per day from any character who wears such damaged armor longer than one hour.

## Celestial Magics

### [44.4] General Knowledge Spells

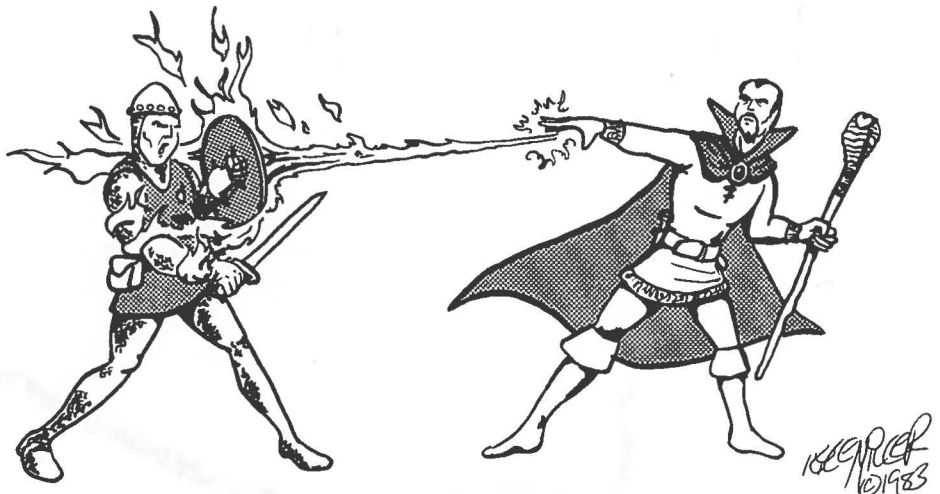
#### 5. *Wall of Starlight* (G-5)\*\*

#### 6. *Wall of Darkness* (G-6)\*\*

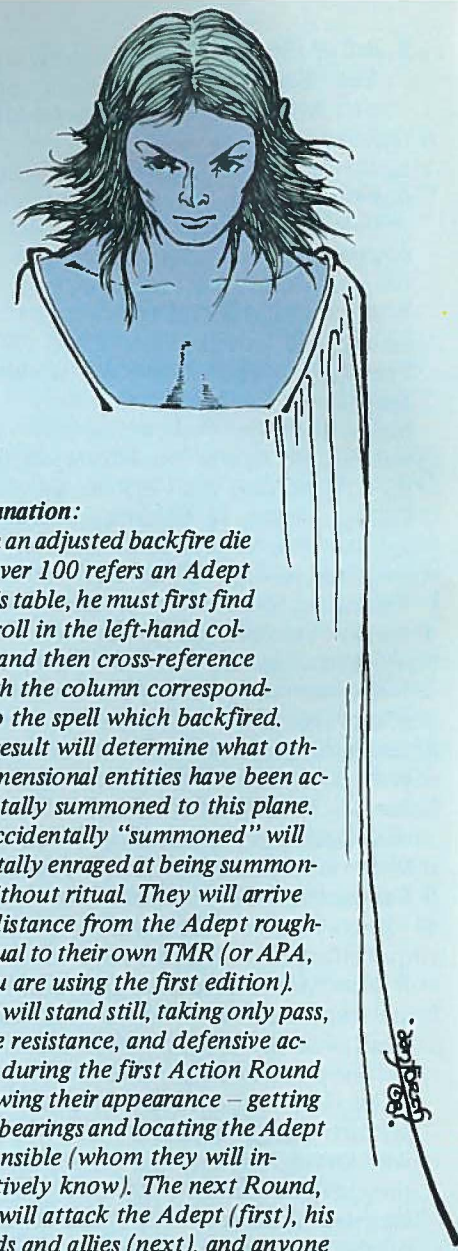
### [46.6] Special Knowledge Spells

#### 3. *Starfire* (S-3)

Increase damage listed to D-3 (+Rank); Wounds from this spell never become infected. It may be cast at existing wounds to prevent them from becoming infected, but does damage of its own; each wound must be treated separately. For this purpose, the Adept may decrease the damage roll by up to one-fifth of his



## [42.8] Supplemental Backfire Table



Die Roll	Demonic Fireball	Hellfire
101 to 115	D-6 Imps (Min:1) D-5 Succubi (Min:0) D-5 Incubi (Min:0)	One Ghost with average characteristics for its race
116 to 125	D-6 Hellhounds (Min:0) D-5 Imps (Min:0) D-6 Devils (Min:1)	One Night-Gaunt with minimum characteristics
126 to 130	Demonic Duke (1:Aim, 2:Bune, 3:Eligos, 4:Furcas, 5:Gremory, 6:Murmur, 7:Uvall, 8:Valefor, 9:Vapula, 10:Zepar)	D-7 Skeletons (Min:1)
131 to 135	Demonic Prince (1-2:Ipos, 3-4:Orobas, 5-6:Seir, 7-8:Sitri, 9-10: Stolas)	D-4 Hellhounds (Min:1)
136 to 140	Demonic President (1-6:Avnas, 7:Camio, 8:Labolas, 9:Malphus, 10:Voso)	D-5 Ghouls (Min:1)
141 to 145	Demonic Earl (1-3:Botis, 4-5:Furfur, 6-7:Malthus, 8-10:Marax)	D-6 Night-Gaunts (Min:1)
146 to 150	Demonic Marquis (1-2:Amon, 3:Andras, 4:Leraje, 5:Marchosias, 6:Naberius, 7:Orias, 8:Phenex, 9:Samigina, 10:Savnok)	D-3 Zombies (Min:1)
151 to 155	Demonic King (1:Asmoday, 2:Bael, 3:Palam, 4-5:Beleth, 6-7:Belial, 8:Purson, 9:Vine, 10:Zagan)	D-8 Barrow Wights (Min:1)
156-7	A Pair of Demonic Dukes	One Wight, D-4 Skeletons (Min:1)
158-9	A Pair of Demonic Princes	One Wight, D-3 Hellhounds (Min:1)
160-1	A Pair of Demonic Presidents	One Wight, D-2 Ghouls (Min:1)
162-3	A Pair of Demonic Earls	One Wight, D-3 Night-Gaunts (Min:1)
164-5	A Pair of Demonic Marquis	One Wight, D Zombies
166	Demonic House (One King and One Prince)	D-5 Efreeti (Min:1)
167-8	A Pair of Demonic Kings	One Wight, D-5 Efreeti (Min:1)
169+	Demonic Court (One King, One Marquis, One Earl, One Prince and Duke; One President also arrives, but he does not join the attack, being content to watch and complain – should this go badly for the demons – that it was all the fault of his predecessor)	One Rank 20 Fire Elemental

### Explanation:

When an adjusted backfire die roll over 100 refers an Adept to this table, he must first find that roll in the left-hand column and then cross-reference it with the column corresponding to the spell which backfired. The result will determine what other-dimensional entities have been accidentally summoned to this plane. All accidentally "summoned" will be to tally enraged at being summoned without ritual. They will arrive at a distance from the Adept roughly equal to their own TMR (or APA, if you are using the first edition). They will stand still, taking only pass, active resistance, and defensive actions during the first Action Round following their appearance – getting their bearings and locating the Adept responsible (whom they will instinctively know). The next Round, they will attack the Adept (first), his friends and allies (next), and anyone else (only after the rest have been dispatched). They have no "summoner" for the purpose of being dispelled by a counterspell. They will honor a circle of protection in the unlikely event someone had time to prepare one. Where a die roll is indicated (as in "D-3"), roll 1D10 and subtract the number indicated to determine the number which appears. The minimum number possible is indicated in parentheses. If the minimum number is rolled, all characteristics will be at their maximum value; for each additional entity appearing, subtract one from each characteristic maximum. Wights appearing with other entities will always control all who accompany them, so the attack will be more coordinated. Major demons' exact identities will be determined by die roll: For 126-155 on the Demonic Fireball column, roll 1D10 and find the demon's name in the parentheses; for 156 and up on that column, roll once for each entity and use the appropriate lists.

Willpower, although damage will never be less than D-5.

6. *Web of Starlight* (S-6)\*\*

7. *Web of Blackness* (S-7)\*\*

10. *Black Fire* (S-10)

The Adept may increase the width of the column of flames by one foot per Rank, or may increase the Range by 15 per Rank. Creatures of night and shadow need not roll on the Fright Table. This spell may be used as if it were an edged weapon to cut any Web Spell (except Web of Blackness). Required damage must be done in a single cast.

### Necromantic Conjurations

[45.4] General Knowledge Spells

4. *Fire and Brimstone* (G-4)

In addition to regular chance for infection, make the additional check for "inflammation" due to the noxious nature of this blast. Base Chance for inflammation is as infection +20. Inflammation can be avoided by washing the wound with water purified by magic or by an Alchemist.

9. *Ram of Force* (G-9)\*\*

[45.6] Special Knowledge Spells

1. *Causing Wounds* (S-1)

In addition to effects listed, if the victim of this spell inflicted any wounds on any other person between the time this spell was prepared and cast, he automatically incurs an identical wound himself.\*\*

2. *Wall of Force* (S-2)\*\*

11. *Hellfire* (S-11)

Identical to *Hellfire* (S-9) from College of Fire Magics.

### Black Magics

[46.6] Special Knowledge Spells

17. *Fire and Brimstone* (S-17)

Identical to *Fire and Brimstone* (G-4) from College of Necromantic Conjurations.

19. *Hellfire* (S-19)

Identical to *Hellfire* (S-9) from College of Fire Magics.

*\*\*Important note on the use of counterspells to extinguish, dissipate or otherwise cancel a spell which is already*

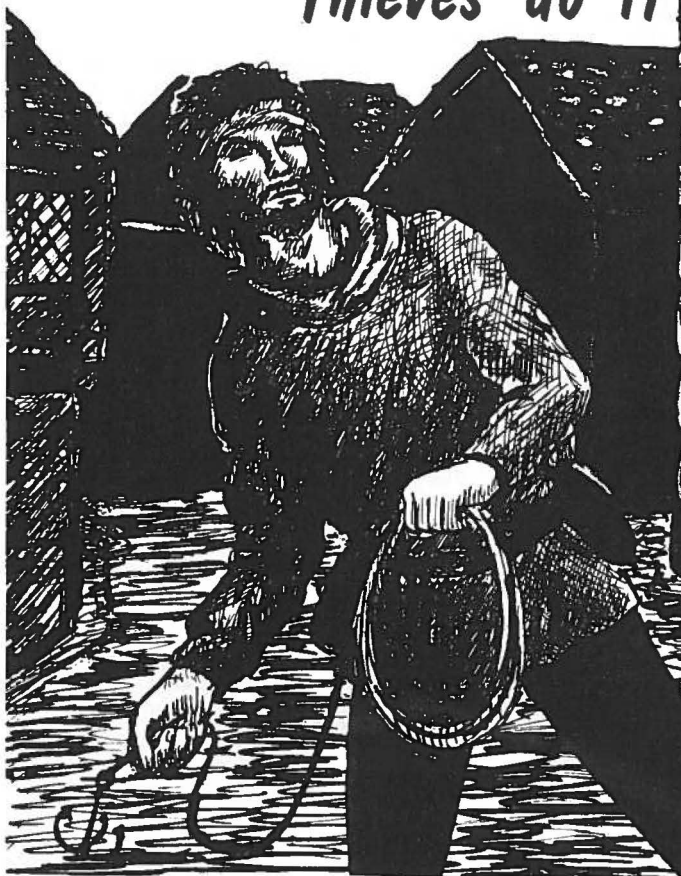
*in effect:* Only Namers may do this and they must use the Ritual of Dissipation [39.5], which takes at least one hour. Accidental summonings (as with Hellfire or Demonic Flame backfire) may not be returned to their dimension by a simple counterspell by their "summoner"; a Namer's Ritual of Dissipation is required. Any damage spell not mentioned in this article will operate as provided in the *DragonQuest* rules.

### For Those Who Haven't Tried DQ

Role-players considering *DragonQuest* should understand that the spells listed here are not a representative sample. They are, rather, merely the tip of the magical iceberg. There are a few more which are used in combat, and still more used to prepare for combat, but the great majority are mainly for adventure situations.

I don't want to scare anyone away from this fascinating system by making him think that such a plethora of spells will overwhelm the players. The "college" system allows the GM to keep the ambiance under control while limiting the quantity of material players have to absorb.

## Thieves do it in the Shadows...



Learn their special skills in the **Thieves' Guild™** series of rules and adventures for rogues, thieves, and other characters who like to do it in the dark. Each book in the series features at least two full-length scenarios that contain a wealth of detail for the GM's use, and rules covering a wide range of thievish pursuits, such as burglary, smuggling, assassination, or highway robbery — all your players need to plan the perfect crime!

**Thieves' Guild™** is also available by subscription for only \$5.00 an issue (3 issue minimum).

**Gamelords, Ltd.**

18616 Grosbeak Terrace  
Gaithersburg, MD 20879

# GREG COSTIKYAN'S BUG-EYED MONSTERS

They Want Our Women!



From the Designer of  
**CREATURE THAT  
ATE SHEBOYGAN™**  
TRADEMARK OF TSR, INC.

## The VOYAGER Series

The new Science Fiction  
and Fantasy line of  
**WEST END GAMES, INC.**

send check or money order to:

**WEST END GAMES, INC.**

251 West 30th St., New York, N.Y. 10001 FG/BYM

- |  |         |  |         |
|--|---------|--|---------|
| <input type="checkbox"/> Bug Eyed Monsters .....       | \$10.00 | <input type="checkbox"/> Campaigns of Napoleon .....   | \$15.00 |
| <input type="checkbox"/> Killer Angels .....           | \$18.00 | <input type="checkbox"/> Counter trays                 |         |
| <input type="checkbox"/> Operation Badr .....          | \$12.00 | (3 per package) .....                                  | \$ 6.00 |
| <input type="checkbox"/> The Last Panzer Victory ..... | \$15.00 | <input type="checkbox"/> 4 Color blank counter sheets  |         |
| <input type="checkbox"/> Imperium Romanum .....        | \$25.00 | (4 per package) .....                                  | \$ 6.00 |
| <input type="checkbox"/> Kamakura .....                | \$12.00 | <input type="checkbox"/> Please send me your catalogue |         |

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip Code \_\_\_\_\_

*New York State residents add applicable sales tax.*



DragonQuest Damage Spells by David McCorkhill  
Fantasy Gamer October/November 1983, Number 2, pgs. 2-7

All right, I admit it! I think the DragonQuest magic system is the neatest thing since the Wiz-A-Matic Mandrake Slicer. After all, it works to role-play everything from serious demon-conjuring for ignoble purposes, to magework which is heavily integrated into a campaign (a la Tolkien), to Laurel and Hardy-style "let's-try-it-and-see-if-it-gets-us-out-of-this-fix" bumbling.

Appreciation of the virtues of the DragonQuest magic system should not, however, deter us from patching minor faults. One such is the way damage spells are handled: Thirty-three spells can inflict direct Fatigue/Endurance loss and can be cast during the Tactical Procedure. All have different descriptions and all can function distinctly in non-combat adventure situations (Ice Projectiles will cool His Majesty's drink. Lightning will light His Majesty's pipe. Both will let everyone know some things are beneath the dignity of His Majesty's court magician). However, in combat, they all blend into a grey sameness. Each spell has a listed range, a base success chance, a listed effect, and an experience multiple. These numbers vary from spell to spell, yet produce no qualitative difference. Smoking Magma should play differently than a Waterspout, just as surely as Diamond Javelins should feel different from a Ray of Cold. Even the numerical differences can disappear, as some spells are Ranked faster than others.

Still, some damage spells stand out with unique effects. The Windstorm Spell, the Hand of Death, and all of the College of Celestial Magics damage spells distinguish themselves by the way they play, not just the way the GM describes them. Taking these as examples, I have tried to make every damage spell play differently from the others by incorporating the following changes to the Effects given for each spell in the spell descriptions in "The Second Book of DragonQuest." (This is the second rulebook, labelled Magic.)

#### Enso rcelments and Enchantments

##### [36.6] Special Knowledge Spells

##### 2. Bolt of Energy (S-2)

Increase damage listed to D-4(+Rank). If the victim successfully resists, he may elect to absorb the energy to replace lost Fatigue up to his maximum. Roll damage as normal, add the result to target's Fatigue, up to what he has previously lost through other causes. Counterspells (area or personal) against the Bolt of Energy do not aid such attempts; they subtract from the base chance for the cast Bolt of Energy. The Bolt of Energy cannot be cast against someone if the caster hopes to have them resist. Such attempts always cause damage.

#### Sorceries of the Mind

##### [37.6] Special Knowledge Spells

##### 4. Molecular Disruption (S-4) (For the sake of atmosphere, I call this one "Corporeal Disruption.")

Above Rank 10, caster may specify the body part damaged; above Rank 15, the nature of the damage (e.g., bone break, bleeding, numbness, etc.).\*\*

#### Air Magics

##### [ 40.6] Special Knowledge Spells

##### 1. Windstorm (S-1) \*\*

\*\*The double asterisk at the end of the description of spells in this article refers the reader to a rule on Counterspells, found later in this article. Windstorm has no other modifications.

#### 5. Freezing Wind (S-5)

Instead of the listed increase in Base Chance of Infection, add 20 to Base Chance of Infection if the victim fails to take some action to warm himself within three minutes of being exposed to the spell. If the victim is travelling in a cold environment, before or after being hit with the spell, add 20 to Base Chance of Infection. These additions may be cumulative. \*\*

#### 6. Ice Projectiles (S-6)

Disregard the listed increase in Base Chance of Infection. Instead, anyone who incurs Endurance damage due to this spell suffers a minor curse known as "Sliver of Ice" ...an undetectably tiny sliver of ice eventually works its way into the victim's heart. Victims will be cold and uncaring, even to sworn friends. Strangers will be quick to take offense (sometimes merely at the victim's presence). Victims cannot use any empathy or communication spells. Attempts to use healing spells will always backfire, draining one damage point from the intended beneficiary. (If the cursed Adept is unaware his heart bears the sliver, the GM can hint at this by having the intended beneficiary recoil in terror from the Adept's "icy hands.") The Sliver of Ice may be removed either by the appropriate counterspell (the easy way, if you know it) or by the Remove Curse Ritual (see Rule 84.5). \*\*

#### 7. Lightning (S-7)

The Base Chance for this spell should be reduced to 25%, but add 10 if target's armor is plate, scale, or chainmail. Lightning will not rebound from grounded metals (any understanding of this phenomenon should be limited to medieval superstitions about planting lightning rod talismans in the earth).

#### 9. Weapon of Cold (8-9)

Eliminate the increase in Base Chance of hitting with the weapon enchanted by this spell. If the victim is travelling in a cold environment, before or after the wounding, add 20 to his Base Chance of Infection, due to the danger of frostbite becoming gangrenous.

#### 13. Ray of Cold (8-13)

If the victim fails to take some action to warm himself within three minutes, add 20 to Base Chance of Infection. If the victim is travelling in a cold environment, before or after being hit by a Ray of Cold, add 20 to Base Chance of Infection. These additions may be cumulative. Most inanimate objects will be unaffected by a Ray of Cold, but this spell is the best known way to snuff a fire. As a GM, I play this as the only silent damage spell.

#### 14. Sleep Gas (S-14) \*\*

#### 16. Whirlwind Vortex (S-16)

No damage if passive resistance is successful. Instead, all of the targets' clothing, armor, and weapons are ripped off and scattered in a 30-foot circle. \*\*

### Water Magics

#### [ 41.6] Special Knowledge Spells

#### 12. Waterspout (S-12)

If passive resistance is successful, damage is reduced from listed to D-5(+Rank), and all of targets' clothing, armor, and weapons are ripped off and scattered in a 30-foot circle. Reduce the speed at which the Waterspout can be moved to 10 Hexes (+5 per Rank) per Action Round. The chance a vessel which comes in contact with a magic Waterspout will be smashed is  $30\% + (3 \times \text{Rank of Adept with the spell}) - (5 \times \text{Rank of Navigator piloting the vessel})$ . Roll each Action Round, adding 30 if the vessel is a small craft with insignificant ballast, keel, buoyancy and structural strength (as a canoe or rowboat); subtracting 20 if it is an oceangoing vessel designed to weather storms (presuming it has its sails furled, and keeping in mind that reduced sail area reduces speed and maneuver). \*\*

## Fire Magics

### [ 42.6] Special Knowledge Spells

#### 1. Wall of Fire (S-1) \*\*

#### 2. Bolt of Fire (S-2)

The Bolt will not rebound from ice or water. If it hits water, it fizzles and costs the caster double Fatigue. Hitting non-magical ice, it does double damage. The layer or block of ice should be equated to an equivalent quantity of stone or metal for damage purposes. If the Bolt hits magically-produced ice, the result depends on the passive resistance of the Adept who produced the ice. That Adept's magical resistance is modified by the difference between his Rank with the spell which created the ice and the bolt-thrower's Rank with Bolt of Fire. Successful resistance by the Adept who produced the ice causes the same Fatigue loss as the spell originally cost him, but the ice remains unharmed. If he is unaware his ice is being attacked, chooses not to resist, or fails his resistance check, the ice is completely melted. The Bolt of Fire is then dissipated, and does no further damage.

#### 3. Ball of Fire (S-3)

The blast is always circular, never square. At Rank 0, blast radius is reduced to 9 feet.

#### 4. Web of Fire (S-4)

Specific methods of extinguishing: counterspell, five gallons of water needed for each Rank the caster has with the Web, closing a door between caster and victim, and certain other magic spells. The Spell of Rain Calling works only if the Caller's Rank with that spell is 15 higher than the Web-caster's Rank; the number of Action Rounds required is  $20 + (\text{Rank with Web}) - (\text{Rank with Rain Calling})$ . A Ray of Cold may be used to cut the Web in much the same way as given for an edged (Type B) weapon. A Wall of Ice, Stone, or Iron created between the Web's caster and the ensnared victim will extinguish the Web of Fire, but the Web-caster may attempt passive resistance if the Web is cast with higher Rank than the Wall. Magic Resistance for this purpose is modified by the difference in Rank. If successful, such resistance crumbles/melts the Wall, preserves the Web, and costs the Adept the same Fatigue loss as the Web originally cost. \*\*

#### 6. Imploding Fireball (S-6)

Eliminate this spell altogether. There are two ways to eliminate a spell you don't want in your campaign: You can tell the players outright, but it's more fun to let them find out for themselves. Simply make sure they never meet anyone who knows it. If they start asking around they may be greeted with shrugs, gales of laughter, references to powerful Adepts of the appropriate College, false quests, or any number of other reactions commonly used to make a particular spell more difficult to acquire. They may be told that the spell they seek is a myth, that its secret was lost by the ancients, that the gods forbid knowledge of it, or that it was the product of a collaboration between a powerful Illusionist and a well-known Adept of

the College with which the spell is reputed to be associated. All of this can also be told of ordinary spells. The truth may eventually become known to the player-characters through Astrology, bound ghosts, true-spoken imps, devils or demons, perhaps even the gods themselves.

#### 8. Demonic Firebolt (S-8)

Incorporate the same changes as given for Bolt of Fire (S-2). In addition, if the backfire minimum is exceeded, note the amount by which it is exceeded and add this to the usual roll on the Backfire Table (Rule 30.1). If the adjusted roll now exceeds 100%, refer to the Supplemental Backfire Table (42.8, see below). \*\*

#### 9. Hellfire (S-9)

Incorporate the same changes as given in this article for the previous spell, and concerning the Supplemental Backfire Table. \*\*

#### 10. Dragon Flames (S-10)

Another spell to eliminate.

#### 11. Web of Dragon Flames (S-11)

Fans out to half its length at its maximum range. All within that area must resist or become ensnared. One cut will sever it, as provided for the Web of Fire Spell (S-4), but if the weapon used is non-magical there is a 10% chance it will disintegrate as it absorbs the full force of the spell. Unsuccessful cutting attempts do not affect a weapon. Only a counterspell will extinguish it.

#### 12. Storm of Fire (S-12)

Incorporate the same changes as given in this article for the Ball of Fire (S-3).

### Earth Magics

#### [43.6] Special Knowledge Spells

##### 1. Earth Hammer (S-1)

If this spell does any damage to either Fatigue or Endurance which exceeds one-sixth of the victim's Endurance, he is stunned (Rule 17.6). If the die roll is 5-15% of the Base Chance to cast, do not double the effect of the spell; apply the damage directly to the victim's Endurance. If the die roll is 5% of the Base Chance to cast or less, do not triple the effect; roll on the Grievous Injury Table, treating the Earth Hammer as a Type C weapon.

##### 16. Smoking Magma (S-16)

Disregard the given result of one-half damage after a successful resistance check. Instead, anyone attempting passive resistance does so either by vaulting free, or standing flatfooted to marshal resistance. Anyone taking the "vaulting" option requires a ready, non-missile weapon, weighing at least as much as a scimitar (or object of equal size and weight such as a pole); the weapon will be destroyed by the very hot magma. Anyone taking the "flatfooted" option does take the one-half damage and loses three Agility points. Agility recovers at one point per day; it cannot be reduced below one by this spell. \*\*

##### 17. Diamond Javelins (S-17)

Any time a diamond-tipped javelin does damage to the Endurance of anyone in chainmail or scale armor, the armor is considered slit; plate or lamellar armor is considered cracked. Repair costs one-fifth the value of the armor. Damaged armor is not reduced in effectiveness, but it will chafe if worn for long periods. Subtract

one Endurance per day from any character who wears such damaged armor longer than one hour.

### Celestial Magics

#### [44.4] General Knowledge Spells

5. Wall of Starlight (G-5)\*\*

6. Wall of Darkness (G-6)\*\*

#### [46.6] Special Knowledge Spells

3. Starfire (S-3)

Increase damage listed to D-3(+Rank); Wounds from this spell never become infected. It may be cast at existing wounds to prevent them from becoming infected, but does damage of its own; each wound must be treated separately. For this purpose, the Adept may decrease the damage roll by up to one-fifth of his Willpower, although damage will never be less than D-5.

6. Web of Starlight (S-6)\*\*

7. Web of Blackness (S-7)\*\*

10. Black Fire (S-10)

The Adept may increase the width of the column of flames by one foot per Rank, or may increase the Range by 15 per Rank. Creatures of night and shadow need not roll on the Fright Table. This spell may be used as if it were an edged weapon to cut any Web Spell (except Web of Blackness). Required damage must be done in a single cast.

### Necromantic Conjurations

#### [45.4] General Knowledge Spells

4. Fire and Brimstone (G-4)

In addition to regular chance for infection, make the additional check for "inflammation" due to the noxious nature of this blast. Base Chance for inflammation is as infection +20. Inflammation can be avoided by washing the wound with water purified by magic or by an Alchemist.

9. Ram of Force (G-9)\*\*

#### [45.6] Special Knowledge Spells

1. Causing Wounds (S-1)

In addition to effects listed, if the victim of this spell inflicted any wounds on any other person between the time this spell was prepared and cast, he automatically incurs an identical wound himself.\*\*

2. Wall of Force (S-2)\*\*

11. Hellfire (S-11)

Identical to Hellfire (S-9) from College of Fire Magics.

## Black Magics

### [46.6] Special Knowledge Spells

#### 17. Fire and Brimstone (S-17)

Identical to Fire and Brimstone (G-4) from College of Necromantic Conjurations.

#### 19. Hellfire (S-19)

Identical to Hellfire (8-9) from College of Fire Magics.

\*\*Important note on the use of counterspells to extinguish, dissipate or otherwise cancel a spell which is already in effect: Only Namers may do this and they must use the Ritual of Dissipation [39.5], which takes at least one hour. Accidental summonings (as with Hellfire or Demonic Flame backfire) may not be returned to their dimension by a simple counterspell by their "summoner"; a Namer's Ritual of Dissipation is required. Any damage spell not mentioned in this article will operate as provided in the DragonQuest rules.

### For Those Who Haven't Tried DQ

Role-players considering DragonQuest should understand that the spells listed here are not a representative sample. They are, rather, merely the tip of the magical iceberg. There are a few more which are used in combat, and still more used to prepare for combat, but the great majority are mainly for adventure situations.

I don't want to scare anyone away from this fascinating system by making him think that such a plethora of spells will overwhelm the players. The "college" system allows the GM to keep the ambiance under control while limiting the quantity of material players have to absorb.

### [42.8] Supplemental Backfire Table

Die Roll	Demonic Fireball	Hellfire
101 to 115	D-6 Imps (Min: 1) D-5 Succubi (Min: 0) D-5 Incubi (Min: 0)	One Ghost with average characteristics for its race
116 to 125	D-6 Hellhounds (Min: 0) D-5 Imps (Min: 0) D-6 Devils (Min: 1)	One Night-Gaunt with minimum characteristics
126 to 130	Demonic Duke (1: Aim, 2: Bune, 3: Eligos, 4: Fucas, 5: Gremory, 6: Murmur, 7: Uvall, 8: Val efor, 9: Vapula, 10: Zepar)	D-7 Skeletons (Min: 1)
131 to 135	Demonic Prince (1-2: Ipos, 3-4: Orobas, 5-6: Seir, 7-8: Si tri, 9-10: Stolas)	D-4 Hellhounds (Min: 1)
136 to 140	Demonic President (1-6: Avnas, 7: Camio, 8: Labolas, 9: Malphius, 10: Voso)	D-5 Ghouls (Min: 1)
141 to 145	Demonic Earl (1-3: Botis, 4-5: Furfur, 6-7: Malthus, 8-10: Marax)	D-6 Night-Gaunts (Min: 1)

146 to 150	Demonic Marquis (1-2: Amon, 3: Andras, 4: Leraje, 5: Marchosias, 6: Naberi us, 7: Ori as, 8: Phenex, 9: Sami gi na, 10: Savnok)	D-3 Zombi es (Mi n: 1)
151 to 155	Demonic King (1: Asmoday, 2: Bael, 3: Pal am, 4-5: Bel eth, 6-7: Bel ial, 8: Purson, 9: Vine, 10: Zagan)	D-8 Barrow Wi ghts (Mi n: 1)
156-7 (Mi n: 1)	A Pair of Demonic Dukes	One Wi ght, D-4 Skel etons
158-9 (Mi n: 1)	A Pair of Demonic Princes	One Wi ght, D-3 Hel l hounds
160-1 (Mi n: 1)	A Pair of Demonic Presidents	One Wi ght, D-2 Ghoul s
162-3 (Mi n: 1)	A Pair of Demonic Earls	One Wi ght, D-3 Ni ght-Gaunts
164-5	A Pair of Demonic Marquis	One Wi ght, D Zombi es
166	Demonic House (One King and One Prince)	D-5 Efreeti (Mi n: 1)
167-8 (Mi n: 1)	A Pair of Demonic Kings	One Wi ght, D-5 Efreeti
169+	Demonic Court (One King, One Marquis, One Earl, One Prince, and One Duke; One President also arrives, but he does not join the attack, being content to watch and complain -- should this go badly for the demons -- that it was all the fault of his predecessor)	One Rank 20 Fire Elemental

Explanation : When an adjusted backfire die roll over 100 refers an Adept to this table, he must first find that roll in the left-hand column and then cross-reference it with the column corresponding to the spell which backfired. The result will determine what other-dimensional entities have been accidentally summoned to this plane. All accidentally "summoned" will be totally enraged at being summon-ed without ritual. They will arrive at a distance from the Adept roughly equal to their own TMR (or APA, if you are using the first edition). They will stand still, taking only pass, active resistance, and defensive actions during the first Action Round following their appearance -getting their bearings and locating the Adept responsible (whom they will instinctively know). The next Round, they will attack the Adept (first), his friends and allies (next), and anyone else (only after the rest have been dispatched). They have no "summoner" for the purpose of being dispelled by a counterspell. They will honor a circle of protection in the unlikely event someone had time to prepare one. Where a die roll is indicated (as in "D-3"), roll 1D10 and subtract the number indicated to determine the number which appears. The minimum number possible is indicated in parentheses. If the minimum number is rolled, all characteristics will be at their maximum value; for each additional entity appearing, subtract one from each characteristic maximum. Wights appearing with other entities will always control all who accompany them, so the attack will be more coordinated. Major demons' exact identities will be determined by die roll: For 126-155 on the Demonic Fire-ball column, roll 1D10 and find the demon's name in the parentheses; for 156 and up on that column, roll once for each entity and use the appropriate lists.