

DragonQuest 2nd vs. 3rd Edition

Rules Differences

Please e-mail snafaru@zimlab.com if you find more differences that are not listed here.

Courtesy of Brad Jones (rjones@us.oracle.com)

Editing and formatting by StreamMonk (stream.monk.naga@gmail.com).

Converting DQ 3rd Edition to 2nd Edition

Overview

There are relatively few differences between DragonQuest 2nd Edition and 3rd Edition. The blurb on the back cover about "*the thoroughly revised third edition*" was copied, almost verbatim, from the 2nd Edition, in fact. The differences can be divided into three groups: material that was cut, material that was added, and material modified.

Material that was Cut

Chapters 46 (The College of Black Magics) and 47 (The College of Greater Summonings) were removed, as was rule 43.7, the "Ritual of Binding Earth" and rule 54.3, the seduction ability of Courtesans. The most likely reason for the removals was political correctness, the removal of options considered evil or inappropriate.

Material that was Added

Chapters 46 to 51 (The College of Summonings, The College of Shapings, The College of Rune Magics, Notes on Magic, Creating New Colleges, and Guide to Herbal Lore) were added to the third edition. Chapter numbers for the third book differ by 4 between 2nd and 3rd edition because of this; Chapter 48 in 2nd edition corresponds to Chapter 52 in 3rd Edition.

Material That Was Changed

I assume that most changes were made to increase the expense of playing a non-human or to decrease the effectiveness of spellcasters, as those seem to be the primary effects. Some changes, however, appear to be meant as compensation for the decrease in spellcaster effectiveness, and some appear to just be typos. Some are clearly of the same type as the removed material; the material was altered to remove references to practices felt inappropriate, or to mark them as being for NPCs only.

Chapter numbers given are 3rd edition numbers.

Rule 6.3

The experience multiplier table was originally as follows:

<u>Race</u>	<u>Multiplier</u>
<i>Dwarf</i>	1.1
<i>Elf</i>	1.2
<i>Giant</i>	1.5
<i>Halfling</i>	1.1
<i>Human</i>	1.0
<i>Orc</i>	0.9
<i>Shape-Changer</i>	1.4

Rule 8.1

The money multiplier for Poor Trash was originally 1.

The money multiplier for Impoverished Gentlefolk was originally 2.

Rule 8.5

The SPs for a roll of 01 or 02 was originally 5.

Rule 34

The Colleges of Black Magic and Greater Summonings were considered part of "The Entities".

The new colleges were not listed in the 2nd edition.

Rule 36.4

Spell G-2

The Base Chance of the Spell of Telekinesis was 20%.

Rule 36.4

Spell G-9

Spell name was "Evil Eye Spell".

Rule 36.5

Spell Q-2

The Base Chance was 75% + 1/Rank; The Experience Multiple was 200. The time for consultation was 10 min. + 1 min./Rank. The line "The Ritual takes 10 hours." was added in 3rd Edition.

Rule 36.6

Spell S-4

The Base Chance of the Spell of Enchanting Weapons was 30%.

Rule 36.6

Spell S-5

The maximum duration was 15 min. + 15 min./Rank

Rule 36.6

Spell S-6

The Difficulty Factor for Ranks 1-5 was 3; for Ranks 6-10. it was 2; for Ranks 11-20, it was 1.5.

Rule 38.2

The adjustment for Willpower was +1/pt. WP above 15, -1/pt. WP below 15.

Rule 39.2

The effect of Generic True Names was +1/Rank for objects/non-sentients; The effect of Individual True Names was +5/Rank for sentient beings.

Rule 39.3

Talent T-1

The effect of distance was -1/5 ft. after the first 5.

The effect of Rank was +5/Rank.

Rule 39.4

References were to 12 Colleges and 24 Counterspells.

Rule 40.6

Spell S-17

Base Chance was 1%, and Experience Multiple was 500.

Rule 41.2

"In physical contact" modifier was +20.

Rule 41.4

Spell G-10

Base Chance was 35%.

Rule 42.2

Medium/light mist/fog/rain modifier was -5.

Heavy fog/rain modifier was -10.

30' of medium fire was +5.

Within medium fire was +10.

Rule 42.6

Spell S-8

Spell name was "Demonic Firebolt Spell".

Rule 42.6

Spell S-10

Base Chance was 25%.

Rule 42.6

Spell S-11

Base Chance was 2%.

Rule 42.6

Spell S-12

Base Chance was 2%; Experience Multiple was 425

Rule 42.6

Spell S-13

Base Chance was 1% Experience Multiple was 550

Rule 42.6

Spell S-14

Base Chance was 2%; Experience Multiple was 500

Rule 42.6

Spell S-15

Base Chance was 15%; Experience Multiple was 200

Rule 42.6

Spell S-16

Base Chance was 25%; Experience Multiple was 225

Rule 43

The line "However, he may never participate in rituals of this College which involve human sacrifice." was replaced by "Player character Earth Magic practitioners are assumed to be of this College." Druidic Earth Magic was renamed Primitive Earth Magic.

Rule 43.2

Modifier for "Place of power" was +20.

Rule 43.3

Talent T-1

Modifier for every 10 feet was -1; modifier for each rank was +5.

Rule 43.6

Spell S-2

Base Chance was 25%; Experience Multiple was 150.

Rule 43.6

Spell S-10

Base Chance was 25%/20%.

Rule 43.6

Spell S-11

Base Chance was 1%.

Rule 43.7

Removed in 3rd Edition.

Rule 44.2

All modifiers were half of the value given in the 3rd Edition. In addition, there was one more modifier for Shadow Weavers: "It is twilight: -10".

Rule 44.6

Spell S-4

Base Chance was 10%, Experience Multiple was 200.

Rule 44.6

Spell S-8

Base Chance was 1%, Experience Multiple was 500.

Rule 44.6

Spell S-9

Experience Multiple was 450.

Rule 44.6

Spell S-11

Base Chance was 1%.

Rule 44.6

Spell S-12

Experience Multiple was 500, Base Chance was 1%.

Rule 44.6

Spell S-13

Base Chance was 20%.

Rule 44.8

Fright Table

On a 96-100, replace with: "Target's hair turns white as he becomes totally catatonic (as if stunned). Add 15 to subsequent rolls on the Fright Table this day."

Rule 45

The 2nd edition did not have the note about being opponents to the player characters.

Rule 45.2

Bonus for midnight on a High Holiday was +30.

Rule 45.4

Spell G-1

Duration was 15 minutes + 15 additional/Rank.

Rule 45.4

Spell G-9

Duration was "Until task is completed". Effects were: "Creates a 15'x15'x15' "column of force" that will follow the Adept's command to execute one specific task ("smash through that locked door", for example) and then will dissipate. Will do [D-5] damage per 10 second exposure to flesh which cannot be pushed out of the way due to a wall or other unyielding surface. It will slowly push metal aside, but will be halted by stone."

Rule 45.5

Ritual Q-1

Ritual took 2 hours.

Rule 45.6

Spell S-4

Base Chance was 20%.

Rule 45.6

Spell S-8

The chance of successfully Striking the target was reduced by 1 (+1 per Rank).

Rule 45.6

Spell S-9

Increase in Strike chance was (+1 per Rank).

Rule 45.6

Spell S-10

Base chance was 5%.

Rule 45.6

Spell S-11

Base chance was 1%.

Rule 45.6

Spell S-12

Increases in Physical Strength were for the remainder of the Pulse.

Rule 45.6

Spell S-14

Base chance was 5%.

Rule 45.7

Ritual R-3

Extensive changes; ritual involved a ritual murder, which was where the wraith/wight came from, among other changes.

Note: From chapter 52 on, chapter numbers between 2E and 3E will be different by 4. 3E chapter numbers are given here.

Changes in chapter numbers for references are not noted here.

Rule 54.1

Chance was Perception plus (8 x Rank).

Rule 55.2

Chance of Grievous attacking through a front hexside was +1% for every three ranks (round down).

Rule 58

The skill was referred to as Courtesan, with a Courtier listed as a male courtesan.

Rule 58.3

The following was at the end of this paragraph: "A courtesan should keep in mind that it helps to provide services at a discount or for free and bribe the right people to ensure freedom of action.

Rule 58.5

This was rule 54.4 in 2E, with 3E rules 58.3 and 58.4 as 54.5 and 54.6. Female courtesans received $25 + [(Rank + 1) \text{ squared}]$ Silver Pennies for a night's employment, with a comment: "The distaff side will do better at this profession in a male-dominated society. The pay rates are reversed in a matriarchy."

Removed Rule, Rule 58

2E Rule 54.3 was an additional ability of Courtesan: seduction. Base chance is Physical beauty + 10 x rank.

Rule 59.5

The explanation at the end of the first paragraph (starting "that is...") was added.

Rule 62.1

The number of troops that could be led was $(15 + [Rank \text{ Squared}] + [4 \times Willpower])$. There was no specific number listed for Rank 0. The size of a personal guard was $\{Willpower \times Rank\}$.

Rule 62.2

The following was removed from the first paragraph: "The military scientist may not attempt to rally a being who has fled for over $30 + [5 \times Military \text{ Scientist's Rank}]$ seconds." The success percentage was $(\{Willpower\} + [10 \times Rank] - [Number \text{ of Beings}])\%$.

Rule 62.3

Military Scientists were unsure of enemy tactics if their roll was greater than the success percentage but less than the success percentage plus $(2 \times Rank)$.

Rule 62.4

The last line of this rule ("At Rank 8"...) was added in the 3rd Edition.

Rule 62.6

The military scientist needed to pass every second round, not the first of every two rounds.

Rule 63.3

The success percentage was $([2 \times Perception] + [8 \times Rank])\%$.

Rule 64.5

The foraging was automatically successful, required application for $(Rank - 12)$ minutes, and cured as well as a healer of his Ranger rank.

Rule 66.5

Base success percentage was $(12 \times \text{Rank})\%$.

Rules 70-80

I didn't look into these extensively.

Rule 87.2

The ** footnote on the table was added in the 3rd Edition.

Rule 88.2

Experience Multiple was 250.

Rank to place a Full Geas was 50.

Rule 88.4

An additional affliction was present between #2 and #3: "Target suffers from virulent disease (a favorite is open running sores)." Items 3-5 were moved down one each. The last sentence about Dooms was added in the 3rd Edition.

Rule 90.2

The last sentence ("For languages...") was added in the 3rd Edition.