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The DQ Newsletter is for discussions of the DragonQuest role-playing game. The key addresses you need to know are:

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The DragonQuest Newsletter website is at:

<http://www.ntsource.com/~psproefrock/dqn.html>

[if you are typing it, note that the server `_IS_` case-sensitive!]

This site will be updated soon. It will contain the most recent issue of the newsletter as well as links to (ftp) archives and other DragonQuest related sites. I'm still working on this, but recently the DQN-list has been the priority.

The DragonQuest Newsletter listserv information can be found at:

<http://www.egroups.com/list/dqn-list/>

EDITORIAL:

Expanding the Newsletter

About a week ago, I discovered several websites offering free email list services. I have only made a brief exploration of the workings of these services so far, but I am intrigued and excited by what I have seen so far. I can only ask why didn't someone tell me about this sooner!?

In light of this, the DragonQuest Newsletter is expanding in a couple of ways. First, and most importantly, I am adding a listserv to the Newsletter service. Adding. This will be in addition to the current DragonQuest Newsletter. ** The Newsletter is NOT going to change its present format and form of distribution.** But having a listserv will allow discussions about recent articles, as well as other DQ related information to go back and forth at a faster pace than the once-a-month (at best) digest format presently allows. I presently have set up the DQN-list to require all postings be approved, just to make sure that we don't get a lot of off-topic postings or other

problems. Articles, letters to the editor, and other items with real content will still be reserved for the Newsletter (this publication), but other discussion and new topic threads will be regularly posted in the DQN-list.

I will be sending out an invitation by email to all Newsletter subscribers to subscribe to the DQN-list as well. There is no charge for this service. Like the DQ Newsletter, the DQN-list will be freely distributed. You will not be automatically added to the DQN-list (though eventually I think the two subscriber lists will be one, this is still experimental). You can also subscribe by visiting the DQN-list website at:

<http://www.egroups.com/list/dqn-list/>

or by sending email to:

dqn-list-subscribe@egroups.com

Please let me know what you think of the new DQN-list, and let me know of any problems that arise. It will be a process of trial and error (and hopefully not too much error) to get it working well. I don't know too much more about it than you do at this point, but I believe that it can be a useful addition to the DragonQuest

community. I suggest that you keep a copy of any postings for a while, at least until you are sure it has been successfully posted.

I would also like to solicit a couple of you to act as quasi-official archivists for the DQN-list. Another one of the free list sites I was exploring seems to have gone offline already. I believe that eGroups isn't going to go away, but it would be good to have backups just in case.

And let me repeat one more to be perfectly clear: The existing DragonQuest Newsletter is NOT being stopped. It is being supplemented with the new DQN-list. And both the existing DragonQuest Newsletter and the new DQN-list will continue to be free services.

Rodger Thorm
DQN Editor

LETTERS

Please don't stop the newsletter format and go to a listserv. I can't get at them!

David Mason
<MasonD@ames.vic.edu.au>

[I think that regardless of any other changes that take place with the Newsletter, we will always keep the 'bare-bones' email version. Particularly, a listserv should supplement, but not replace, the existing Newsletter format. The DragonQuest community is so small that we need to keep everyone we can reach connected in some way, and while there are new technologies to experiment with and to utilize, I think that staying accessible to as broad a community as we can is a good thing. -- Rodger Thorm, Editor]

Subject: DQ Help please

I hope you don't mind me emailing you.

I chose your name at random from the DQ member list, and hope you can answer some questions for me regarding DQ, or point me in the right direction.

A quick bit of history. I have been role playing since 1977, and am lucky enough to have DQ 1st and 2nd ed in my collection. However I have never played it. After reading it I see the most similar game I have played is Runequest.

However my group want a break from our usual gaming, and want to move to a fantasy system, and from all of them DQ has been chosen.

So what are my questions ?

They are concerning character creation.

1/ I have read some stories on the internet, it mentions Runesticks. What are they and where can I find them in the rules.

2/ How does a player become a mage, I can see Healer, Assassin, spy, etc but no mage.

3/ A spell begins at a certain level, say 45%, how does this get better ?

4/ Same for weapons, where do i find the increase for each level ?

5/ Any help for a new DQ player ?

Thanks for your indulgence,

Chris Short
<chris@zace.demon.co.uk>
Preston, England.

[I replied to Chris with a couple of brief answers and rules references,

plus a couple of websites and a suggestion to check out WebRPG. But I also said that I would post the letter here and see if I could draw upon the readership for some further help and guidance. Replies can be either to the Newsletter or directly to Chris. -- Rodger Thorm, Editor]

Re: Aging Rules

I would suggest a couple of adjustments to Ted McKelvey's Aging rules from the last issue (v5n02). Where Ted suggests a potential loss of 2 points for PS, AG and MD at age 45, I would suggest either

DragonQuest URLs:

DragonQuest Online

<http://home.att.net/~aescylus/dq/dragonquest.html>

DragonQuest Resources & Links

<http://www.comnet.ca/~jkahane/dq/dq-links.html>

DragonQuest Archive

<ftp://ftp.netcom.com/pub/dr/drache>

DragonQuest Newsletter Page

<http://www.ntsourc.com/~psproefrock/dqn.html>

DragonQuest Home Companion (and other files)

<http://www.hoboes.com/pub/Role-Playing/Fantasy/DragonQuest/>

Shannon Appel's RPG Archives (DQ Index)

<ftp://ftp.csua.berkeley.edu/pub/rpg-index/dragonquest>

Swordworld

<http://www.compendium.org/swordworld/>

Todd Schreiber's DQ Pages

<http://www.PlatinumCrown.com/DQ/>

The DragonQuest Homelands

<http://www.spaceports.com/~dqhome/>

DragonQuest Page

<http://home.earthlink.net/%7Emjoverton/Dragon.html>

The Unofficial DQ Homepage

http://www.geocities.com/Area51/Hollow/3362/DRAGON_QUEST/DQ.html

DragonQuest Fan Page by Snafaru

<http://www.iosphere.net/~eric/dq>

DragonQuest WWW Pages

<http://www.geocities.com/TimesSquare/Portal/7471/DQ/>

Steve's DragonQuest Page

<http://user.icx.net/~ssclark/dq.htm>

Atlantis' DQ Pages

<http://www.phoenix.org/atlantis/DQfiles/DQMain.shtml>

TW's DragonQuest Page

<http://web.dbtech.net/~tware/twdq.htm>

Discussion Group Sites

WebRPG DragonQuest Town Hall

<http://townhall.webrpg.com/index.phtml?groupid=59>

DragonQuest Discussion Group

<http://assembly.nerdworld.com/assembly.asp?assemblyid=3731>

allowing the player two rolls (where a character would need to miss 2 rolls to lose 2 points, or would lose 1 point if only one of the rolls was missed) or else making one of those rolls at age 45 and the other at age 50.

Rodger Thorm
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THE DRAGONQUEST PLAYERS ASSOCIATION UPDATE

— John Rauchert
<john.rauchert@sait.ab.ca>

The Mission of the DragonQuest Players Association (DQPA) is to actively promote the playing of the DragonQuest Roleplaying Game. This simple statement masks a huge amount of activity that needs to take place around it.

As a past, sometime contributor to the DragonQuest Newsletter, I am always struck by the sense of wonder that a RPG that has been largely out of print since the early 80's could survive and thrive on the Internet, through the work of individuals that truly love this game.

The idea of DQPA began as a chance posting to the DragonQuest Forum at WebRPG (<http://townhall.webrpg.com/index.phtml?groupid=59>). I had noticed that many of us were undertaking projects in isolation, sometimes repeating work already done. So I commented that we should form an Association. However, I blame Ax'l Adams (AKA John Carcutt) for the original inspiration for DQPA.

The most commonly asked question I get is "what are the benefits of joining DQPA"? Right now, it is more of a case of "ask not what your association can do for you; ask what you can do for your association". Still, if I was going to answer this question, I would have to say that the main benefit you derive from the

DQPA is helping ensure that the players of DragonQuest around the world are able to play this game for many years to come.

It is NOT the intention of DQPA to replace the good work of individuals taking place right now. I personally wouldn't want to take over the running of DQN! What DQPA brings to the table is an international group of members that are willing to help with these good efforts and the ability to promote the results to a worldwide audience through our web site. As well, acting as a single voice the players of DragonQuest will now be able to lobby in a collective manner for DQ.

As of this article our membership is 62 members from over 7 countries around the world. I am particularly surprised and happy to see the response that we have gotten from non-English speaking countries, such as Argentina, Italy, and Sweden.

Some of the activities that the Association is pursuing are: setting up a web site to act as a central point for people to come to find out about DragonQuest Activity on the Internet; developing a promotion strategy for the DQPA and DQ in general; and finalizing the Association structure and operation.

We have just registered a domain name dragonquest.org, but currently our web site is hosted by John Carcutt at <http://www.carcutt.com/dqpa> where you can read our draft charter and sign up for membership.

Membership is FREE. All expenses of the Association have currently been covered through member donations. So there is really no reason not to sign up!

— John F. Rauchert
Acting President
DragonQuest Players Association

SIMPLE SWIMMING SKILL

— Ransig Thornquell

[This article was posted to the WebRPG site in early January. It isn't complicated, and may suffice for some GMs needs. I know there are other versions of swimming skill (including one of the Dragon Magazine articles). -- Editor]

I don't recall having seen a 'swimming' skill etc.. per se on anything that I have run across, so I made my own. I feel somewhat qualified to do this as I was a lifeguard, lifeguard trainer, swimming instructor, competitive swimmer, scuba diver, and coach (High school and USS including coaching an olympic caliber swimmer) (she took a gold in the last good-will games in the ladies triathlon!) Anyway...

Rank 0 300 exp
can float front and back

Rank 1 200 exp
can kick (flutter... as in front crawl)on front and back

Rank 2 400 exp (beginner level)
can do 2 basic strokes (there are 10, plus modifieds)

Rank 3 600 exp
can tread water for 15 seconds and gains one additional stroke

Rank 4 800 exp (Intermediate level)
can tread water for 30 seconds or for 15 slightly encumbered, and learns one more stroke

Rank 5 1000 exp
learns two more strokes and treads water for 60 seconds (30 slightly encumbered)

Rank 6 1200 exp (advanced level)
knows two more strokes and BASIC life saving techniques i.e. how to assist someone WITHOUT entering the water.

Rank 7 1400 exp
knows all strokes plus modifieds can tread water for 20 min 2-3 encumbered

Rank 8 1700 exp. (lifeguard level)
knows in-water rescues, can swim for hours with out much rest (i.e. survival strokes) tread water for 60 min, 30 slightly encumbered

Rank 9 2000 exp. (competitive swimmer level)
efficiently swims long and short distances, can swim comfortably in moderate currents.

Rank 10 2400 exp. (olympic level)
could outrun 'jaws'

Swimming

Rank	0	1	2	3	4	5	6	7
8	9	10						
EXP	300	200	400	600	800	1000		
	1200	1400	1700	2000	2400			

— Ransig Thornquell

ARMS AND ARMOUR OF QUALITY — Jason Winter
<Alarian@uswest.net>

These are my rules for creating weapons and Armour of Quality. All such weapons made are almost always custom made for the Character in question. This is especially true for Armour which would have to be made to custom fit the character. The yes/no in the columns indicates of such a version of the weapon in question can be made (i.e. a superior concussion weapon (such as a mace) cannot be made, while a superior Estoc can). OB stands for Offensive Bonus (+x to a persons strike chance) Weapons tend to give bonus's to offense, and Armour reduces the AG modifiers and offers additional protection.

Not all weapons and armour are created equal. Some craftsmen are capable of creating exceptionally fine quality weapons and armour...for a

price. The following tables indicate the types of weapons and armour that qualify for exceptional benefits. Such weapons and armour, however, are rarely available "off the shelf." It will be up to the character to seek out a craftsman capable of producing such high quality work and commission him to make a weapon or suit of armour.

The weights for armour for demi-humans should be adjusted as follows:

Halflings x 0.6

Dwarves x 0.75
Gnomes x 0.75
Elves x 0.75
Half Elves x 0.85 (ignore if half elf is human-sized)

Normal shields, when used by halflings, gnomes or dwarves, offer defense bonuses at one shield class better (i.e. a large round shield offers the defense bonus of a kite shield while a buckler offers the defense bonus of a small round shield, etc.).

— Jason Winter
<Alarian@uswest.net>

TABLES FOR ARMS AND ARMOUR OF QUALITY

Weapon Type	Lightness (Cost x3) (% nml wt)	Excellent (Cost x5) (+5% OB)	Superior (Cost x20) (+10% OB)
Blade Weapons	80%	yes	yes
1H Concussion Weapons (less clubs, cudgels, and blackjacks)	80%	yes	no
Flail/Battleaxe	80%	yes	yes
Mattock	80%	yes	yes
Polearm	80%	yes	no
Arrows	80%	yes	no
Quarrels	80%	yes	no
Thrown Weapons	70%	yes	yes
Bows	70%	yes	yes
Crossbows	70%	yes	no

Armour Suits	Lightness (Cost x3)	Excellent (Cost x8)	Superior (Cost x15)
Soft Leather	60%	yes	yes
Rigid Leather	60%	yes	yes
Chain	60%	yes	yes
Plate	50%	yes	yes

Quality	AG MOD	Protection
Lightness	-1	NONE
Excellent	-1	+1
Superior	-2	+2
Lt & Sup	-3	+2

Shields & Armour	Lightness (Cost x5)	Excellent (Cost x5)	Superior (Cost x8)
Shields	70%, -1 MD mod	+1%/2 RK	+1%/RK
Leather Helms	No	-3% PC	-5% PC
Metal Helms	75%	-8% PC	-15% PC
Leather Gauntlets	**	NA	+1 AG

** Excellent quality leather gauntlets are also 75% light. Superior quality leather gauntlets are also 50% light.

- NOTES:
- 1) All cost multipliers are cumulative.
 - 2) Production time = base time x ((cost mult/10)+1)
 - 3) Excellent quality items save at +1.
 - 4) Superior quality items save at +2.