

# DragonQuest Newsletter

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

Rodger Thorm (Editor, Article Submissions, Etc.)  
dqn@ntsource.com

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The DragonQuest Newsletter website is at:

<http://www.ntsourc.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/group/dqn-list/info.html>

## EDITORIAL: Further Changes

I have done a little experimenting, and there is now an Adobe Acrobat version of the Newsletter (v5n02 & v5n03) available from the DQN website. It is little more than just pasted into a cleaner format and saved as a .pdf file, but it is a first step. This will not be replacing the current version of the Newsletter, but if I can manage it, I will try to have both regular email and modified .pdf versions of the Newsletter available in the future. Any feedback about the alternate format is appreciated.

Secondly, we are considering migrating the DragonQuest Newsletter to eGroups for distribution. This is the same free service that is now hosting the amazingly busy DQN-list. The Newsletter would stay formatted as it presently is, and would still be distributed by email. But rather than requiring me (your humble editor) to manually add subscribers and maintain the list, much of that could be automated. [IMPORTANT: If you have an opinion about this change, please be sure to respond to this issue's survey. We

don't intend to cut anyone out, but if there are no serious objections, we will make this change in the next couple of months.]

The DragonQuest URLs section is also going to be changing in forthcoming issues. It will no longer be just a list of URLs (there are many web pages doing this equally well, if not better). The DQPA already has a very thorough DQ links page, and the DQN page will (hopefully) be mirroring that site soon. In its place, there will be information and announcements about new DQ web pages and updates to existing pages. (See this month's DragonQuest URLs section for further information.)

Rodger Thorm  
DQN Editor

### Editors Note:

In last month's feedback there was a question about the Experience Multiple for Centaur Player Characters (from the article in DQN v5n02). The Experience Multiple for Centaur PCs is 1.4.

## \_L\_E\_T\_T\_E\_R\_S\_

Glad to see the newsletter is back in action. I have a column suggestion/request. It would be nice to hear about problems people have come across in running campaigns and how they solved them. Like the AD&D 'Monty Hall' problems (yeah I know that's reaching way back), the lack of rules for creating magic items (other than invested items) prior to the release of Arcane Wisdom, or long-term problems of character development.

For example, we used to occasionally create characters for use on a single adventure, and it could be a problem to get all the characters to become a "group" (sometimes it was even hard to find plausible motivations to get the long-term characters to go on an adventure although all the PC's were theoretically friends). I'd be curious to hear people's stories about they handled difficulties like these.

I thought the aging column kind of got at this. It's an interesting idea, and a number of RPGs have aging built in (Traveller comes to mind). A couple of comments about the aging:

First, I would not apply the reduction to perception, or at least I'd somehow modify the rolls. Although eyesight and hearing do fail, perception is also about knowledge and experience. If you don't know what you're looking at, the fact that you can see it doesn't really matter. Second, this does give another benefit to some of the non-human races with no concomitant hardship (elves in particular would never seem to have to make the rolls). Third, why exempt MA? people suffer from dementia, adult onset schizophrenia, and other disorders that effect cognitive ability (like plain old senility and memory loss-obviously these effect perception too). It seems likely that something could also effect a person's innate ability to process mana.

If you did age, would the loss then lower the maximum number for the stat for you (eg, if a human PC lost a point of strength, they could not raise their strength above 24 through experience after that)? Without that restriction, aging seems to be a pointless hoop; you would just have to buy back the loss. If MA is affected, could a drop knock a person out of their college by reducing their MA below the minimum required? Would they regain all their skills simply by buying the point back?

Personally, I've always recommended against applying aging rolls to PCs. Often, the point of playing is to generate "epic" heroes and adventures; real world rules don't have to apply here. After years on the road and serious physical hardship, Ulysses was still able to string his bow and shoot it.

Craig Cowie  
<ccowie@mail.well.com>

[The DQN-list may be a better place for this kind of discussion than the Newsletter. Maybe we

can post a topic for discussion in the Newsletter and then have followup discussion in the DQN-list. I'll suggest that this month's topic of discussion be 'Introducing New Characters.' How have you had to deal with this kind of situation in your campaigns? Post your replies to dqn-list@egroups.com — Rodger Thorm, Editor]

### **SOME SIMPLE ADVENTURING SKILLS**

— Dennis Nordling  
<nordlings@earthlink.net>

[This article was posted on the DQN-list earlier in April. — Editor]

Our group has been playing DQ for a VERY long time. We found that too much complexity in a rule can hinder play. What we do for additional skills we find a need to include in DQ, is boil it down to what it does and leave the details to the GM to supply for the moment.

Swimming (do you get in trouble?)  
(2AG) + (EN+FT)/2 + (5xRk) + (2xRanger Rank) + (2xNavigator Rank)  
EP cost: 500xRank (similar to Stealth)

#### **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 \(DQ Index\)](http://www.hoboes.com/pub/Role-Playing/Fantasy/DragonQuest/Shannon%20Appel's%20RPG%20Archives%20(DQ%20Index))  
<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](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>

Running (how fast can you run?)  
Running Rate = TMR x (1+Rk/4)  
All characters begin with the skill of Running at Rank 6. This still leaves the basic the Run-Rate as 2-1/2 x TMR. At Rank 10 this would produce a Run-Rate of 3-1/2 x TMR.  
EP cost: 500xRank (similar to Stealth)

Boating (what is the chance of getting out of trouble in a small boat?)

$(AG+PS)/2 + (8xRank) + (2xNavigator Rank)$

EP cost: 125xRank (similar to Horsemanship)

Wagon Driver (what is the chance of getting out of trouble with a wagon?)

$(MD+PS)/2 + (8xRank) + (2xBeast Master Rank) + (2xHorsemanship Rank)$

- (4 x number in team)

EP cost: 125xRank (similar to Horsemanship)

We have added many skills in our version of DQ. most of them we haven't even found the need to document in any great detail. What this requires is great faith in the GM who is running your game.

— Dennis Nordling

## CREATURES: SWAMP REAPER & RAKASTA

— Papyrus < anslpar@aol.com >

### The Swamp Reaper

Name: Swamp Reaper

Natural Habitat: Swamp, Marsh

Frequency: Very Rare

Number: 1-3 (1)

Description: 12' tall, carapace armored behemoth. Its neckless head is crowned by a pair of rams horns. Clothing is limited to trophies and interesting items from past victims. The left hand has evolved to resemble a small, bare tree or fallen

limb. Their carapace is flexible and sinew-like giving the appearance of gnarled tree roots. With its nostrils located at the front of a protruding ridge above its eyes, it can breath submerged.

Talents, Skills, and Magic: No magical abilities, skills or talents. Can use crude weapons of up to giant size but will not attain any rank in their use.

Movement Rates: Running: 400-500

PS: 18-36 MD: 4-22 AG: 3-21

MA: 5-8

EN: 30-40 FT: 18-24 WP: 4-22

PC: 20-25

PB: 0 TMR: 10-12 NA: Hide

absorbs 5 DP

Weapons: The creatures' usual tactic is to lay hidden beneath the swamp's muddy surface with only its left claw exposed. The claw is used like a trap (+3 damage modifier) to capture passing victims, humanoids are their favorite. The victims are then drowned, eaten alive (+4 damage modifier/bite) or bashed against a hard surface while still in the grip of the claw (+3 damage modifier/bash). If pressed into combat these creatures will employ crude weapons, a claw attack and/or attempt to ram large victims with its horns (+8 damage modifier). Comments: "Mating" occurs yearly. Reapers are asexual and mate by injecting dormant an egg into a live, humanoid victim via a small the victim will not appear harmed until the next time they view a swamp or marsh. At this point they will insist on settling in there, and will fall seriously ill within 4 months. After 1 week of illness they will die and their body will then be absorbed by the growing reaper within them. A variant race exist in cold, snowy wastes. These grey, woolly, Arctic Reapers are hairy copies of their swamp dwelling cousins. They use large snow drifts to conceal themselves from their prey.

### Rakasta

Name: RAKASTA (CAT-MEN) (You could use the name Balam, from folklore, and avoid any TSR copy-rights)

Natural Habitat: Desert

Frequency: very rare

Number: 3-30 + 1-8 sabre-tooths

Description: Nomadic, cat-like humanoids. They walk erect, much like humans, but are covered with soft, tawny fur and have feline heads and features.

Talents, Skills, and Magic: Ranger, Thief, Beastmaster

Movement Rates: 200 running

PS: 22-25 MD: 24-30 AG: 24-30

MA: None

EN: 19-30 FT: 24-33 WP: 6-25 PC: 18-25

PB: 7-10 TMR: 8 NA: Fur absorbs 2 DP.

Weapons: The rakasta fight with special metal "war claws" fitted over their natural claws. Can claw/claw/bite up to rank 7, doing-5/-5/-5 for damage with "war claws" or -3/-3/-5 without. Can use any weapons but disdain them in favor of "war claws".

Comments: The rakasta often tame sabre-tooth tigers that they then ride to the hunt or in battle. The sabre-tooth tigers are controlled by knee pressure and heavy riding crops and are fitted with special saddles that do not hinder the fighting abilities of the sabre-tooth tigers. These saddles also allow the rakasta to leap off their mounts (up to 20') and attack the same round. The "tame" sabre-tooths are too ferocious to be ridden by any non-rakasta. Rakasta settlements are made up of many colorful tents or pavilions. As treasure they will have rugs and tapestries of fine workmanship, crafted bowls and drinking cups, and other bulky items of value instead of gems, jewels or coin.

Reference: Quoted from D&D module X1, "The Isle of Dread", page 30.

Variant race: Tabaxi, jungle cat with jaguar (or tiger) markings. Smaller communities (prides) with more emphasis on hunting and little on trade. (Ref: AD&D2 for jaguar version, AD&D1 Fiend Folio for tiger version.)

— Papyrus <anslpar@aol.com>

## HERALD

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

Heralds are the professional distributors of information in a land. It is their job to know what is happening in formal environments such as courts.

To pass second level a herald must have at least rank 6 in reading in the main language in the area. (For Heralds whose field of knowledge crosses language borders, the GM may require a level of literacy in other languages as well).

Heralds will remember the name, face, title and crest/device/flag (Symbol) of any person formally introduced to them for 6 months. After more than 6 months without meeting the person again the herald must roll  $\text{Perception} * 2 + (12 * \text{Rank}) - (\text{weeks more than 6 months})\%$  to remember. Bonuses may be added if the person was important to the herald (No herald ever forgot the name of their king).

Heralds may recognise an unknown symbol. Success on a roll of  $\text{Level} + 1$  on d10 modified as below means the name and reputation of the symbol are known.

Status of area of origin Modifier  
local area +4  
known neighbour +2  
unknown neighbour +1  
known, non neighbour -1  
unknown, non neighbour -5  
historical -10

Personnel modifiers  
famous +4  
well traveled +2

current news +2

A herald begins with knowledge of the protocols and etiquette, names and reputations of their local area. Each time they go up by a rank they should select one from the following.

1. Name/Symbol/Titles - Who seems to have power
2. Protocol/Etiquette - Relationships with other areas and general manners
3. Reputations - Personalities, Background, some skills
4. Power structure - Politics and real power
5. Secrets - Each selection gives d10/2 secrets about people in chosen field.

Multiple selections increase the size of the area covered

1. Local area (single court)
2. Immediate neighbours, regular contacts
3. Regular contacts of neighbours
4. Large area and several levels of power
5. Greater domain (e.g. empire, kingdom, etc.)
6. Known world

Reputations in an area requires the names for that area. Protocol/Etiquette is required before the power structure can be understood. Must know all others before secrets can be learned.

EG. a 7th level Herald may have taken one of each type of knowledge for their home area (2 picks after starting knowledge is counted) expanded their knowledge of names out to the contacts of the neighbours (2 picks), know reputations in neighbouring courts (1 pick) and have learned the names and protocol of a distant court (2 picks).

This same herald could know names throughout the known world (5 picks) and know the protocols among their neighbours contacts.

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

## v5n03 SURVEY RESULTS

There were even fewer responses to this survey than to the last issue's survey. Please take a moment to fill out this month's survey to let the contributors and editors know how useful and interesting you find the materials we are producing for you.

Article:	Rating (1-5 scale):
DQPA Update	3.8
Simple Swimming Skill	2.5
Arms and Armor of Quality	2.9
DQN v5n03 Overall	3.7

Most respondents found the DragonQuest URLs repetitive. In light of this, the DragonQuest URLs section will be changed in future issues.

Nearly all respondents are DQPA members.

## DragonQuest URLs:

After this issue, the DragonQuest URLs section of the Newsletter will be changed. There are now a number of good DragonQuest websites out there, many which include indices to other sites.

To make this section of the Newsletter more useful, the URLs section will be replaced with new website announcements. Hopefully there will continue to be enough new material being produced to warrant keeping this part of the Newsletter.

We will continue to include a couple of URLs to pages with master lists of DQ related links.

If you have a DragonQuest web page, or have updated your page with new material, send us the URL of the page along with a brief description of the page for inclusion in the DQ Newsletter.