

# DragonNotes

## A regular feature for DragonQuest Players

by David Ritchie

One of the components included in each copy of our fantasy role playing game *DragonQuest* was a feedback questionnaire similar to the one in the back of this issue. One of the questions asked on that questionnaire was how *DragonQuest* owners would feel about our publishing a magazine devoted to FRP's in general and *DragonQuest* in particular. The response to that question was overwhelmingly favorable and as soon as we have a large enough base of potential subscribers we will look into the possibility of doing just that. In the interim, though, we would like to have some means of keeping in touch with *DragonQuest* players and sending and receiving information on the way the game is developing.

Accordingly, **DragonNotes** will appear in each issue of *Ares*. In **DragonNotes**, the game's designers will answer questions about *DragonQuest*, provide new material and suggestions to enhance play and announce news of interest to *DragonQuest* players. The following types of material are requested from our readers:

1. Questions regarding play of *DragonQuest*, the sources of *DragonQuest* research, and the rationale behind the design decisions incorporated into the game.
2. Announcements of tournaments, demonstrations or other convention activities related to *DragonQuest*. Note: such announcements should be received three to four months in advance of the convention where the event will occur.
3. Hot tips from GM's on special techniques they may have developed for enhancing *DragonQuest* play, manipulating the rules for better "balance," etc.

All information and inquiries should be directed to:

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### Update

Currently *DragonQuest* is undergoing a thorough post-publication edit to remove the typos, incorporate the existing errata into the game, and generally clean things up. Eventually, we plan to incorporate the results of this edit into a new printing of the game. In the meantime, we will publish anything that seriously affects play in **DragonNotes**.

There hasn't been much in the way of new *DragonQuest* products published in the

last four months since SPI has been straining every nerve and muscle to get *Dallas* out. However, there is now available a GM's screen which includes the Weapons Table, the Action Point Expenditure Chart, the Ranged, Melee and Close Combat Modifiers Tables, the Grievous Injury Table, Backfire Table, Special Damage Table, Magic Cast Chance Modifiers List, Magic Resistance Modifiers List, Fright Table, Reaction Table, Fatigue and Encumbrance Table, Grievous Injury Range Table, and a Permissible Actions List. Almost all of this material appeared in *DragonQuest*, but having it on a screen in front of you is certainly a help (cutting the time necessary to resolve combat by as much as a third). The screen also contains more of John Garcia's nifty artwork and is to the best of my knowledge the first such product which has been printed in four colors. It is really quite beautiful. In fact, it is so eye-catching and the use of additional color to highlight information makes it so much easier to read than the standard one-color screens common in the industry that I expect most other companies to convert their own screens to four-color process in the near future.

Another *DragonQuest* product currently available is a sheet of *Tournament Combat* rules written to satisfy the desire of some of our more active GM's for a quick means of resolving a combat they didn't want to lavish much time and attention on (like, say, a random encounter with a bunch of rats). This particular aid is being assembled in every new copy of *DragonQuest*, and we have made every effort to get it distributed (even including it as a stuffer in *Ares*); but, if you haven't managed to lay hands on a copy, drop me a card care of this column and I will send you one.

Our *Origins 80* adventure, *The Palace of Ontoncle*, has been completely reworked, increased in size, and sent off to the printer. We expect copies to be available about the time you read this. Basically, *Ontoncle* takes the characters through the brooding portals of a once great palace which in other times served as the abode of an infamous family of demon worshippers. When the family was all but wiped out as a result of one of their foul rites, the palace fell into decay and became a den of robbers and a place of nameless horror. The characters' mission is to cleanse the palace and prepare the way for the return of the last heir of Ontoncle.

Available shortly after *The Palace of Ontoncle* will be *The Blade of Allectus*. Here the setting is not a sinister pile of broken stone, but a mysterious island where dwelt a great mage and his lovely daughter. Somewhere on the island is also the rightful master of a far-off duchy, held by the mage against his will. The characters' mission is to rescue the duke and capture the mage and his daughter (who are more dangerous than they look). The adventure is constructed much like a story, however, and only the GM knows the many twists and turns it can take. Unlike most adventures currently available, *Allectus* will not reward simple "smash and bash" freebootery. There are a dozen separate puzzles built into the game, and only the serious application of some skull sweat on the part of the characters will solve them.

The beginning of the year will see the publication of the first *DragonQuest* supplement, *Arcane Wisdom*, dealing primarily with the research of new spells and rituals, the manufacture of magical items and the magical properties of the environment. Three new Colleges will be introduced in the supplement: The College of Lesser Summoning, The College of Rune Magics, and The College of Shaping Magics.

Also included in this supplement will be sections on magical gems and stones, plants with magical properties (and how to use them) and a complete index of *DragonQuest* magic by book and page number. One of the most frequently heard complaints about *DragonQuest* magic was the lack of magical items for use as treasure. *Arcane Wisdom* will redress this omission by adding a list of mythological and literary magical items (as well as some items of our invention) as a supplement to the College of Shaping Magics, which is majorly concerned with the creation of such items.

The second *DragonQuest* supplement, appearing shortly after *Arcane Wisdom*, will concern itself with providing additional monsters and NPC's which we weren't able to cover in *DragonQuest*. We are currently conducting a quest of our own for such monsters (see the *MonsterQuest* ad in *Ares* #5) and anyone who has a favorite monster from mythology or literature that didn't appear in *DragonQuest* is encouraged to let us know about it.

Finally, by early spring, we expect to have available a map for wilderness adventures containing four pages of rules and descriptions of key landmarks. Even non-*DragonQuest* players will be interested in this product since it is useable with any FRP currently on the market. More on that in the next issue.

That's about it so far as upcoming *DragonQuest* material is concerned. Farther down the road are a flock of other projects including a supplement on World Generation, a randomized dungeon kit, two more adventures, and a "boxed world," which will be the setting of future *DragonQuest* adventures. As these come closer to fruition, we will have more to say about them. ■■

