

# Dragon Roots newsletter #0

Greetings Fanboy (er, and girl),

Hello and welcome to the first newsletter for Dragon Roots: A Magazine For Gamers, by Gamers. Thanks for your interest in Dragon Roots. Some of you have had a hard time getting signed up so I thank you for your patience. For some reason our software isn't very friendly with g-mail and a few others, so we manually entered you into our database.

Dragon Roots is designed for the nostalgic feel of the early days of Dragon Magazine. We are trying to bring back useable content in a manner in which you can use in any setting, game or edition. We will try and use some of the article ideas from Dragon Magazine but more importantly, we want to make the magazine our own.

To this end, we will have a small competition with the early-interested parties. We are seeking names for some of our regular articles and features. For our zeroth issue you get to find a cool new name for the letters-to-the-editor section. Out On a Limb, Prison mail, Scale Mail and the like have already been taken, but that gives you a basis to feed off of. We don't have a budget like Dragon, so we can't offer you anything for a prize other than a big fat thanks and your name in print in the zeroth issue; but isn't our love enough?

Also, in the near future we will be setting up a forum and blog on the web-site, so stay tuned for that. I will also answer questions in the newsletters as well. If you have a question concerning Dragon Roots, or an idea on how to make it better, please feel free to e-mail me at my personal address at [c.e.rocco@comcast.net](mailto:c.e.rocco@comcast.net). Please put "**Dragon Roots Question or Idea,**" in the subject line so I don't dismiss it as junk mail. I will answer all questions and deal with ideas and concerns for the magazine in the newsletter.

On a final note, 4<sup>th</sup> edition is something we at Dragon Roots don't officially have a position on just yet. It really hit me like a ten ton truck. I was so absorbed into writing the first issue of Dragon Roots and putting together the web-site, that I neglected to even look at any announcements or forums for about 2 months. So when the news broke, I really didn't know what to do since I planned on writing everything for the first 15 issues in 3.5 edition.

A few things caught my eye about 4<sup>th</sup> edition, like expanding the sweet spot of D&D. If you are not in the know, or if you didn't figure this out a long time ago like many of us here, the mathematics of the game really shine between levels 6-14. These are the levels where the math really works. You don't die, typically, from one blow from a sword, but you don't need a PHD to track your character sheet either. If they can make the game more fun to play at higher levels without creating an arms race, that could really draw me in.

On the other side of the coin, why should I start up a 4<sup>th</sup> edition game? Why should I buy, or really re-buy, all of the books I have bought over the last ten years? Just the Core Books alone will cost the player about \$120. That is a lot of money for most people.

So, here is your chance to dig in and ask the questions about 4<sup>th</sup> edition that you really want too. In the next month I have scheduled interviews with many of the design experts of the 4<sup>th</sup> edition. Bill Slavicsek is on the chopping block, as is Scott Rouse and others of the R&D team. If you have a question that you are dying to ask about 4<sup>th</sup> edition, please e-mail it to me and I will find an answer. I'm not afraid of asking the tough questions, so anything goes. Also, if you have an

opinion about whether we should or should not use 4<sup>th</sup> edition, your comments and concerns will be taken into account.

Thanks for your patronage,  
C.E.Rocco  
Editor-in-Chief