

Crawl! #2

The Loot Issue!

Treasure Tables!

Quick treasure generation for any encounter.

Lucky Items!

A new type of special equipment.

Legendary Items!

Your favored adventuring tool becomes something other than mundane.

New equipment and weapons by Colin Chapman!
An "honest" merchant from the Sunken City by Jon Marr!

New rules for helmets and shields and more!

Crawl!fanzine
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COMPATIBLE WITH
**DCC
RPG**

Crawl!fanzine

No.2

PDF Edition

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Stuff of Legends

Welcome to the Loot! Issue. This issue is focused on one thing, stuff! This issue introduces a simple Random Treasure Generator, ***Items of Note***, ***Lucky Items***, suggestions on rewarding Magic Items and ***Legendary Items***. A lot of the stuff I write is Judge-centric. I am the DM after all. And most of the materials I create are genuinely for me to use at the table as a Judge. But have no fear, there is stuff for everyone! Also included in this issue are some new rules for Shields and Helmets and expanded Adventurer Equipment and Weapon lists written by **Colin Chapman**. This issue also has our first feature to support a third party campaign setting, a merchant by **Jon Marr** from ***The Sunken City***.

Treasure, especially Magic Items, are a touchy subject. Long time players of D&D are used to mundane, or generic, magic. But that kind of magic doesn't exist in this game. It'll help to make that absolutely clear before starting your DCC RPG campaign. I find it easily reinforced by making all Magic dangerous, and therefore less desirable. This is easy to do when you have an aggressive wizard that has become horribly corrupted. Then again, Magic Items are so cool! When you use a lot of Old-School adventures, you come across magic items that you feel obligated to reward. They're everywhere. But don't. Replace them with *Items of Note* and *Lucky Items*. *Items of Note* are valuable items, noteworthy, but not necessarily magic. *Lucky Items* are similar, but give players a taste of unpredictable power at a cost, specifically luck. The fun thing is a Lucky Item can become a Magic Item through legendary deeds-Legendary Items. Imagine your character using a lucky sword to cut off the hand of an ancient god. This sword can become the Bane of Ancient God. Instead of inventing the history of a Magic Item, you create it! Treasure will be modest in DCC RPG, but it can be more valuable if it is significant beyond just gold value.

Keep treasure awesome!

Reverend Dak
(Dungeon)Master-in-Chief

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Contents!

Loot! <i>What's in that chest or in that pouch?</i>	4
Lucky Items! <i>Not quite magical, but special in their own way.</i>	10
Legendary Items! <i>Your favorite sword may one day become Legendary.</i>	13
OSR Conversions: Treasure! <i>Tips on converting OSR treasure to DCC RPG</i>	14
Honest Orkoff! <i>A personality from the Sunken City by Jon Marr</i>	16
Shattered Shields! <i>Shields shall be splintered in DCC RPG!</i>	18
Helmet Law! <i>Helmet rules for DCC RPG.</i>	19
Killin' Time! <i>New weapons by Colin Chapman</i>	21
Be Prepared! <i>New Equipment by Colin Chapman</i>	23

Subscriptions!

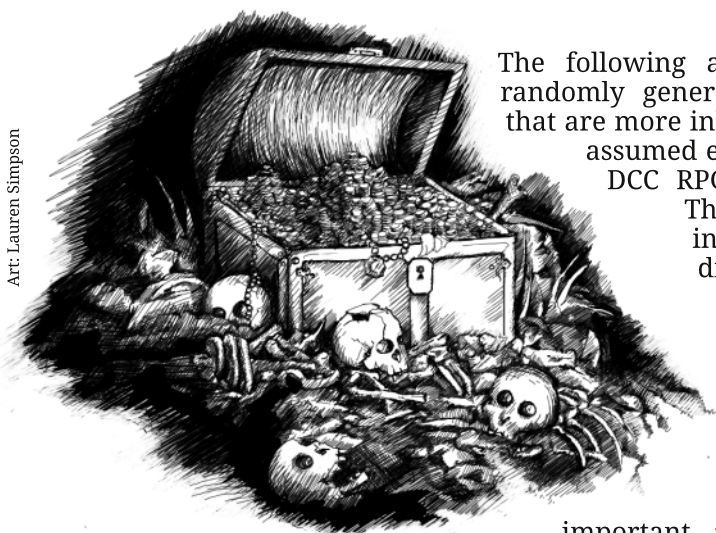
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Submissions!

Submissions are welcome. Everything that gets published will belong to the author, artist and creator (assuming the work is original.) For art submissions, send me a link. I prefer old-school D&D style B&W line-art with hatching or halftone. Smaller, incidental pieces are always needed. All contributors will get a free copy of the zine. If you have a brilliant idea or proposal, I want to see it, but make sure you use a short & informative subject line. Include a quick blurb or sample text in the email. Don't send attachments until requested. Email crawl@straycouches.com.

LOOT!

Art: Lauren Simpson



The following are rules to randomly generate treasure that are more inline with the assumed economy of a DCC RPG campaign.

The economy in DCC RPG is different than in standard D&D.

Piles of gold do not exist.

If they did, they would change an

important aspect of a

feudal mediæval society, namely that most people are poor and struggle to survive. Most of the economy is based on barter and trade, not hard currency. While Adventurers are the only ones brave, or stupid, enough to take the deadly risks and steal the legendary gold of a dragon, they are extremely rare. Standard D&D adventures scale treasure rewards with the difficulty of the encounter or trap. DCC RPG does away with the predictability of both the danger and reward. Other than Hit Dice and Dungeon Level, there are no standards to scale or match monsters with adventuring, much less their treasure. For example, while a dragon is undoubtedly dangerous, he might be eccentric and collect pots and pans, and a little whimpering humanoid pest might happen to be the owner of a powerful enchanted ring. Luck comes into play more than monster difficulty in determining treasure found.

Use *Table: Random Loot by Monster Type* to determine random treasure. The random rolls should be modified by the Luck of the character doing the actual search, i.e. opens the chest, checks the pockets, finds the treasure room,

Optional: Party Luck

It might get to the point where the players have the luckiest character do all the searches. There is nothing wrong with that. The luckiest character, typically the Thief, is also the likeliest to fall in pits and be hit by traps. That's fine, they usually get first dibs and the best treasure. It's part of the risk, and their job. If it becomes an issue that the group as a whole can't deal with, it is fine to use the average Luck of the party to modify treasure rolls.

etc. If unsure of the type of monster, use *Humanoids with Weapons* if they're intelligent, e.g. would they collect and have use for treasure? Use *Other Monsters* for more primitive, animalistic, monsters. Also consider that monsters may not carry all their worldly possessions on scouting trips and raids. These monsters may only have a small portion of their belongings on them, if any at all (See sidebar: *Lairs & Strongholds*.) If their treasure contains items, they're likely to be using them. Obviously weapons and armor used by monsters should be included as treasure.

Table: Random Loot by Monster Type (*1d12 Modified by the Luck of the PC doing the actual search, roll once for each creature.*)

1d12 per Creature	Humanoids with weapons	Dragons	Demons	Un-dead	Other Monsters
0 or less	Trash	Junk	Nothing	Cursed*	Nothing
1-2	Coins	Coins	Gem	Nothing	Coins -1
3-5	Coins +1	Coins x2 1d2 Gems	Gem +1	Coins	Coins
6-9	Coins x2 1d3 Gems	Coins x3 1d4 Gems	1d3 Gems	Coins 1d3 Gems	Coins +1
10-12	Coins x2 1d4 Gems	Coins x4 1d5 Gems Item**	1d4 Gems Item**	Coins x2 1d4 Gems	Coins +1 1d3 Gems
13 or more	Coins x3 1d5 Gems Item**	Coins x5 1d6 Gems Item** x2	1d5 Gems Item** x2	Coins x3 1d5 Gems Item**	Coins x2 1d4 Gems

*Cursed: There is a good chance that the possessions of the undead have already been looted. Sometimes what remains will be cursed. Re-roll on the table ignoring Cursed and apply an appropriate curse to the treasure.

**Item: These are “*Items of Note*”, see below.

Once you figure out the treasure type, roll as indicated on the appropriate tables below. If a modifier is indicated, it modifies the roll. For example, for Coins +1, rolls once on the *Table: Coins* and add one to the result. If a multiplier or die is indicated, roll that many times on the same table for a total. For example, for 1d3 Gems, roll 1d3 times on the *Table: Gems & Jewelry*.

COINS, GEMS AND JEWELRY

Coins, gems & jewelry can represent all kinds of treasure, from raw nuggets of gold, fine art to precious gems. Coins are a matter of weight and value. They can represent actual coins of the local lord, or past kingdoms. Or they can be an unwieldy piece of art that is hard to transport and harder to sell. If you try to buy a pint of beer with a platinum piece or a painting, they might just look at you funny or rob you later. Gems and jewelry can represent uncut diamonds or finely crafted jewelry that's easily carried and have universal value. It is up the Judge to determine the actual form, what matters most is value, transportability and local value. Ultimately they're shiny and can buy you things.

Optional: "Fair" Treasure

Some may consider it unfair that a lowly goblin can have a pile of gold, while a dragon may sit on a pile of what is essentially garbage. This is a game after all, and fairness might not be a matter of entitlement, but a principle of a good game. If "unfair" treasure becomes an issue, consider adding the Experience Point value of the encounter to all the treasure rolls. For example, an easy encounter that only gives 1 XP can give a +1 to each roll. While a difficult encounter may increase the treasure roll by 3 or 4! And don't forget to factor in Luck.

As another option, instead of rolling a d12 on the *Table: Coins*, use the monster's Hit Dice, modified by Luck. I would still roll a random result on the *Table: Random Loot by Monster Type*.

Table: Coins (1d12 modified by Modified by the Luck of the PC doing the counting.)

0 or less	3d6 iron nuggets
1-2	3d6 copper
3-5	3d6 silver pieces
6-9	3d6 gold pieces
10-12	3d6 electrum pieces
13 or more	3d6 Platinum Pieces



Art: Mitchell Hudson

Table: Gems & Jewelry (1d12 modified by Modified by the Luck of the PC doing the appraising.)

0 or less	Worthless costume Gems or Jewelry
1-2	Gem or Jewelry worth 2d6 cp
3-5	Gem or Jewelry worth 2d6 sp
6-9	Gem or Jewelry worth 2d6 gp
10-12	Gem or Jewelry worth 2d6 ep
13 or more	Gem or Jewelry worth 2d6 pp



Art: Mitchell Hudson

ITEMS OF NOTE


One monster’s trash may be another’s treasure. Items of Note can be anything that was valuable to its original owner, or will be to their new owner. Typically they are worth 1d4 times their normal value. They can also be Lucky or even Magical. *Lucky Items* are the stuff of story and legend (See *Lucky Items on page 10 in this Issue.*) They are not magical, but they can be used to replace mundane magic items found in OSR and older edition adventures. Magic Items, on the other hand, are extremely rare. The likelihood of randomly finding magical treasure doesn’t really happen (See *Distributing Magic Items in the Core Book.*) It’s up to the Judge to determine what is the significance of the Item of Note. If needed, roll on *Table: Random Items of Note* or pick an item. A Judge may decide the item is Magical if needed.

Lairs and Strongholds

Depending on the creature, these treasures represent individual treasure. If the creature is discovered in their home, they could have even more treasure. But they’re sure to be guarded by minions, servants and guards. There could be 1d5 times more treasure in these places. As with everything else, nothing is certain, but it’s really up to the Judge.

Table: Random Items of Note (1d10, do not modify.)

1	Charm or other miscellaneous item.
2	Bottle
3	Scroll
4	Weapon
5	Armor
6	Staff
7	Rod or Wand
8	Sword
9	Book
10	Ring

An illustration showing a glass bottle with a stopper, a rolled-up scroll tied with a ribbon, and an open book. The book's pages contain various magical diagrams, including a pentagram and other geometric shapes, along with some handwritten text.

Art: Mitchell Hudson

BOTTLES, SCROLLS AND BOOKS

These can be mundane, from fancy wines, perfumes, maps, messages and journals. Or these can be magical potions, scrolls, and tomes of magic. No matter what, the item should hold significant value to the adventurers or other characters in the campaign. The Core Book has rules regarding random scrolls and a *Master List of Potions*. Remember that Wizards will go to any means to protect their magic, scrolls and spell books. There is a 1 in 100 chance the item is trapped, cursed or poison.

ARMOR, SWORDS AND OTHER WEAPONS

These are the items of legendary heroes, wars or leaders. They may be highly decorative in nature, or they may be modest and simple. They are likely more valuable than the standard versions (1d4 times normal costs.) There is a 1 in 100 chance they're cursed and 1 in 100 chance they're *Lucky Items*.

RODS, STAVES AND WANDS

These are usually artifacts of the past. Many are symbolic in nature. The staff of a great magi may very well be magical, while the rod of high priest may have magical powers itself. There is a 1 in 100 chance they're cursed and 1 in 100 chance they're *Lucky Items*. 1 in 1000 staves are magical in some way.

CHARMS, RINGS AND OTHER MISCELLANEOUS ITEMS

From amulets to yarn. Almost anything can hold significance, and easily be magic, and any item can become a *Lucky Item*. Rings have classically held the most power as magic items. While charms and totems can be lucky charms or powerful artifacts. They can be heirlooms or the piece of a larger puzzle. They could have been the pea underneath the mattress of a famous princess. There is 1 in 100 chance the item is cursed and 1 in 100 it is a *Lucky Item*.



Art: Lauren Simpson

MAGIC ITEMS

The Core Book has clear guidelines for the frequency of Magic Items. For example, there is one potion, scroll or +1 weapon for every 10,000 people. When in doubt, you can use the following tables to systematically determine if an *Item of Note* is magic, or how magical it is. Remember that this does not replace a Judge's discretion. This is in no-way comprehensive, but easier than figuring out 1 in 250,000. The odds are based on the Core Book (See *Distribution of Magic Items in the Core Book*.) Roll on the following *Table: Mundane, Lucky or Magic?* for every *Item of Note*.

Table: Mundane, Lucky or Magic? (Start from the top.)

Is it at least Lucky? (d100)	
1-99	Nope, it's mundane. But remember it's worth 1d4 times its standard value.
100	Yes! Roll on Staff Check.
Staff Check (d10)	
1-9	Whatever it is, it's just a Lucky Item.
10	If it's a staff, it's a Wizard's staff! Otherwise roll on Magic Other Check.
Magic Other Check (d10)	
1-9	Nope, sorry, it's still just a Lucky Item.
10	Roll on +1 Items
+1 Items (d100)	
1-98	It's the equivalent of a +1 Weapon, Scroll or Potion.
99-100	Roll on +2 Items!
+2 Items (d100)	
1-99	It's the equivalent of a +2 Weapon.
100	Roll on +2 or better?
+2 or Better? (d100)	
1-99	Nope, It's still just the equivalent of a +2 Weapon.
100	Roll on +3 or better?
+3 or Better? (d100)	
1-99	It's the equivalent of a +3 weapon, rod or wand.
100	My gods, it's a +4 Weapon!
+4 or Better? Only the Judge can decide.	

LUCKY ITEMS!

Lucky Items are items that have their own luck scores and can burn luck. Lucky Items are lucky at one or more things, usually related to their purpose. A Lucky sword is probably lucky with attacks while a Lucky shield aids with defense. Lucky items are not magical but they're special in ways that can't be explained or understood. They can start off as mundane items, and its luck can be discovered on accident or it can be fate. They can become magical when things are exactly right or lucky. Any item can become a Lucky Item. Any items of significance, or *Items of Note* (See page 7) have a 1 in 100 chance to be Lucky, especially when found as treasure.

A Lucky Item begins with a Luck score of 12+1d6. Lucky Items have modifiers. These modifiers are similar to character Ability Score Modifiers, see *Table: Lucky Item Modifiers*. For example, a Lucky sword with a Luck of 16 has a modifier of +2. Anything with a Luck less than 13 is no longer Lucky. You probably want to toss it. Unless you want unlucky items, but they're probably cursed.

Using Lucky Items

Lucky Items don't work for free, nor are they cheap replacements for Magic Items. Lucky Items have their own Luck scores. To make use of an item's luck effect, the player has to make a Luck test against the Item's Luck score: Roll 3d6, if the result is equal to or less than the Item's Luck score, the modifier takes effect. If the roll is higher, the item permanently loses a Luck point and the modifier doesn't take effect. This will eventually reduce the Luck modifier of the item. The item's Luck is permanently lost and can't be restored. The next time the item is used, its modifier is equal to its new Luck score modifier. If an item has more than one Lucky effect, each effect has to be rolled separately.

Table: Lucky Item Modifiers

Luck Score	Modifier
12 or less	None
13-15	+1
16-17	+2
18	+3

A player may choose to burn an item's Luck instead and guarantee an effect. This Luck can't be modified by a Thief or Halfling's Luck ability. The modifier, when used this way, is the current modifier before the Luck is spent. Using the Luck this way is also permanent.

Players also have the option to permanently burn their own Luck to guarantee the use of the Item's effect. Thieves and Halflings do not get their special ability to quickly recover Luck, i.e any Luck that was used for Lucky Item effects are permanently lost as they are for other classes.

Lucky Item effects can be used, as with normal Luck, before or after rolls, but before the outcome of any results have been determined.

Getting lucky... Items!

A Lucky Item wasn't always lucky. Through the powers of the gods, luck or fate, any item can become a Lucky Item. Anything, even magic items, can become Lucky. Found items, newly purchased and Items of Note have a 1 in 100 chance of being Lucky. It's ultimately up to the Judge to determine if or when an item becomes Lucky.

Here are some examples:

The first time a new weapon is used, and it crits, maiming or killing a monster.

The first time a set of tools are used, and the skill check results in a natural 20.

A Warrior discovers a sword that belonged to royal, but ancient, ancestors.

A Wizard witnesses a tree get struck by lightning, and uses a branch to create a staff.

A Thief finds a beautiful pearl when eating oysters.

A Cleric finds an natural stone in the likeness of their god.

A character finds, by chance, something they were looking for.

The general rule is random luck. If someone says, "That was lucky!" Maybe whatever they were using, holding, or wearing, no matter what they were doing, is Lucky. When in doubt, roll d100!

Lucky Weapons

Lucky weapons are usually lucky for fighting. Modifiers can affect Attacks, Damage, Crits or Fumbles. Sometimes, if you're lucky, it can affect more than one. See *Table: Lucky Weapon Effects* to determine what the modifiers affect.

Table: Lucky Weapon Effects (1d10)

1	Roll once on Table: Lucky Charm Effects
2-3	Forgiving: Modifies Fumbles*
4-5	Brutal: Modifies Crits
6-7	Damaging: Modifies Damage
8-9	Penetrating: Modifies Attacks
10	Roll again twice

*Note: The modifier is reverse for Fumble checks, i.e. a sword that is Lucky +2 that modifies Fumbles would have a -2 on Fumble rolls when used.

Lucky Armor

Lucky armor are usually lucky for defense. Modifiers can affect Armor Class, Crits, Fumbles and/or reduce Damage. See *Table: Lucky Armor Effects* to determine what is modified. Lucky armor allows the wearer to spend Luck to increase AC after getting hit.

Table: Lucky Armor Effects (1d12)

1	Roll once on Table: Lucky Charm Effects
2-3	Modifies Fumbles*
4-5	Modifies Crits from enemy attacks*
6-7	Modifies AC vs ranged attacks
8-9	Modifies AC vs melee attacks
10-11	Modifies AC vs all attacks
12	Modifies Damage taken by any attack*

*Note: The modifier is reverse for Fumble checks, Damage & Crit table results. i.e. a +2 Lucky shield that is lucky vs Crits would have a -2 on those rolls when used.

Lucky Charms

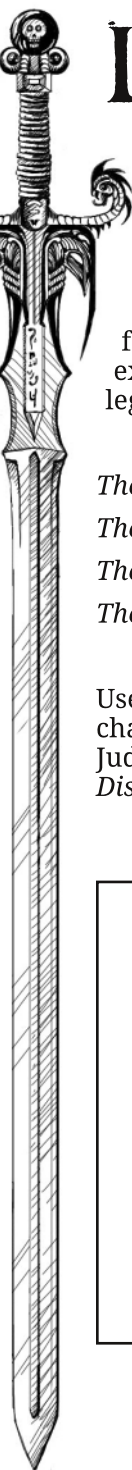
Lucky charms can be any mundane or miscellaneous item, from blankets to teddy bears, from lockets to lanterns, any piece of equipment can be a Lucky Item. Even some weapons and armor may have Lucky charm properties. If an item has been determined to be Lucky, check with the *Table: Lucky Charm Effects* to see what their luck affects. Included are possible symbols as flavor to represent the effect.

Table: Lucky Charm Effects (1d16)

d16	Symbol	Effect
1-2	Owl	Modifies Stealth checks
3-4	Eagle	Modifies Perception checks
5-6	Snake	Modifies Secret Door checks
7-8	Leaf	Modifies Healing effects
9-10	Lightning	Modifies Initiative checks
11-12	Heart	Modifies one Saving Throw modifier (determine randomly.)
13-14	Mother	Modifies one Ability Score check (determine randomly.)
15	Father	Modifies one Class Ability check (determine randomly.)
16	Triceratops	Increases Luck burned by the modifier*

*Note: Based on a suggestion by Joseph Goodman himself. Any luck spent to use this effect is increased by the modifier. i.e. A Warrior who uses one luck point with a +2 Lucky Horn with the Triceratops effect gets a total bonus of 3. While a Halfling would get a bonus of 6. A Thief with the same Lucky Rabbit's Foot would get 3 dice!





LEGENDARY ITEMS

It's simple enough to reward Magic Items as treasure, but wouldn't it be cooler to make a favored item, owned by a character, become permanently enchanted over time. That is, as characters become more powerful, their items become magical. This is similar to how mundane items become Lucky. But instead of Luck, these Items gain their power through pure accomplishment and great deeds. This could also include the favor of gods and local prestige or notoriety. The following are examples of Magic Items that became enchanted through legendary action.

The sword of a warrior who slew a Lich Lord.

The staff of a wizard that saved the city from titans.

The cloak of the thief who stole a demon's soul stone.

The rod of a cleric who restored the power of a god.

Use the following chart as guidelines for when to enhance a character's favored item into something Legendary. As usual, Judge's discretion is advised. These numbers are based on the *Distributing of Magic Items* in the Core Rules.

Character Level	Possible Item Enhancements
2	A favored item becomes a Lucky Item (<i>See Lucky Items on page 10.</i>)
3	Wizards acquire or create a Wizard staff.
5	Lucky Item becomes +1, or equivalent.
6	+1 item becomes +2, or equivalent.
7	+2 item becomes +3, or equivalent. Spell casters acquire or create Magical Rods or Wands.
8	+3 item becomes +4, or equivalent.
10	+4 item becomes +5, or equivalent.

OSR CONVERSIONS: TREASURE!

In my ongoing Dungeon Crawl Classics campaign I've used primarily pre-made adventures made for older editions of D&D and some newer Old School Renaissance adventures. When running these modules you come across tons of treasures you wouldn't find in a standard DCC RPG adventure. One of the principles in DCC RPG is you can't find a +1 sword but you might find *the* +1 sword. And that +1 sword will have some sort of history. Those details may, or may not, be lost in the journals of time but a unique history exists. Another principle, worth emphasizing, is there just isn't much treasure or mundane magic items to be found. And any magic item that's found would be unique and significant. The core book has some rules for creating unique magic swords, and includes rules for making potions and scrolls. There are also tips on adopting other classic magic items to a DCC RPG campaign, basically making them special and giving them each a unique history. Many magic items found in a classic or OSR adventure are mundane, but with little work, they can be converted to more DCC RPG appropriate treasure.

With mundane treasure, such as gold use the *Loot!* article in this issue (See page 4) to directly replace any and all treasure the adventurers find. Seeing that +1 sword listed as treasure is tempting to reward, especially if you like your players and feel the urge to keep them happy, but don't do it! Keep it random and

The short version

Reroll any treasure found in an OSR adventure on the *Table: Random Loot by Monster Type* (See page 5.) Any magic items are checked against the following *Table: Mundane or Lucky?* (See page 15) or convert it to a Magic Item per the instructions in the Core Book or see below. Always keep in mind the DCC RPG economy.

remember one of the principles of DCC RPG, that +1 sword is *the* +1 Sword. Give it a name, history and unique abilities. Roll it up on the *Sword Magic* table (See *the Core Book*.) Another option is to check it against the *Table: Mundane or Lucky?* below. Any magic items that I come across in OSR/D&D adventure modules have a 1 in 100 chance to be *Lucky Items*. The rest are mundane, but *Items of Note* (See page 7) are likely to be worth 1d4 times their standard value. Obviously don't replace story specific items. For those items, follow the tips in the Core Book (see *Wands, Rods, Rings, and Other Items in the Core Book*.)

Table: Mundane or Lucky? (1d100 modified by Luck of PC who found it. *)

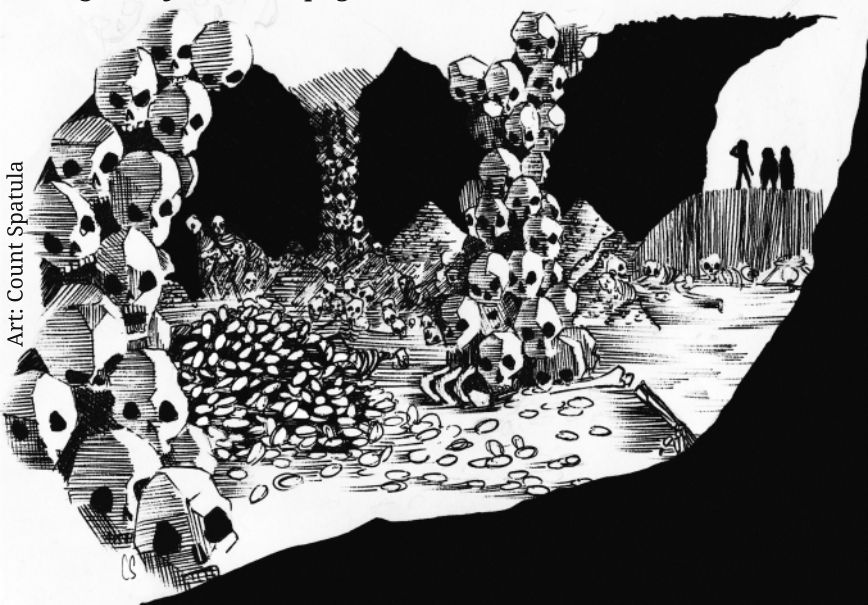
0 or less	It's Cursed!
1-25	It's normal and of standard value.
26-50	It's customized or upgraded. It's worth 2 times its standard value.
51-75	It's fancy. It's worth 3 times its standard value.
76-99	Top of the line. It's worth 4 times its standard value.
100 or more	It's a Lucky Item! (See page 10.)

*Note: Optionally, for OSR/D&D magic items such as weapons and armor, add their magic bonus to the rolls!

MAGIC ITEMS

It's really tough to say when and where to hand out magic items. Every gaming group has their own standards and expectations. It's really up to the Judge's discretion. A simple rule is to make 1 in 100 *Lucky Items* a basic Magic Item (the equivalent of a +1 item), and 1 in 100 of them a bit more powerful (+2), and 1 in 100 of those even more powerful (+3). I've been very lucky that my players have no expectations to get them, so I've rewarded them arbitrarily. I do suggest at least one Magic Item per player by the time they reach 5th.

For a more accurate method, check out Magic Items on page 9. Also see *Legendary Items* on page 13.





Personalities of the Sunken City
Honest Orkoff
Mustertown Merchant

They say in Mustertown *if you have to describe yourself as 'honest'... you ain't*. If you're bartering with Orkoff, the maxim holds true: Orkoff will insist your silver crown is painted tin, while the worn-out walking stick he's offering in return is actually carved from the "heart roots of Malloc hisself, granting strength and virility, after extended use of course..."

Orkoff *is* generally trustworthy, however, when it comes to his specialty: utilizing his vast network of contacts to direct adventurers to buyers willing and able to purchase exotic finds. His fee is 10% of the item's value: his appraisal of both the item's price and the willingness of his contact to purchase it are unfailingly accurate. Payment is required up front, as often getting to the buyer is a deadly adventure in itself, and while the price of the item is more or less guaranteed, the adventurer's safety is not...

Algric Blackspider (Dark, chaotic, unholy finds)

Hold it up to the light please, NO I don't want to touch it... yes, I believe Algric will have use for this. Travel on the hill road 4 miles toward Enric's Crossing. You'll see a dead tree to the left of the road with three yellowed skeletal hands hanging by strings from its twisted limbs. Leave the path and continue down into the tangle of trees that lie just beyond the dead one.

Keep going down until you come to a crevasse digging into the heart of the vale. You'll see an iron cauldron hanging by chains at its mouth. Pour a goodly sum of honey into the pot, and wait 5 minutes. Don't make sudden moves. After five minutes, descend into the dark crevasse until you come to a black door at its end. Don't look up. Knock on the door once, then wait for Algric's call.

If you deal with Algric, name the price I've given you. No more, no less. Speak quietly and with respect or you will never leave the crevasse. On your way back, be mindful of brigands, they often spy from a distance the entrance to Algric's lair, and they know you'll be leaving with coin.

Lady Derimple (Fine jewelry)

My, that is a fine piece. I know just the buyer. But she doesn't deal with riff-raff. One of you will need to clean up, and you'll need to acquire a fine suit and robe. Travel into the city to the heart of the Gold District to the Shining Sea King Inn. Whoever travels with you will need to look like they've been there before or the street guard will be on you like flies. Once you reach the Sea King, everyone waits near the servants shack while your dandy and his guard enter. (Watch out for the other servants, they're often jealous of new blood.)

Find a table and order something expensive to drink. Look bored. After 10 minutes, summon a servant and tell him you want to see the wines. If you've convinced the unseen eyes that you are a bored lordling, they'll take you to the back room. Be on your guard, the actual bored lordlings you find there will be drunk, and spoiling for a fight. They usually only play to blood, but accidents happen. You may have to beat someone at cards or darts if you avoid a duel. Eventually make your way to the curtains in the back. Look enticing. If the Lady likes your look someone will invite you to join her. Charm her and the deal is yours. She knows you're playing a game, she just enjoys watching those who play it well.

Gagrim the Collector (Any strange object with a history)

Oh my, this is a strange one, isn't it? Lucky for you, I know someone who's into strange... Down near the water, outside the Blind Queen's Quay, you'll find a large warehouse with hundreds of rusting sculptures of sea birds mounted to its face. DON'T enter through the front double doors. Go to the side and ring the bell. When the iron thing opens the door, DON'T panic. Just step inside and treat it like a normal servant.

You'll find yourself in a waiting area with large iron doors leading to the main space of the warehouse. DON'T go through the doors: you might have to wait a while, Gagrim is easily distracted. If a different metal thing wanders through the iron doors, you might have to defend yourselves: not everything he's working on is completely under his control. If you have to destroy something, Gagrim will understand, but he'll want a full report of how it behaved. Don't bring up your dead, it will only confuse Gagrim and ruin your sale. That should be about it... oh, one more thing, don't touch the copper mermaid, it will kill you.



Remember that interesting treasure can be a gateway to adventure! Explore the Sunken City Adventures at **purplesorcerer.com**.

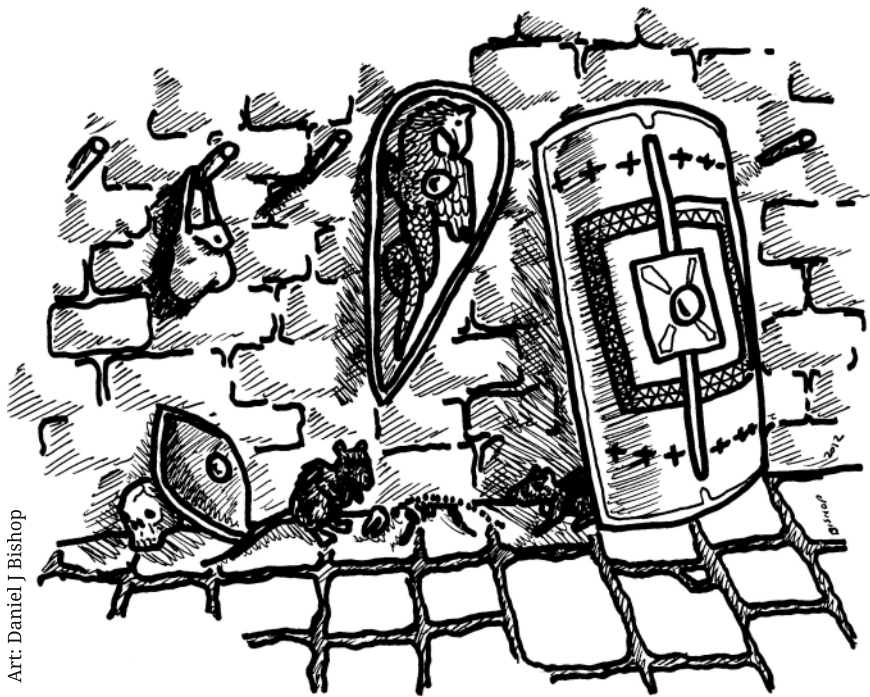
SHATTERED SHIELDS!

One of the most popular house rules in the Old School Renaissance is known as “*Shields Shall Be Splintered!*” It was, as far as I can tell, created by an OSR blogger named Trollsmyth*. The rule is named after a quote by Théoden from The Lord of the Rings: The Return of the King, “Arise, riders of Théoden! Spears shall be shaken, shields shall be splintered, a sword-day, a red day, ere the sun rises!” The rule allowed the shield to be more viable and effective than just a simple +1 to Armor Class by dramatically being destroyed in a single hit, saving the bearer from lethal damage.

Any damage from a single attack can be ignored by being absorbed by a shield, including a critical hit. When used this way, the shield immediately becomes unusable, shattered by the blow. Magic shields, on the other hand, don’t get destroyed, but get knocked 1d6 yards away in a random direction.

*Original Rules:

<http://trollsmyth.blogspot.com/2008/05/shields-shall-be-splintered.html>



Art: Daniel J Bishop

Helmet Law!

Everyone hates helmets, but no one seems to hesitate to tell you to wear one. This rule is similar to Shattered Shields, but applies only to critical hits. Helmets protect a single vital area, the head, thus they may prevent or reduce damage to that area. While not as universally effective as a shield, a helmet may still be the difference between life and death. But a helmet is not without its disadvantages.

The wearer may elect to "take" a critical hit to the head, instead of the normal critical. Unlike Shattered Shields, a helmet can only absorb or ignore a single critical hit, or any specific attack to the head. When used this way, a special critical hit table is used instead of a standard critical table. A d10 modified by Luck is compared to the *Table: Critical Hit to the Head*. Full face or visored helmets can modify the critical hit roll.

Some disadvantages to wearing a helmet are obscured vision, impeded hearing and they can affect the ability to communicate. All helmets have a penalty to perception, such as search, spotting and listening checks. The same penalties apply to personality checks. The penalty depends on the style and design. Custom helmets can be designed to avoid some penalties.

Table: Critical Hit to the Head (d10 modified by Luck.)

1 or less	Helmet Shattered, take full damage, blood in the eyes, blind for one round.
2-3	Helmet shattered, take half damage.
4-5	Helmet shattered, take half damage also stunned, take no actions for one round.
6-7	Rang like a bell. Helmet shattered, deaf for 1d4 rounds, no other damage.
8-9	Helmet dented & knocked off, take no damage.
10 or more	A glancing blow, take no damage.

helmets & New Shields!

Helmets	Cost	Crit Mod.	Check Penalty*
Standard helmet	10 gp	None	-4
Full-face helmet	20 gp	+1	-10
Helmet with visor**	50 gp	+1, 0**	-10, -4 with visor up**
Customization***	+30gp		Avoids penalty***

* Helmet Check Penalties apply to any checks that rely on personality or perception.

** A helmet with a visor is either Up or Down. The crit mod is +1 when down, 0 when up. Helmet Check Penalty is -10 when down, -4 when visor is up.

***A customized helmet can be made to avoid either personality or perception check penalties (i.e. search, spot & listen), never both.

New Shields	Cost	AC Bonus	Check Penalty
Buckler	20 gp	+1	-1
Tower Shield	50 gp	+4	-8

Buckler: 20 gp. Bucklers are small, specialized and mobile shields that can be used while using ranged weapons such as a bow or crossbow. They can also be used with lighter weapons, but at a -1 penalty to attacks with that weapon. This is in addition to any two-weapon fighting dice penalties. They provide +1 to AC, and can be splintered using the Shattered Shields rule.

Tower Shields: 50gp. Tower shields are practically mobile walls, they're as tall as a man. Effective use can only be attained with special weapon training, or Warriors if the Judge allows. They can only be used with long-reach weapons such as a pike or other polearms. They can be splintered twice, using the Shattered Shields rule, before becoming completely destroyed.



Art: Daniel J Bishop

Killin' Time!

New Weapons for the DCC RPG by Colin Chapman

When it comes to creating devices to maim, kill, or capture his fellow man, mankind can be extremely inventive. The following new weapons cover a variety of common weapons, including several frequently found in primitive cultures.

Weapon	Damage	Range	Cost in gp
Bolas	1d3 § ◇	20/40/60	5sp
Bullwhip	1d6 § ◇	5/10/15	3
Gauntlet	1d3	-	N/A
Greatclub*	1d8	-	5
Hand Crossbow	1d4	30/60/90	10
Heavy Crossbow*	1d8	80/160/240	50
Heavy Flail*	1d8	-	10
Lasso*	None ◇	5/10/15	10cp
Maul*	1d10	-	8
Net	None ◇	5/10/15	1
Scourge	1d6 §	-	2
Shield Bash	1d3	-	N/A
+ Shield Spikes	1d6	-	+10
Throwing Stick	1d4	20/40/60**	5sp
Tiger Claws	1d4	-	1

* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

** Strength modifier applies to damage with this weapon at close range only.

◇ These weapons entangle (DCC, pg. 78) on a successful attack if the target fails to make a successful DC 14 Reflex save. An entangled victim can attempt to escape once per round by making a Reflex saving throw versus DC 14. Alternatively, a character or monster can escape by destroying the entangling weapon if they have the means, needing to inflict actual damage equal to the maximum damage the entangling weapon inflicts, so cutting a bolas off requires 3 damage. In the case of the lasso it takes 3 damage, and the net it takes 6 damage.

§ These weapons do not apply a character's Strength modifier to damage.

Killin' Time continued...

Notes

Bullwhip: Despite being handheld, the bullwhip is used as a ranged weapon.

Gauntlet: The gauntlet entry covers any items that reinforce a punch such as brass knuckles, studded gloves, gauntlets, horseshoes, and so on. These convert the damage of a punch from subdual to normal damage, and require no special training to use.

Heavy Crossbow: A heavy crossbow takes a full round to load, and so can only be fired every other round.

Lasso: It takes a full round to ready a lasso after it is thrown, so it can only be used every other round.

Net: It takes a full round to pull a net back in after it is thrown, so it can only be used every other round.

Shield Bash: A shield bash attack can be made by anyone using a shield.

Shield Spikes: A shield fitted with spikes increases the shield bash damage to 1d6. Lawful clerics will not use spikes on their shields.

Throwing Stick: The throwing stick can also be used as a light club in melee, doing 1d4 damage.

Tiger Claws: The tiger claws entry covers such vicious implements as heavily-spiked gloves, leather gauntlets with projecting blades, and the hand-held metal “claws” used by some assassins. These weapons require training and are only used by pit fighters and assassins.

New Weapon Training

The existing classes are trained to use the new weapons as follows:

Cleric, Chaotic: bullwhip, heavy flail, scourge.

Cleric, Neutral: net.

Cleric, Lawful: greatclub, maul.

Thief: bolas, bullwhip, hand crossbow, scourge, tiger claws.

Warrior: all.

Wizard: none.

Dwarf: greatclub, hand crossbow, heavy crossbow, maul.

Elf: none.

Halfling: bolas, hand crossbow, throwing stick.

Be Prepared!

New Equipment for the DCC RPG by Colin Chapman

The following new equipment focuses primarily on those items useful to wanderers and adventurers, as well as the sorts of common costs they will encounter in their travels.

Certain tools and prosthetics lend themselves to potential use as improvised weapons; the damage they cause is in brackets. Poor quality or shoddily-made items may cost as little as half the prices listed.

Food

Meal, Poor e.g. thin gruel, stale crust, sour watery ale	3-5cp
Meal, Middling e.g. slice fresh bread, hearty stew with meat, ale	1-3sp
Meal, Good e.g. half a fresh loaf, roasted haunch, cheese, vegetables, several flagons good ale	6-12sp
Meal, Banquet, 6-8 People e.g. roasted whole pig, pair roast chickens, a selection of good loaves, several fine cheeses, grapes and other fruits, all accompanied by good wine	20-40gp

Lodgings/Night

Flophouse Dormitory - Lice-Ridden	2-4cp
Inn Room - Dirty and Rough	8-12cp
Inn Room - Clean But Spare	2-4sp
Inn Room - Clean and Comfortable	6-8sp
Inn Room - Clean, Comfortable and Well-Appointed	1-2gp



Art: Count Spatula

Be Prepared!

New Equipment Continued...

Miscellaneous Items

Beeswax, 1/2-lb.	4cp
Belt Pouch, Leather	2sp
Bottle, Clay, Pint	5cp
Bottle, Glass, Pint	3sp
Dice, Pair	5cp
Hand Bell	3gp
Holy Symbol, Pewter	5gp
Holy Symbol, Wood	5sp
Hunting Horn	5gp
Lantern, Bullseye	15gp
Lute	30gp
Lyre	20gp
Manacles & Key	5gp
Padlock & Key	3gp
Panpipes	1gp
Plate, Wooden	2cp
Rope Ladder, 1-yd.	1sp
Sailcloth, 1-yd.	2sp
Signal Whistle	4sp
Smoking Pipe	2cp+
Smoking Pipeweed/	1gp
Tobacco, 1/4-lb.	
Spyglass, x4 mag.	25gp
Strap, Leather, 1-yd.	1cp
Tankard, Leather	2cp
Tankard, Pewter	2sp
Tarot Deck	8gp
Twine, 100-ft.	1sp
Ukulele	25gp
Vial, Clay	2cp
Vial, Glass	12cp
Vial, Steel	1gp

Prosthetics

Glass Eye	2sp
Hook, Iron (as dagger)	1gp
Peg Leg, Wooden	6cp

Tools

Block & Tackle, 500lb. limit	5gp
Bow Drill	4gp
Chisel, Masonry (as dagger)	2gp
Chisel, Wood (as dagger)	2gp
File, Iron	1gp
Hacksaw	2gp
Mortar & Pestle, Wood	4cp
Nails, 100	2sp
Pick (as club)	6gp
Scissors (as dagger)	1gp
Sewing Needle	5cp
Sewing Thread, Spool	5cp
Shovel (as staff)	2sp
Sickle (as dagger)	2gp
Tongs, Steel	2gp
Whetstone	1gp

Transportation

Canoe, 2-Man	30gp
Cart, 4-Man	40gp
Chariot, 2-Man	60gp
Pushcart	8gp
Sailboat, 6-Man	100gp
Sleigh, 1-Man	12gp

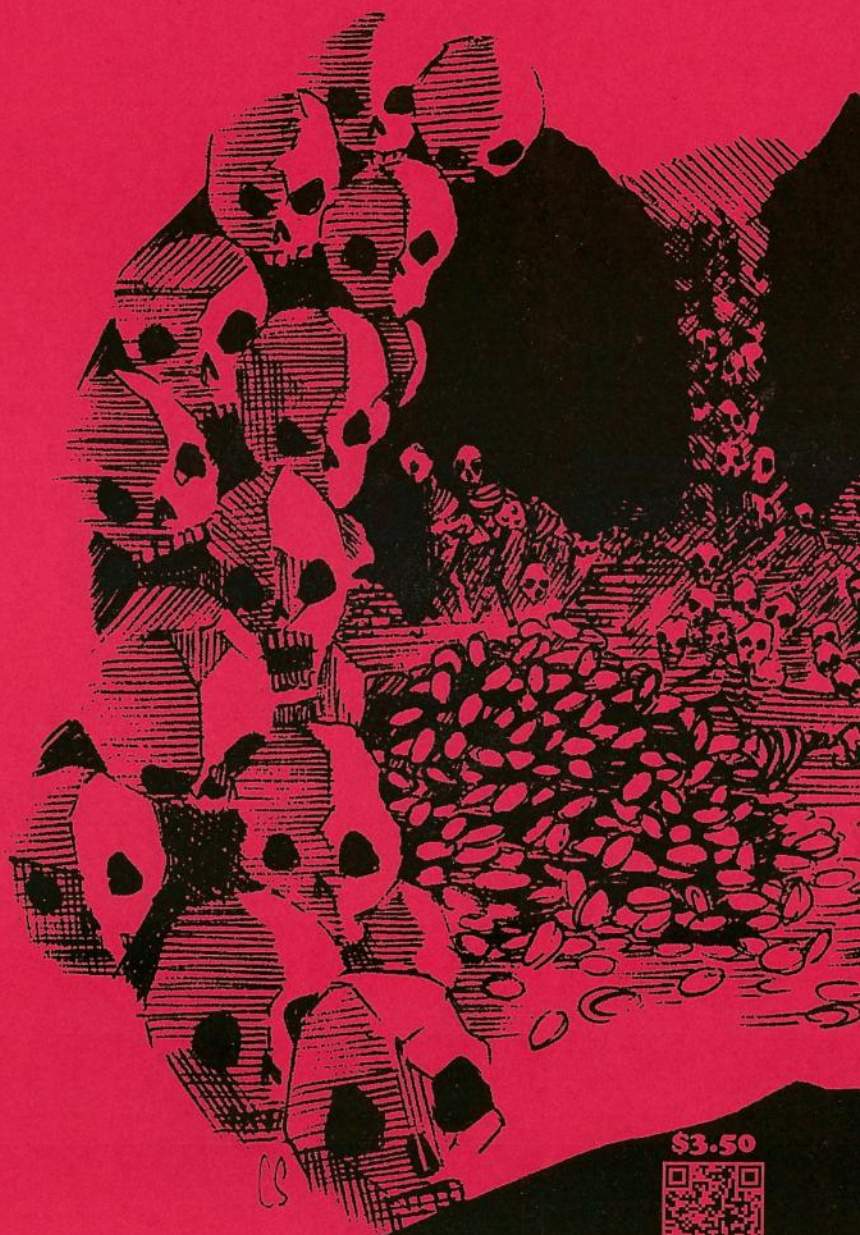
Travel Gear

Blanket, Fur	5gp
Blanket, Wool	5sp
Cooking Pot, Small	5sp
Fishing Rod and Tackle	1gp
Flask, Leather	3cp
Hammock, Canvas	5sp
Skis and Poles	4gp
Slingbag, Leather	1gp
Snowshoes	4gp
Tent, Canvas, 2-Man	4gp

Writing Implements

Book, Parchment, 100 pg.	40gp
Ink, 1 oz.	5sp
Lens, Magnifying, x2 mag.	5gp
Quill	2cp
Map/Scrollcase, Leather	5sp
Parchment, Sheet	3sp

Herein lies the Stuff of Legends!



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