

Heavy Metal Adventures Presents

Dungeon Crawl Companion #3: DCC RPG Advanced Equipment Guide

By Banjo Destructo



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Greetings

Welcome to the third issue of the Dungeon Crawl Companion Series. A series of RPG mini-zines I hope to expand upon certain ideas and subjects withing gaming to provide aid and inspiration to my fellow games within the Dungeon Crawl Classics RPG.

If you have any feedback or suggestions to update this product with, please email me at HeavyMetalAdventures@protonmail.com with either the subject line "DCC#3" Feedback" or "DCC RPG Equipment Guide Feedback".

Introduction

The main rulebook doesn't go very in depth with equipment and weapon options, but does provide some complexity in their rules, showing that some weapons have better damage when backstabbing, or gain bonuses at short range or while charging on a horse. And then there are hints about Mithril equipment in the class description of the Elf without any details going over the rarity of function of these items, leaving it up to the Judge to run in their game. With some recent resurgence of the first edition of a popular role-playing game, I was inspired to bring a little more utility and complexity to the weapons within DCC RPG, hopefully while still making it easy enough to understand and use these rules in any game, or at least to inspire ideas for other Judges and Players to present ideas at their table.

What is this Product?

In this product you will find some optional rules for weapons, and armor. As well as a fleshing out of descriptions of some of the equipment presented in Chapter 3 of the main rulebook. I will introduce some rules for Bronze and Mithril metal to be used for equipment in contrast to the standard assumed equipment of Iron/Steel. As well as some ideas for higher quality and shabby equipment. I hope that I will be able to effectively provide you with more options at the table, without the rules being overly complex for easy use.

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Weapons

By default, weapons will be made with common wooden shafts, leather straps, and Iron metal blades and tips as the weapon may require. The default cost represents these materials and a standard level of quality.

Weapon	DMG	Special	Range	GP
Garrote	1/3d4	Backstab	-	2
Blowgun	1d3/1d5	Backstab	20/40/60	6
Blackjack	1d3/2d6	Backstab	-	3
Dagger	1d4/1d10	Backstab, Thrown, Slasher	10/20/30	3
Dart	1d4	Thrown	20/40/60	5 SP
Club	1d4/1d8	Backstab, Thrown, Basher	10/20/30	3
Sling	1d4	"Thrown"	40/80/160	2
Staff	1d4	"Slasher"	-	5 SP
Footman Pick	1d6	Piercer	-	8
Flail	1d6	Relentless	-	6
Hand Axe	1d6	Thrown, Slasher	10/20/30	4
Javelin	1d6	Thrown, Defensive	30/60/90	1
Mace	1d6	Basher	-	5
Short Bow	1d6/1d4	Two-Handed, Missile	50/100/150	25
Short Sword	1d6	Slasher	-	7
Longbow	1d8/1d6	Two-Handed, Missile	70/140/210	40
Morning Star	1d8	Basher	-	9
Spear	1d8	Thrown, Defensive, Charge	20/40/60	3
Sword	1d8	Slasher	-	10
Warhammer	1d8	Piercer	-	5
Battle Axe	1d10	Two-Handed, Slasher	-	7
Crossbow	1d10/1d8	Two-Handed, Missile	80/160/240	30
Godendag	1d10	Two-Handed, Piercer	-	10
Two-Handed Sword	1d10	Two-Handed. Basher	-	15
Glaive	1d10	Two-Handed, Slasher, Giant-Killer	-	7
Halberd	1d10	Two-Handed, Basher, Giant-Killer	-	7
Lucern	1d10	Two-Handed, Piercer, Giant-Killer	-	7
Lance	1d12	Mounted only. Charge	-	25

Weapon Traits

Backstab. This weapon uses the higher damage value when used by a Thief with a Backstab attack.

Two-Handed. This weapon prevents the use of a Shield, as well as causing the user to roll 1d16 for initiative rolls.

Thrown. This weapon applies the Strength Modifier to damage rolls on ranged attacks that are Short Range.

Missile. This weapon uses the lower damage value on ranged attacks that are Long Range.

Relentless. This weapon will negate any AC bonus from DEX and Shields against its target.

Slasher. This weapon gains +2 to hit vs Light Armor

Basher. This weapon gains +2 to hit vs Moderate Armor

Piercer. This weapon gains +2 to hit vs Heavy Armor

Defensive. This weapon gives a bonus of +1 AC to its user while on foot.

Giant-Killer. When used against targets larger than a man, this weapon gains +2 to hit, and may also roll its damage dice twice, picking the highest of the two.

Charge. Doubles damage when user is mounted and performs a charging attack.

Extra Materials and Quality Adjustments

Silvered: This weapons Iron is infused with a Silver-Nickel alloy which allows it to cause harm to ghostly apparitions without penalty, as well as negating the regeneration of hit points that an enemy might normally have. This increases the cost of the weapon by 50 gold.

Bluewood: The wood of this tree is infused with a blue color from the metals it saps from the soil of its volcanic environment. Weapons made with this wood gain a 75% chance to resist breaking from any fumbled attack. This adds 75 gold to the cost of the weapon.

High Quality: A weapon of high crafting quality gains +1D to hit. Cost is triple gold.

Low Quality: A weapon with low crafting quality loses -1D to hit. Cost is half gold.

Bronze: Bronze weapons cost 3 times that of normal. ELF's may use Bronze weapons without a penalty.

Mithril: Mithril weapons cost 10 times that of normal. ELF's may use Mithril weapons without a penalty.

Armor

By default, the prices listed for the armors below assume that shields are made of wood, that padded/leather/hide armors are made out of natural fibers and leather, and that all mail armors are made out of iron metal with some appropriate padding.

ARMOR	+AC	CHECK	SPEED	FD	GOLD
Light Shield	+1	-0	-	d4	10
Standard Shield	+2	-1	-	d8	25
LIGHT ARMOR					
Unarmored	+0	-	-	d4	Free
Padded	+1	-	-	d8	5
Leather	+2	-1	-	d8	20
Studded Leather	+3	-2	-	d8	45
Hide	+3	-3	-	d12	30
MODERATE ARMOR					
Ring Mail	+4	-4	-5'	d12	70
Thick Hide	+4	-5	-5'	d16	55
Scale Mail	+5	-6	-5'	d12	120
Chainmail	+5	-5	-5'	d12	150
HEAVY ARMOR					
Banded Mail	+6	-6	-5'	d16	250
Splint Mail	+6	-7	-10'	d16	180
Half-Plate	+7	-7	-10'	d16	550
Full Plate	+8	-8	-10'	d16	1200

Extra Materials and Quality Adjustments

Wooden Armor: Padded/Leather/Hide armors may have wooden variations made where plate-like cuts of wood are tied together as a layer over the normal armor for additional protection. The armor gains +1 AC over the normal AC of the type, with an additional -1 CHECK penalty applied. If your character falls in water while wearing wooden armor they may float without knowing how to swim, and may easily float if they do know how to swim. It costs 20 gold on top of the normal price to have the armor made with additional wooden plating.

Bronze Armor: Armor made of bronze performs as well as Iron armor. Because of the different conductive nature of Bronze, only half the check penalty would apply to spell casting attempts of WIZARDS and ELFS who are wearing Bronze Armor. Any of the Mail and Plate armors may be made out of Bronze at the costs of 3 times as normal.

Mithril Armor: Armor known as Mithril to the Elves. This armor is lighter, and sturdier than Iron, meaning less of it is needed to construct equally protective armor. This is good because it is extremely rare and very difficult to process and forge. Any Mail or Plate armors may be made with Mithril instead of Iron at 10 times the normal cost. The armor reduces its CHECK PENALTY by half. FUMBLE DIE is reduced by -1D. And SPEED is “ - ” instead of the normal penalty. It also gains +2 AC vs Missile attacks. A WIZARD still suffers the normal CHECK PENALTY for casting spells while wearing Mithril Armor. An ELF will suffer ZERO penalty for casting spells while wearing Mithril Armor.

Adventuring Gear

Backpack: Backpacks are useful for carrying around all your adventuring equipment, widgets, gadgets, and of course treasure. In a pinch you could hide a halfling or other small person inside, or empty it out and try and put it onto an enemy's head to muffle and blind them for an advantage in combat. Who knows what else you could use it for?

Candle: These provide faint amounts of light, not as useful or common as people might think based on their use and depictions in modern media. Still useful for setting papers, oil, or other things on fire given enough time. The wax can be dripped onto things and marked with a seal or symbol if you want to leave a signal or message for someone to

find. The wax could be used to make an impression of a shape, object, or anything else with fine details that you might want to show to someone else but you're not able to bring them the original, like if you got to see the original for a short while and used the wax to make an impression and wanted to make a forgery of it.

Chain, 10': Chains are useful for chaining up prisoners, keeping wagon animals chained to their wagons, being useful as loops for looping and attaching ropes together for keeping lots of baggage packed together tightly to make it easier to carry or keep on top of a pack animal. With some long levers, you can use a chain as a mechanism for a wench to uproot trees or topple down statues or obelisks. You could improvise nailing one end to a wall and attaching a heavy object to the other end of the chain, using it as a makeshift booby trap to smash your unsuspecting foes.

Chalk: Chalk is good for putting marks on a dungeon floor or wall in order to mark where you've been before, leaving marks in some place public for your conspirators or the thieves guild to find in order to set up a meeting. You could smash up some chalk into a powder and blow it into the face of someone for an advantage in combat. You could even chalk up your hands to make it easier to climb.

Chest: The hard wooden outside of a chest keeps the contents safe from most jostling and blows that would break them if they were stored in a bag or backpack. Typically, these could be too heavy to carry around with your characters, but a pack animal or wagon would be able to easily carry some chests if you wanted to keep your fragile objects inside something sturdy. If the chest is sealed to be water-proof you could take the lid off the chest, and flip the main body of the chest upside-down to use as an air-pocket when diving under water.

Crowbar: The good old crowbar. Very useful for prying open doors, chests, casks, crates, floor boards, ceiling tiles, floor stones, giant clams, alligator jaws, and other tight things.

Flask, empty: Good for storing small amounts of liquid, or for applying small amounts of liquid to a specific item or surface without spilling.

Flint & Steel: Good for creating small sparks to start a fire. Can also be used to discretely scratch into wood or stone surfaces.

Grappling Hook: Can use used with a rope to climb up high walls or into trees, can also be used with a rope to easily hog-tie any target.

Hammer, small: Handy for hammering Iron Spikes into wood or stone. Useful for hammering out morse-code-like signals through floors, walls, bars, or other objects that can carry the sound.

Holy Symbol: An important part of a Cleric's faith, useful for spellcasting and receiving blessing enchantments from their deity during ceremonies of sacrifice and sacrament. Useful for non-clerics as towns commonly have their own patron deity that everyone would consider their protector, and the symbol would be useful for easily identifying groups of people, or to show kinship with groups of people.

Holy Water, 1 vial: Great for causing some almighty damage on unholy creatures, can use used to bless weapons and armor, drink it to help get a chance to negate some poison or diseases. Can have further untold uses that your Judge may agree with if you use creativity and imagination. Unholy water can conversely be used to curse weapons and armor, make diseases and wounds worse, or strengthen poisons.

Iron Spikes: Great for spiking a door open or shut. Spiking a rope or chain in place for an anchor. Adding foot-holds and hand-holds into walls for climbing. They can be used to scratch into walls or floors for leaving messages or symbols for others to read, or for keeping track of locations within dungeons. If held in your hand you can thrust your fist into the large mouth of a foe, and hope that if they bite down, they get hurt on the spikes and don't bite your hand off.

Lantern: Useful as a source of light in dark places. Built to protect the flame from strong winds and rain that would normally put a torch out. Some have shutters to allow the light to come out or be blocked off if you want darkness. A character holding a lantern can try finicking with the shutter of the lantern to concentrate the light into a beam that they could beam into the face of a target to make it difficult for them to see, imparting some kind of penalty or bonus in combat to people who are fighting the blinded foe.

Mirror, hand-sized: Good for peeking around corners, under doors, through windows, as well as good for reflecting lights as a signal to people who are looking for them.

Oil, 1 flask: Oil is useful for burning in lanterns. You could light the oil flask on fire and throw it at a target to try and burn. You could pour oil from the flask into another container and set the oil on fire to burn whatever is inside. If you find yourself needing to vomit or make something else vomit, drinking some oil may help that reaction happen.

Can be poured onto surfaces or objects to make them slippery and hard to hold, or to make sliding across the floor easier, or more dangerous.

Pole, 10-Foot: Hubert the 10-foot pole, a very steadfast friend and faithful companion. A 10-foot pole is good for poking and prodding things from distances, pole-vaulting over or across obstacles, using for leverage to move objects or to set up certain traps. Can also be used to help keep balance, or to shimmy across gaps using the pole like extended grips.

Rations: Food, good for not starving while traveling. Useful as a distraction against monsters that might decide it's easier to eat rations thrown at them instead of catching and eating some player characters. Could be mixed with poison for subterfuge.

Rope, 50': Useful for climbing up or down shafts and walls. Good for tying up bad guys or lassoing monsters or bad guys to subdue them. Can be used to trip people, or tie together sacks, or rigging up a impromptu raft.

Sack, Large: Good for holding coins, rations, or other objects. Check with your judge to determine about how much can fit in a large sack. Could probably be used to hide a halfling or a dwarf inside.

Sack, Small: Holds less than a large sack. Good for coins, potions, rations, or other smaller items. Useful for holding sand or other items as a counter-weight.

Thieves' Tools: Used for picking locks on doors, treasure chests, or prison cells. If you're really generous you could say that a "Thieves Tools" also include items that allow a thief to forge documents, and create elaborate disguises.

Torch: Useful to create light in darkened situations. Could be nailed to a wall or beam or pillar to provide light while players do something else.

Waterskin: Useful for holding any kind of liquid. Water, wine, potions, oil, or anything else. Could be used to mix powders and liquids together and pour them out again onto something.

F.A.Qs.

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