



**Open Dungeons**

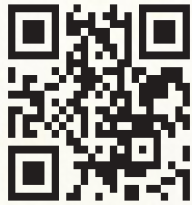
**RPG™**

**Armor**

**and**

**Gear**

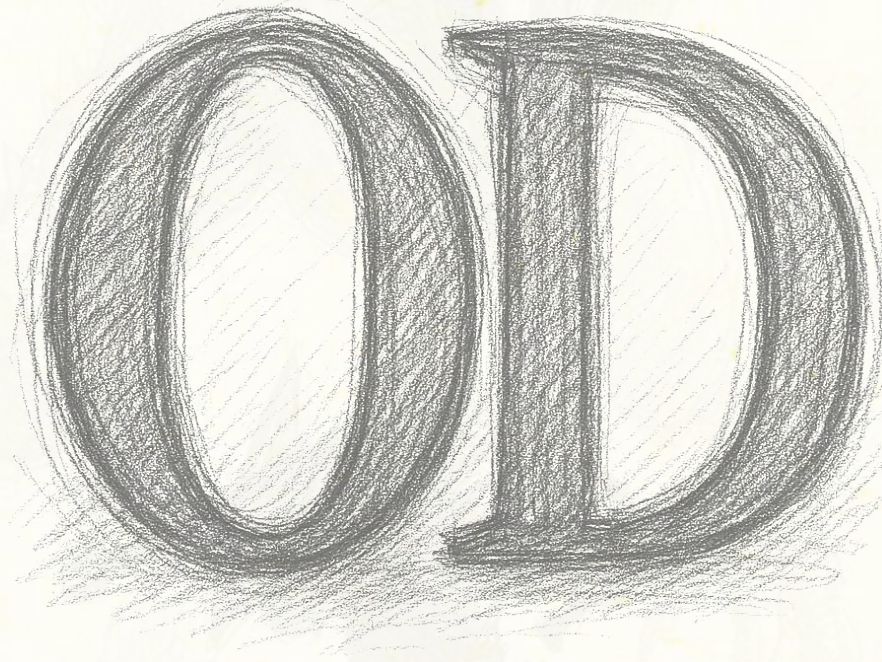
# Open Dungeons RPG™



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## Armor and Gear



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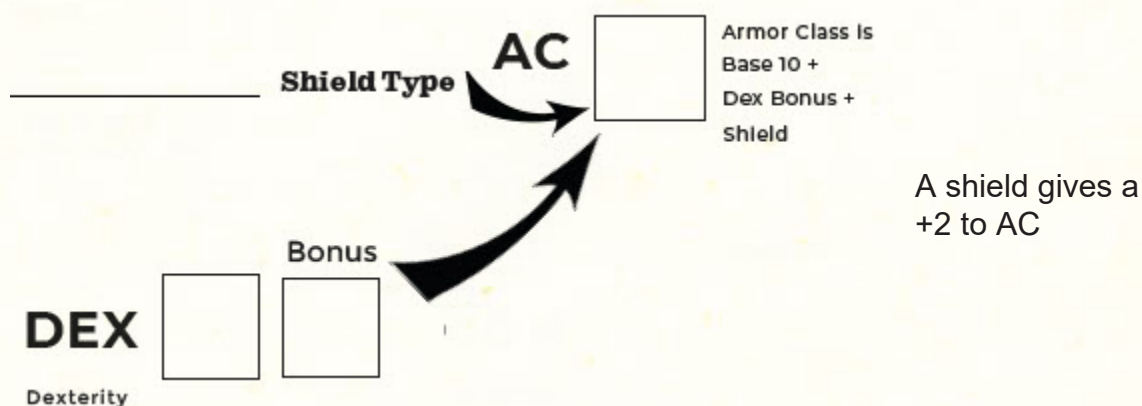
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# How Armor Works

## Armor Class (AC)

AC shows how easy (or hard) it is to land a hit when you attack with a weapon, fist, arrow, etc. Everyone starts at 10. Only shields, Dexterity ability bonus, magic items, or magic can raise or lower it.

Armor does not change AC. Even a knight in full plate can still be struck - AC is about whether the attack connects, while armor itself provides **Damage Reduction: DR**.



## Damage Reduction (DR)

Armor protects by reducing damage once a hit lands. Each type of armor has a flat DR value that is subtracted from the physical damage taken.

Creatures, monsters, etc. may have a physical or magical component that raises their DR naturally.

Shields do not have DR and do not reduce damage. Shield raises AC, making it harder to hit you. A natural 20 ignores DR completely.

## Critical Hits

A critical hit occurs when you roll a natural 20 on a 1d20. This causes two times more damage. Critical hits bypass DR. No matter the protection, a perfect strike ignores all DR.

# Helmets

Helmets do not improve AC and do not add DR.

Instead, a helmet protects the head from serious injury when things go wrong.

A player without a helmet is always at risk when the blow lands in the worst place possible. Most of the time this will not come up. But when it does, it matters a lot.

**Restrictions:** Wizards and Thieves may not wear helmets. Helmets disrupt senses by dulling hearing, limiting vision, breaks concentration, etc. - making all abilities for those classes impossible while worn.

## When head trauma checks should occur?

The DN may call for a head trauma roll when a natural 20 is scored against the character when attacked from above, or natural 1 is rolled when a character makes a Chance Roll, Save Roll or Probability Roll - related to potential body damage:

### Examples:

*A high fall onto stone or metal while attempting to walk on ledge (roll 1 on Chance Roll)*  
*Forcing open a rusted iron gate which snaps and collapses overhead (roll 1 on Chance Roll)*  
*A ceiling trap smashes down from above (roll 1 on Save Roll)*  
*A rock, boulder, or heavy object drops onto the head (roll 1 on Save Roll)*  
*A horse suddenly rears or bucks beneath a rider (roll 1 on Probability Roll)*

If a character has no helmet, the DN should raise the stakes.

## Possible consequences without a helmet?

When head trauma happens, DN decides and determines relative to scene.

Dazed - next turn is lost  
 Blurry vision - Quick saves are at risk for a short time  
 Ringing ears - Mind save rolls are harder until rest  
 Knockdown - character is stunned and falls prone  
 Memory jolt - forgets current action or spell  
 Complete blackout - lights out, body drops



## Why players will want helmets?

A helmet will not stop blows like armor's DR and will not help you dodge like Dexterity Bonus. It protects thought, balance, and consciousness when the world hits the head instead of the body.

If your cleric or fighter values their eyesight, balance, hearing, or consciousness, wear one.

# Helmets Costs & Examples

Leather Cap – Thick hide or boiled leather, common militia wear. 3 gp

Padded Coif – Quilted cloth wrap that cushions blunt impact. 5 gp

Studded Cap – Leather helm reinforced with studs or bronze rivets. 8 gp

Nasal Helm (Viking Style) – Conical iron or steel with a nose-guard bar, iconic raider helm. 12 gp

Samurai Jingasa – Lacquered hat, lightweight, built for mobility and rain protection. 14 gp

Half-Helm (Iron/Steel) – Simple iron skull dome with reinforced brow. 15 gp

Spangenhelm (Persian / Germanic) – Sectioned iron plates with mail drape over cheeks and neck. 18 gp

Barbarian Horn Helm – Leather base with bone or antler crest, ceremonial and intimidating. 20 gp

Zulu War Helm – Woven reeds layered with hide, sturdy but flexible. 22 gp

Full Helm – Wraps skull completely, deflects strong blows more reliably. 25 gp

Lamellar Helm (Steppe Riders) – Overlapping metal scales, popular with horse archers. 30 gp

Khopesh Helm (Egyptian Bronze) – Bronze plate helm with flared rim and colorful plume. 35 gp

Norman Kite-Guard Helm – Sloped nasal helm with cheek plates, favored by early crusader cavalry. 32 gp

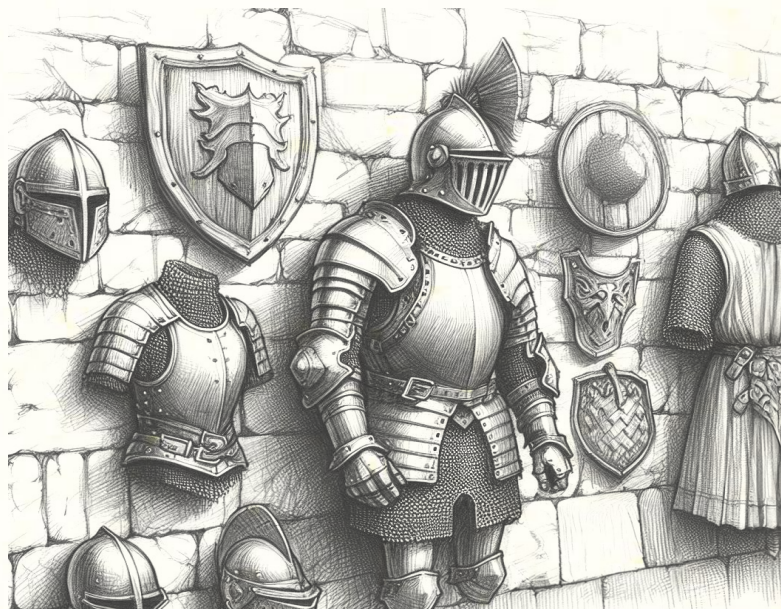
Tibetan Copper Ridge Helm – Copper and iron layered crown, wind-resistant and ridge reinforced. 38 gp

# Armor Types

Armor DR is reduction of physical damage when taking damage. Does not apply to poison, disease, suffocation, mind effects, etc.

Negative DR value or a weapon's **DR Penetration** value, that brings your DR under 0 is + added damage.

Armor Type	DR	Cost
Unarmored	-1	--
Padded or Robe	0	5 gp
Leather	1	10 gp
Studded Leather	1	25 gp
Hide	2	15 gp
Chain Shirt	2	100 gp
Scale Mail	2	50 gp
Chainmail	3	150 gp
Breastplate	3	200 gp
Splint Mail	4	300 gp
Banded Mail	4	250 gp
Half Plate	4	600 gp
Full Plate	5	1,500 gp



# Weapon Types

Some weapons were historically designed to penetrate armor like the crossbow, so you'll see an entry for "DR Pen": **Damage Reduction Penetration**: This removes some DR bonus, and if the DR Pen places target into negative territory for protection, then apply that as + to damage.

*For example, if wearing a leather armor with a DR 1 (non-magical), and you are hit with a Lucern Hammer that has a DR Pen value of -2, it does an extra +1 of damage as it not only negated your DR for Leather on a hit, but its kinetic energy is amplified.*

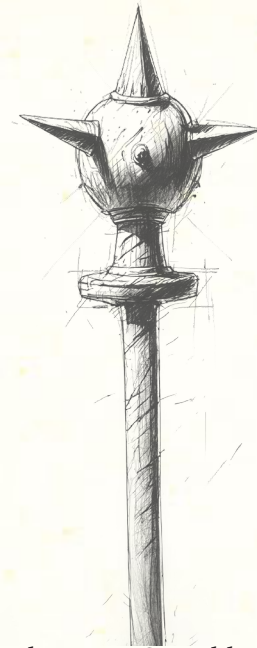


The crossbow's main advantage over regular bows was its ability to generate much higher draw weights - often 200-1200+ pounds compared to a longbow's typical 80-150 pounds. This massive force, combined with heavy steel bolts (often called quarrels), made crossbows devastatingly effective against mail armor and later plate armor.

Medieval armorers and crossbow makers were essentially locked in an arms race. As armor got better, crossbow technology evolved to counter it. They developed specialized armor-piercing bolts (or quarrels) with needle-sharp bodkin points, reinforced crossbow prods (the bow part), and mechanical aids like windlasses and goat's foot levers to cock these incredibly powerful weapons.

The crossbow was so effective against armored knights that it was actually banned by the Pope in 1139 for use against Christians (though this was largely ignored). It democratized warfare in a way - a relatively untrained crossbowman could take down an expensively equipped knight who'd trained for years.

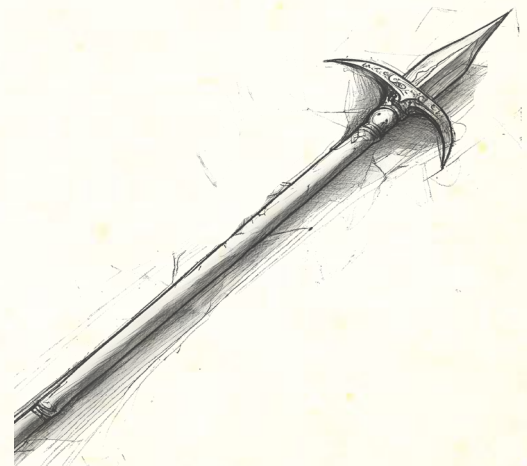
Weapon	Damage	DR Pen**	Cost
Awl Pike *	1d8	-2 DR	8 gp
Bardiche *	1d10	--	10 gp
Bec de Corbin *	1d8	-2 DR	15 gp
Bill *	1d8	--	5 gp
Bill-Guisarme *	1d10	--	12 gp
Boar Spear *	1d8	--	5 gp
Corseque *	1d8	--	8 gp
Fauchard *	1d8	--	5 gp
Fauchard-de-Bec *	1d10	--	12 gp
Fauchard-Fork *	1d8	--	8 gp
Glaive *	1d8	--	8 gp
Glaive-Fauchard *	1d10	--	15 gp
Glaive-Guisarme *	1d10	--	12 gp
Glaive-Voulge *	1d10	--	15 gp
Guisarme *	1d10	--	8 gp
Guisarme-Voulge *	1d10	--	12 gp
Halberd *	1d10	-2 DR	10 gp
Holy Water Sprinkler	1d10	--	15 gp
Hooked Polearm *	1d8	--	8 gp
Jousting Lance *	1d10	--	20 gp
Tourney Lance *	1d6	--	15 gp
Lance (light) *	1d6	--	6 gp
Lance (medium) *	1d8	--	9 gp
Lance (heavy) *	1d10	--	15 gp
Lochaber Axe *	1d10	-2 DR	12 gp
Military Fork *	1d8	-1 DR	10 gp
Monk's Spade *	1d8	--	8 gp
Partisan *	1d8	-1 DR	8 gp
Pike *	1d10	--	5 gp
Poleflail *	1d8	--	10 gp
Ranseur *	1d10	-1 DR	10 gp
Spetum *	1d8	-1 DR	8 gp
Spontoon *	1d6	--	5 gp
Trident	1d8	--	8 gp
Voulge *	1d10	--	8 gp
Winged Spear	1d6	--	6 gp
Arming Sword	1d8	--	15 gp
Claymore *	1d10	--	50 gp
Cutlass	1d6	--	12 gp
Dao	1d8	--	20 gp
Dwarven Waraxe *	1d10	--	30 gp
Elven Thinblade	1d8	--	80 gp
Estoc *	1d8	-2 DR	25 gp
Executioner's Sword *	1d12	--	75 gp



Holy Water Sprinkler



Trident



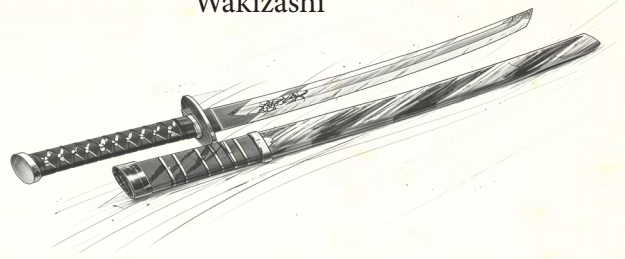
Partisan

\* two-handed weapon, no shield allowed

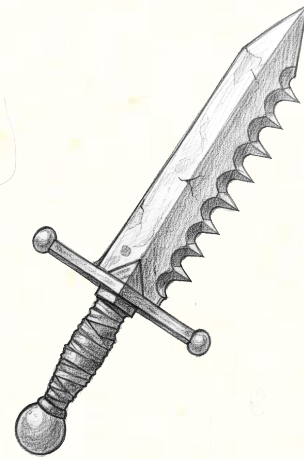
\*\* DR Pen is Damage Penetration. It subtracts from armor DR. For split values, use the first value at Effective Range and the second value at Max Range.

Weapon	Damage	DR Pen**	Cost
Falchion	2d4	--	18 gp
Falx *	1d8	-1 DR	20 gp
Gladius	1d6	--	12 gp
Katana	1d10	--	400 gp
Khopesh	1d8	--	20 gp
Kris	1d6	--	15 gp
Kukri	1d4	--	8 gp
Longsword	1d8	--	15 gp
Moonblade	1d10	--	500 gp
Rapier	1d6	--	20 gp
Sabre	1d8	--	15 gp
Scimitar	1d8	--	15 gp
Shortsword	1d6	--	10 gp
Swordbreaker	1d4	special	25 gp
Two-Handed Sword *	1d10	--	50 gp
Wakizashi	1d6	--	35 gp
Zweihander *	2d6	--	100 gp
Cinquedea	2 HP	--	5 gp
Dirk	1d4	--	3 gp
Karambit	1d4	--	8 gp
Knife	2 HP	--	2 gp
Obsidian Dagger	1d4	--	4 gp
Punch Dagger	1 HP	--	2 gp
Sai	1d4	--	15 gp
Stiletto	1d4	--	4 gp
Bone Club	1d6	--	1 gp
Cudgel	1d4	--	1 sp
Flail (footman's)	1d8	--	8 gp
Flail (horseman's)	1d6	--	15 gp
Flanged Mace	1d8	-1 DR	12 gp
Giant Maul *	2d6	--	20 gp
Heavy Flail *	1d10	--	15 gp
Lucern Hammer *	1d8	-2 DR	15 gp
Maul *	2d6	--	10 gp
Meteor Hammer	1d6	--	25 gp
Morningstar	1d8	--	8 gp
Nunchaku	1d4	--	2 gp
Tetsubo *	1d10	--	20 gp
Tonfa	1d4	--	3 gp
Obsidian Maul *	1d10	--	15 gp
War Pick	1d6	-2 DR	8 gp
Warhammer	1d8	-2 DR	12 gp
Chain-and-Sickle	1d6	--	25 gp
Chain Whip	1d6	--	20 gp
Crescent Moon Spade *1d8	--	--	25 gp
Crystal Sword	1d10	--	500 gp
Dwarven Hammer *	2d6	--	90 gp

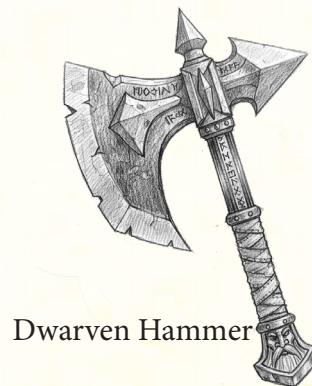
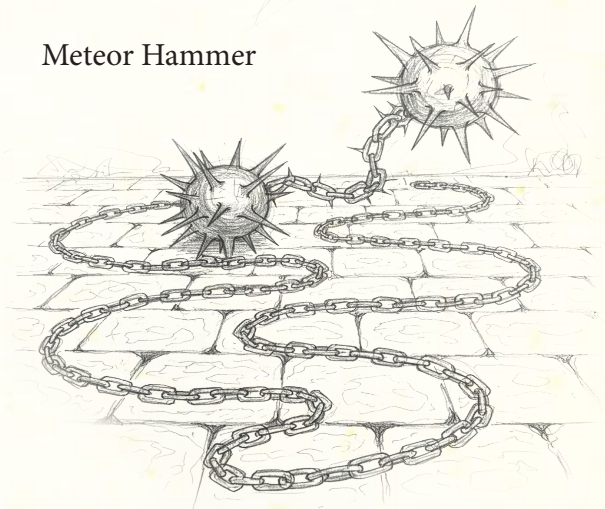
Wakizashi



Swordbreaker

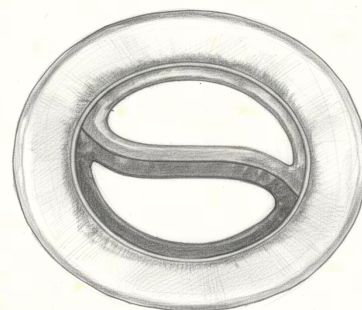


Meteor Hammer

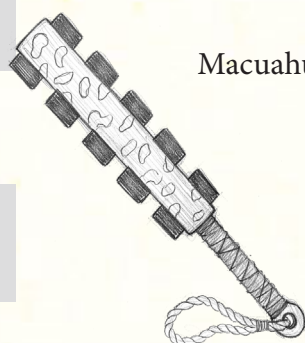


Dwarven Hammer

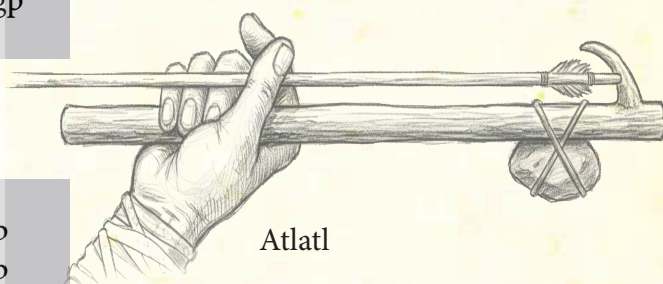
Weapon	Damage	DR Pen**	Cost
Elven Glaive-Sword *	1d8	--	150 gp
Hooked Chain	1d8	--	25 gp
Manriki-Gusari	1d4	--	15 gp
Three-Section Staff *	1d6	--	20 gp
Scourge	1d6	--	5 gp
Spiked Buckler	1d4	--	20 gp
Spiked Gauntlet	1d4	--	5 gp
Spiked Shield	1 HP	--	25 gp
Tiger Claws	1d4	--	12 gp
Boomerang	1d4	--	5 gp
Chakram	1d6	--	8 gp
Dart	2 HP	--	5 sp
Javelin	1d6	--	1 gp
Pilum	1d6	-2/-1 DR	5 gp
Shuriken	1 HP	--	1 gp
Throwing Axe	1d6	--	8 gp
Throwing Knife	1d4	--	2 gp
Bow, Short	1d6	--	30 gp
Bow, Long *	1d8	--	75 gp
Bow, Comp. Short	1d6	--	75 gp
Bow, Comp. Long *	1d8	--	100 gp
Bow, Great *	1d8	--	100 gp
Crossbow, Hand	1d4	-1 DR	100 gp
Crossbow, Light	1d6	-2/-1 DR	35 gp
Crossbow, Heavy *	1d10	-3/-2 DR	50 gp
Man Crossbow *	1d12	-3/-2 DR	400 gp
Sling (stone)	--	--	0
Sling (bullet20qty)	-- +1 to hit	--	0
Staff Sling	1d6	--	4 gp
Atlatl	1d6	--	2 gp
Macuahuitl (short)	1d8	--	8 gp
Macuahuitl (long) *	1d10	--	12 gp
Obsidian Sword	1d8	--	10 gp
Staff *	1d4	--	15 gp
Sharktooth Sword	1d6	--	20 gp
Stone Axe	1d6	--	2 gp
Throwing Stick	1d4	--	1 sp
Totem Axe	1d8	--	8 gp
War Club *	1d8	--	3 gp



Chakram



Macuahuitl



Atlatl

Note: to put weapon damage into context, a typical farmer, peasant, soldier will have between 2 and 8 hit points.

\* two-handed weapon, no shield allowed

\*\* DR Pen is Damage Penetration. It subtracts from armor DR. For split values, use the first value at Effective Range and the second value at Max Range.

## Gear, Equipment and More

Item	Price	Item	Price
Ale, pint	4 cp	Anti-venom kit	100 gp
Antitoxin vial	50 gp	Arcane focus	20 gp
Backpack	2 gp	Backpack, leather	3 gp
Bag of chalk (small pouch)	1 sp	Bag of flour	5 cp
Bag of knuckle-bones and jacks	2 sp	Bag of marbles (small pouch)	5 sp
Bag of pepper (small pouch)	1 gp	Bag of salt (small pouch)	2 gp
Balance scales	2 gp	Bar of soap	2 cp
Beads, prayer	1 gp	Bear trap	2 gp
Bedroll	1 sp	Bedroll heater	2 gp
Beer, small, pint	2 cp	Bell, hand	1 gp
Belladonna, sprig	5 gp	Belt	1 sp
Bit and bridle	2 gp	Blacksmith tongs	5 sp
Blanket	2 sp	Block and tackle	5 gp
Boots, high, hard	3 gp	Boots, high, soft	2 gp
Boots, low, hard	2 gp	Boots, low, soft	1 gp
Bottle of ink	8 gp	Bottle, glass	2 gp
Box, iron, large	12 gp	Box, iron, small	4 gp
Caltrops	1 gp	Camel	50 gp
Campfire grate	2 gp	Candle, short	1 cp
Candle, tall	2 cp	Candle, tallow	1 cp
Candle, wax	3 cp	Canoe	30 gp
Cap	1 sp	Caravan Wagon	750 gp
Caravel	12,000 gp	Carpenter's tools	8 gp
Carriage, Noble	800 gp	Carriage, Passenger	300 gp
Cart, Hand	15 gp	Cart, Pony	80 gp
Cartographer's tools	100 gp	Carving knife	3 sp
Case, bone, map or scroll	8 gp	Case, leather, map or scroll	1 gp
Chain (5 feet)	2 gp	Chalk	1 cp
Chariot, Racing	150 gp	Chariot, War	250 gp
Chest, wooden, large	2 gp	Chest, wooden, small	1 gp
Chisel & hammer	2 gp		
Cloak	5 sp	Clothes, common	5 sp
Clothes, travel	2 gp	Coach, Mail	600 gp

Cog	3,000 gp	Compass	10 gp
Cooking pot	8 sp	Cooking spices	1 gp
Crowbar	2 gp	Deck of playing cards	5 sp
Dire Wolf	800 gp		
Donkey	8 gp	Draft Horse	50 gp
Dried herbs	1 sp	Dried meat	1 sp
Elephant	1,000 gp	Elk	100 gp
Empty bottle	2 sp	Empty sack	1 sp
Enchanted trinket	50 gp	Endless waterskin	200 gp
Eversmoking bottle	5,400 gp	Extra rations	5 sp
Feather of falling	300 gp		
Firewood (bundle)	1 cp	Fish hooks and 20' fishing line	1 sp
Fishing Boat	200 gp	Fishing net	4 gp
Flask of oil	1 sp	Flask of vinegar	3 sp
Flute	4 gp	Food, merchant's meal	5 sp
Food, rich meal	2 gp	Fur cloak	12 gp
Galleon	75,000 gp	Galley, Small	8,000 gp
Garlic cloves	1 cp	Garlic, bud	3 cp
Giant Eagle	5,000 gp	Giant Goat	80 gp
Girdle, broad	2 gp	Girdle, normal	1 gp
Glass beads	1 gp	Glass cutter	5 gp
Good luck charm	10 gp	Grain, horse meal, 1 day	5 cp
Grappling hook	1 gp	Griffon	20,000 gp
Hairbrush	1 sp	Hammer	5 sp
Hand drill	5 sp	Hand mirror	10 gp
Harness	2 gp	Hat	1 sp
Healer's kit **	50 gp	Herbalism kit	5 gp
Holy symbol	1 gp	Holy water (flask)	25 gp
Hunting trap	5 gp	Incense, stick	1 sp
Ink (1 ounce bottle)	8 gp	Ink pen	1 sp
Iron pot	8 sp	Iron skillet	8 sp
Iron spikes	1 sp	Jar of animal fat	1 sp
Jar of honey	1 gp	Jeweler's tools	25 gp
Journal	10 gp	Kayak	50 gp
Key	5 sp	Knitting needles	1 sp
Lantern	7 gp	Lantern, bullseye	12 gp
Lantern, hooded	7 gp	Large towel	1 sp

Lead pencil	5 cp	Leather harness	2 gp
Llama	25 gp	Lock	20 gp
Lute	5 gp	Magic components pouch	5 gp
Magnifying glass	100 gp	Man-of-War	100,000 gp
Map (local area)	50 gp	Map or scroll case	1 gp
Mead, pint	6 cp	Merchant Ship	25,000 gp
Merchant Wagon	500 gp		
Miniature shrine in a box	50 gp	Mirror (body), steel	20 gp
Mirror (small), steel	10 gp		
Mirror, small, silver	10 gp	Mule	20 gp
Oilcloth	1 sp	Oilskin cloak	1 gp
Ox	15 gp	Pan, cooking	5 sp
Pan, gold	25 gp	Paper (one sheet)	4 sp
Paper, ink, & quill pen	9 gp	Parchment (one sheet)	2 sp
Pegasus	Priceless	Pick, miner's	3 gp
Pipe and tobacco	2 gp	Piton	1 sp
Pockets of sand	1 sp	Pole (10-foot)	2 sp
Pony	30 gp	Portable ram	10 gp
Pot of cooking grease	1 sp	Potion flask	3 gp
Pouch	5 sp	Pouch, belt, large	2 gp
Pouch, belt, small	1 gp	Powdered iron	5 sp
Quill	1 sp	Quiver	1 gp
1 Dozen Arrows	1 gp	Quiver, Bolt	1 gp
1 Score 20 Arrows	2 gp	1 Dozen Bolts	2 gp
Raft	25 gp	Rations (1 day)	5 sp
		Rations, 1 week	3 gp
Riding Dog	150 gp	Riding Horse	75 gp
Ring of old keys	5 sp	River Barge	500 gp
Rope hempen (50 feet)	1 gp	Rope silk (50 feet)	10 gp
Rowboat	75 gp	Rune stones	25 gp
		Sack, large	2 sp
Sack, small	1 sp	Saddle	10 gp
Saddle bags, large	4 gp	Saddle bags, small	2 gp
Saddle blanket	5 sp	Saddlebags	4 gp
Scroll (blank)	5 sp	Sewing kit	1 gp
Sharpening stone	2 cp	Shovel	2 gp

Shovel, long handled	3 gp	Siege Tower	2,000 gp
Signal whistle	8 sp	Signet ring	5 gp
Skin for water or wine	1 gp	Sledge	2 gp
Sleeping bag	2 sp	Small abacus	2 gp
Small bag of iron filings	1 sp		
Small box of water-colour paints	10 gp	Snow goggles	4 gp
Soap	2 cp	Spike, iron, large	3 sp
Sprig of wolfsbane	1 gp	Spyglass	1,000 gp
Steel wire	5 sp	Stone chisel	5 sp
		Sunrod	2 gp
Supply Wagon	400 gp	Symbol, holy, iron	5 sp
Symbol, holy, silver	15 gp	Symbol, holy, wooden	1 gp
Telescope	1,000 gp	Telescope, pocket	1,200 gp
Tent	10 gp	Thick leather gloves	1 gp
Thieves' picks & tools	30 gp		
Tinder box, with flint & steel	5 sp		
Tongs	5 sp	Torch	1 cp
Towel	1 sp	Tracing paper	2 sp
Traveler's cloak	8 sp	Twine (10 feet)	1 cp
Vial	1 gp	Vial of cheap perfume	1 gp
Vial of holy water	25 gp		
Wagon, Heavy	200 gp	Wagon, Light	100 gp
Walking cane	1 gp	Walking stick	5 sp
War Camel	150 gp	War Dog	200 gp
War Elephant	2,000 gp	War Horse, Heavy	400 gp
War Horse, Light	150 gp	Warhorse, Destrier	600 gp
Warship	50,000 gp	Water clock	800 gp
		Water skin	1 gp
Waterproof bag	5 sp	Waterproof boots	6 gp
Waterproof case	1 gp	Wax seal stamp	5 gp
		Whetstone	2 cp
Whistle	1 sp	Whistle, dog	2 sp

Wig (long)	25 gp	Wine, pint, good	2 sp
Wood Chisel	20 sp	Winter blanket	8 sp
Wooden stake	1 cp	Yak	40 gp

## Ranged Weapon Distances

**Guidance:** Eyeballing Ranges

Exact counting is not required in Open Dungeons. The listed ranges give a sense of what each weapon is capable of, but you should eyeball the scene first:

If the target is right there in the same chamber or skirmish line, treat it as **Effective Range**.

If the target is across the room, down a hall, or further out in the open, treat it as **Max Range**.

If it feels too far to make sense (across the valley, top of the tower, etc.), simply say it's beyond the weapon's reach.

The numbers are for reference, not tape-measuring the dungeon floor. Lean on common sense, drama, and your description of the space, the scene.

## Ranged Weapon Ranges

Weapon	Effective Range	Max Range
Dart	20 ft	40 ft
Throwing Knife	20 ft	40 ft
Dagger (thrown)	10 ft	20 ft
Throwing Axe	20 ft	40 ft
Javelin	30 ft	60 ft
Pilum	40 ft	80 ft
Boomerang	30 ft	60 ft
Chakram	40 ft	80 ft
Shuriken	15 ft	30 ft
Throwing Stick	30 ft	60 ft
Sling (stone)	40 ft	80 ft
Sling (bullet)	50 ft	100 ft
Staff Sling	60 ft	120 ft
Weapon	Effective Range	Max Range
Atlatl (spear)	80 ft	160 ft
Bow, Short	60 ft	120 ft
Bow, Comp. Short	70 ft	140 ft
Bow, Horse	70 ft	140 ft
Bow, Long	100 ft	200 ft

## Continued: Standard Ranged Weapons

Bow, Comp. Long	110 ft	220 ft
Bow, Great	120 ft	240 ft
Crossbow, Hand	30 ft	60 ft
Crossbow, Light	80 ft	160 ft
Crossbow, Heavy	100 ft	200 ft
Man Crossbow (siege)	200 ft	400 ft

## Exotic & Improvised Ranged Weapons

Weapon	Effective Range	Max Range
Net	10 ft	20 ft
Meteor Hammer	10 ft	15 ft
Chain-and-Sickle	10 ft	20 ft
Chain Whip	15 ft	30 ft
Hooked Chain	10 ft	20 ft
Manriki-Gusari	10 ft	20 ft
Three-Section Staff (thrown swing)	10 ft	20 ft
Scourge (if thrown lash)	10 ft	20 ft

### \*\* Healer's Kit

Leather pouch containing bandages, salves, and splints. 5 uses.

Expend 1 use per treatment, with an immediate effect on first round. Once per creature per encounter. Requires 10 uninterrupted minutes. If interrupted, the use is expended and the treatment fails.

Stops death (if DN allows true death at negative value i.e. -5 e.g. at 0 HP, -1 HP per round), bleeding, and further HP loss.

Creature recovers +1 HP immediately.

If the creature rests immediately for at least 8 hours following treatment, they recover 25% of their maximum HP, regardless of rest condition.



**Encumbrance:** DN decides. Rulings over rules. Common sense over charts.