

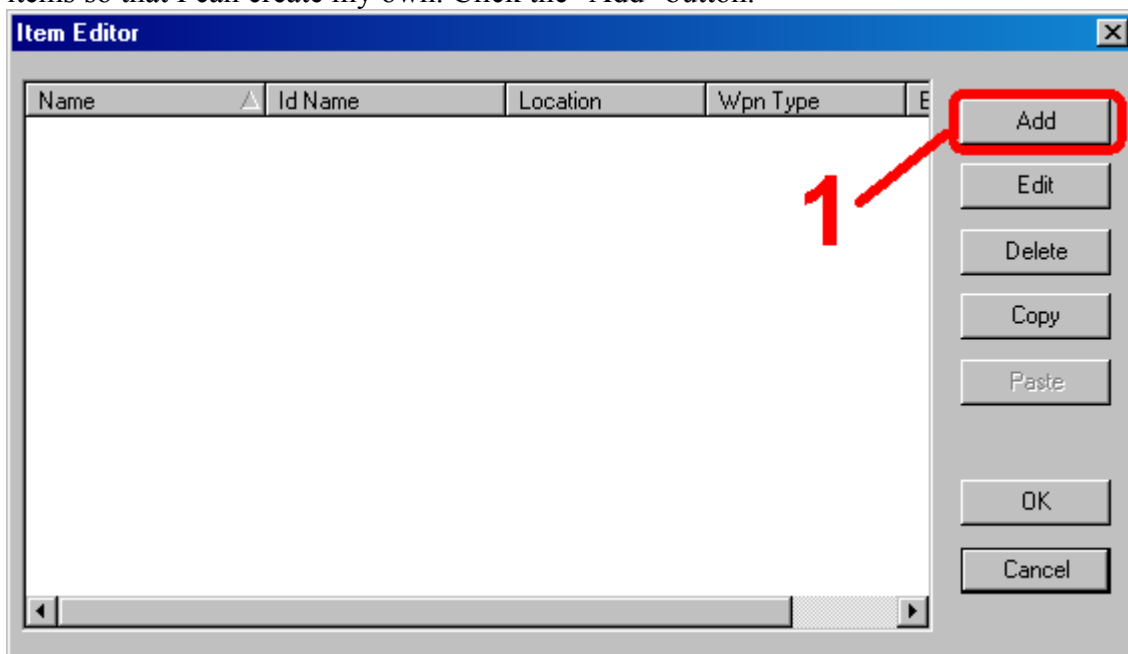
Dungeon Craft Tutorial: Adding an item to the item database

by manikus
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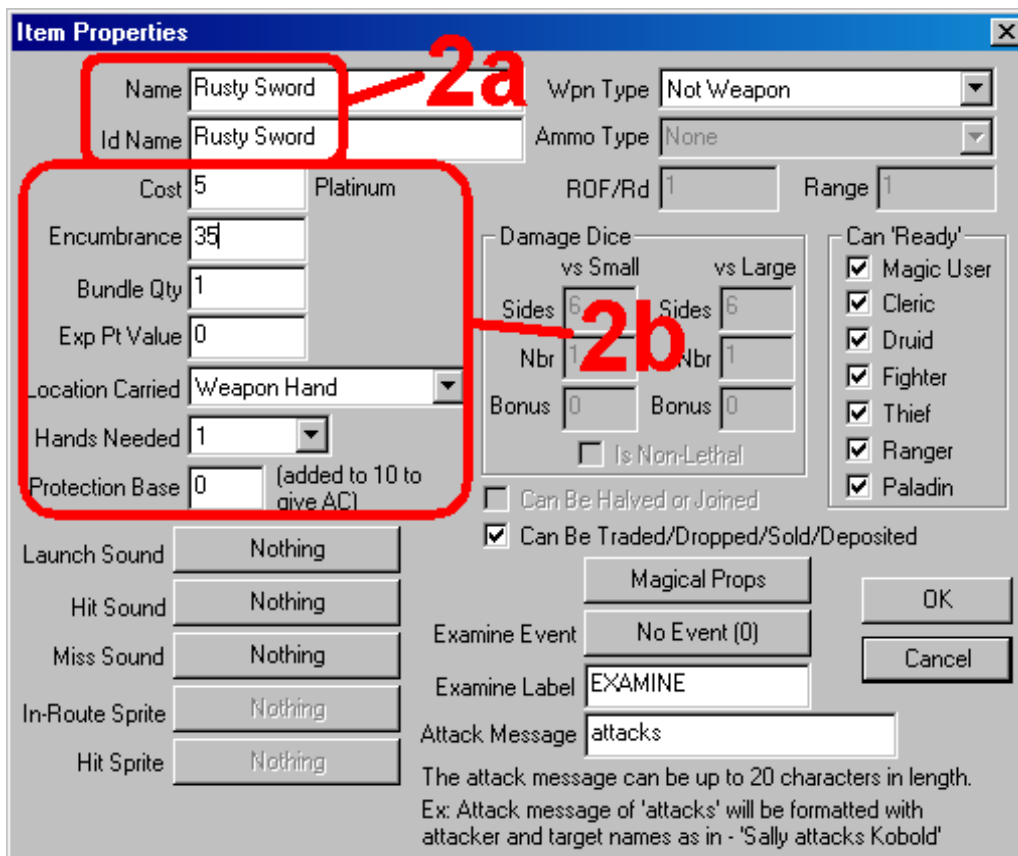
Preliminary: Gather resources that you might need. For an item, resources may include an icon for the item if it is a projectile, and possibly stats for the item from the source of your choosing, such as the Advanced Dungeons & Dragons Monster Manual, or something you've found on the net. You may also wish to use a particular sound for the item when it attacks if it is a weapon.

For this exercise, we will create an item called the "Rusty Sword". which will be slightly weaker than a regular AD&D short sword.

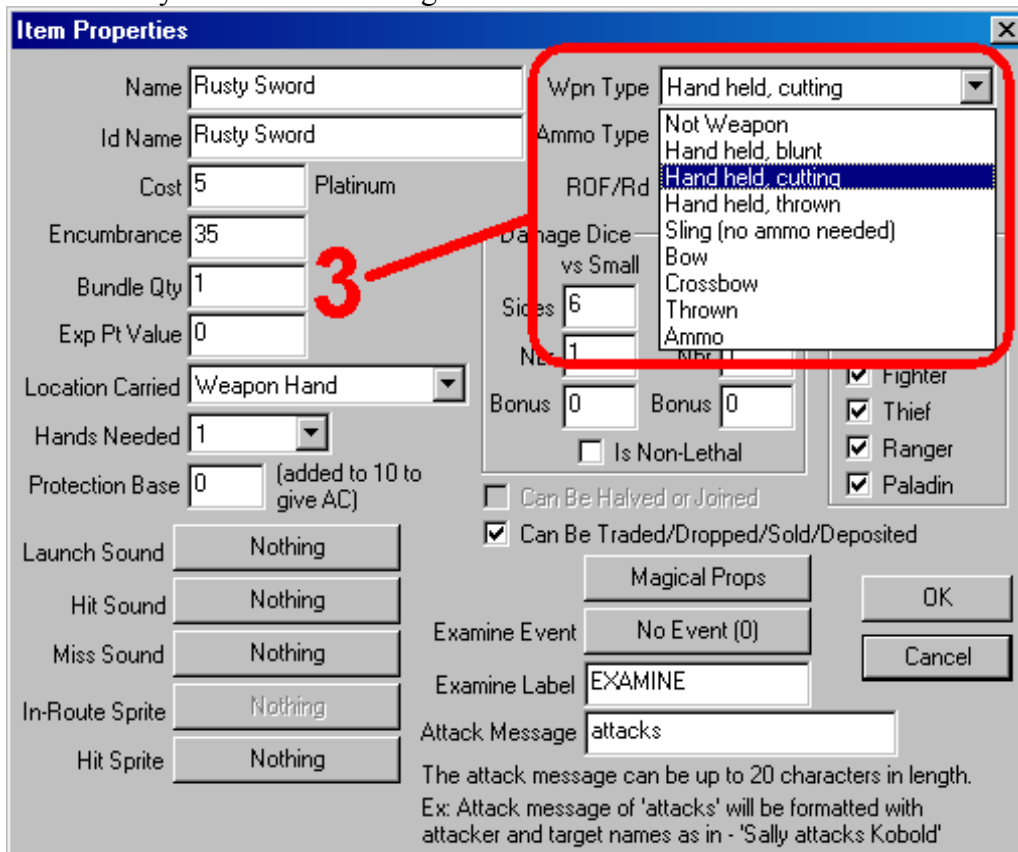
1. From the top menu, select Database->Edit Items... or CTRL + I. This will bring up the database. Yours will undoubtedly contain the default items for Dungeon Craft. I have already deleted all the items so that I can create my own. Click the "Add" button.



2. In the name box, input your items name. This is where I input "Rusty Sword". Notice that there is a second box called "Id Name" in which I have also put "Rusty Sword". (2a) The reason for the two boxes is that I may not want the player to know initially that my sword is different from any other sword. But in this case, I think the rust would be obvious to anyone looking at the item. We also want to give the Rusty Sword statistics so that the Dungeon Craft combat engine knows just what he is capable of doing and what he is worth. You can see the choices I made. Notice that 'Location Carried' indicates where upon the person this item will be used, and that it must be "weapon hand" if it is a weapon.(2b)



- Since the Rusty Sword will be used as a weapon, we need to let DC know, first that it is a weapon, and secondly what kind of damage it will do.



- Now that we have defined our Rusty Sword as a weapon, we can tell how DC how much damage it does. Because I want this weapon to be slightly weaker than a regular short sword, I have set the 'sides' of the dice to 5 from the default 5. Because I want this to be for brutal creatures, I have left the "non-lethal" option unchecked.

Item Properties

Name: Rusty Sword Wpn Type: Hand held, cutting

Id Name: Rusty Sword Ammo Type: None

Cost: 5 Platinum ROF/Rd: 1 Range: 1

Encumbrance: 35

Bundle Qty: 1

Exp Pt Value: 0

Location Carried: Weapon Hand

Hands Needed: 1

Protection Base: 0 (added to 10 to give AC)

Launch Sound: Nothing

Hit Sound: Nothing

Miss Sound: Nothing

In-Route Sprite: Nothing

Hit Sprite: Nothing

Damage Dice

vs Small vs Large

Sides: 5 Sides: 5

Nbr: 1 Nbr: 1

Bonus: 0 Bonus: 0

Is Non-Lethal

Can Be Halved or Joined

Can Be Traded/Dropped/Sold/Deposited

Can 'Ready'

Magic User

Cleric

Druid

Fighter

Thief

Ranger

Paladin

Magical Props: []

Examine Event: No Event (0)

Examine Label: EXAMINE

Attack Message: attacks

The attack message can be up to 20 characters in length.
Ex: Attack message of 'attacks' will be formatted with attacker and target names as in - 'Sally attacks Kobold'

OK Cancel

5. For some items, it may be the case that you do not want all classes to be able to use them. In Advanced Dungeons & Dragons, only thieves and warriors may use swords (with a couple of exceptions). I decide to follow that rule for this weapon.

Item Properties

Name: Rusty Sword Wpn Type: Hand held, cutting

Id Name: Rusty Sword Ammo Type: None

Cost: 5 Platinum ROF/Rd: 1 Range: 1

Encumbrance: 35

Bundle Qty: 1

Exp Pt Value: 0

Location Carried: Weapon Hand

Hands Needed: 1

Protection Base: 0 (added to 10 to give AC)

Launch Sound: Nothing

Hit Sound: Nothing

Miss Sound: Nothing

In-Route Sprite: Nothing

Hit Sprite: Nothing

Damage Dice

vs Small vs Large

Sides: 6 Sides: 6

Nbr: 1 Nbr: 1

Bonus: 0 Bonus: 0

Is Non-Lethal

Can Be Halved or Joined

Can Be Traded/Dropped/Sold/Deposited

Can 'Ready'

Magic User

Cleric

Druid

Fighter

Thief

Ranger

Paladin

Magical Props: []

Examine Event: No Event (0)

Examine Label: EXAMINE

Attack Message: attacks

The attack message can be up to 20 characters in length.
Ex: Attack message of 'attacks' will be formatted with attacker and target names as in - 'Sally attacks Kobold'

OK Cancel

6. The rest of the settings I will leave at their default settings as I don't feel they need to be adjusted for the Rusty Sword. We're done. Go ahead and click "OK".

Item Properties

Name: Rusty Sword Wpn Type: Hand held, cutting

Id Name: Rusty Sword Ammo Type: None

Cost: 5 Platinum Rof/Rd: 1 Range: 1

Encumbrance: 35

Bundle Qty: 1

Exp Pt Value: 0

Location Carried: Weapon Hand

Hands Needed: 1

Protection Base: 0 (added to 10 to give AC)

Damage Dice vs Small: Sides 6, Nbr 1, Bonus 0

Damage Dice vs Large: Sides 6, Nbr 1, Bonus 0

Can 'Ready': Magic User, Cleric, Druid, Fighter, Thief, Ranger, Paladin

Can Be Halved or Joined

Can Be Traded/Dropped/Sold/Deposited

Launch Sound: Nothing

Hit Sound: Nothing

Miss Sound: Nothing

In-Route Sprite: Nothing

Hit Sprite: Nothing

Magical Props: [Button]

Examine Event: No Event (0)

Examine Label: EXAMINE

Attack Message: attacks

The attack message can be up to 20 characters in length.
Ex: Attack message of 'attacks' will be formatted with attacker and target names as in: 'Jany attacks Kobold'

OK Cancel

Suggestions: When naming your items, you must give each a unique name, but the uniqueness applies to the engine. DC provides the use of the '|' and '/' characters so that you can have as many items named "sword" as you would like, just use something to differentiate them, such as 1, 2, 3, etc. As far as your players are concerned, they will all be named "sword". This also allows the designer to keep the "special" aspects of a weapon hidden from the player until she has identified it.