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Dungeon Crawl Classics (DCC) is a series of tabletop role-playing game modules published by Goodman Games. The modules have been published for the third and fourth editions of Dungeons & Dragons and for the Dungeon Crawl Classics Role-Playing Game (DCC RPG). Some of the modules have been ported to the first edition of Advanced Dungeons & Dragons as well as Castles & Crusades.

List of Dungeon Crawl Classics modules - Wikipedia

Dungeon Crawl Classics (DCC) is a series of role-playing game modules published by Goodman Games, most of which use the Open Gaming License (OGL) and System Reference Document (SRD) version 3.5 to provide compatibility with the revised third edition of Dungeons & Dragons. It includes more than 73 adventures, and features celebrated game designers such as Michael Mearls, Dave Arneson, and Monte ...

Dungeon Crawl Classics - Wikipedia

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DriveThruRPG.com - Dungeon Crawl Classics #51: Castle ...

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Castle Whiterock is a d20 Dungeon Crawl Classics adventure written for Dungeons & Dragons by Adrian Pommier and Chris Doyle. For character levels 1-15, Castle Whiterock is billed as "the greatest dungeon story ever told."

Publication:Castle Whiterock | Dungeons and Dragons Wiki ...

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Rolling for Initiative is a weekly column by Scott Thorne, PhD, owner of Castle Perilous Games & Books in Carbondale, Illinois and instructor in

marketing at Southeast Missouri State University. This week, Thorne takes a look at the upcoming Dungeon Crawl Classics Day.

Rolling For Initiative -- A Look at Dungeon Crawl Classics Day

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Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dun-geons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere. Assault on Stormbringer Castle is designed for four to

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