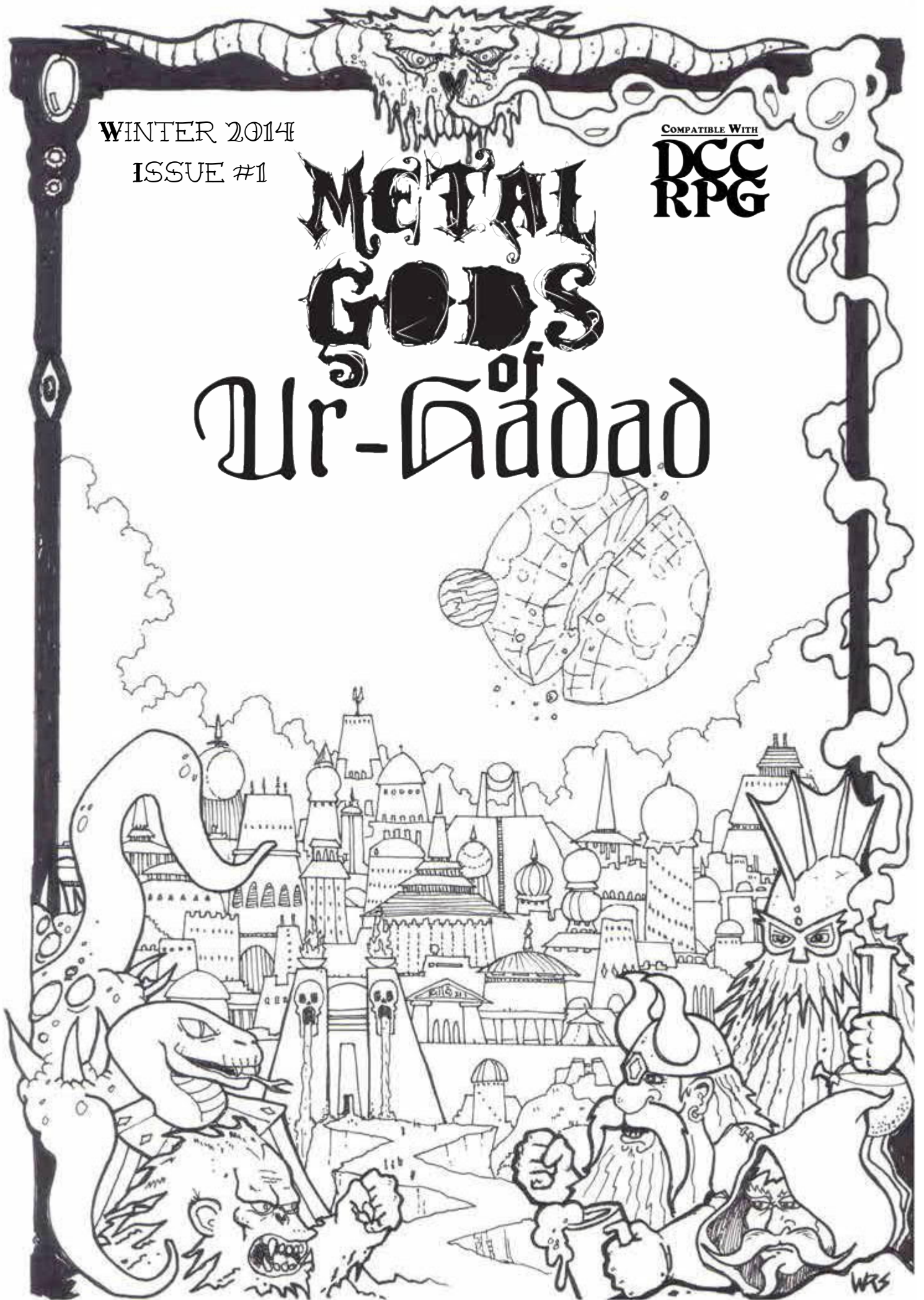WINTER 2014
ISSUE #1

METAL GODS of Ur-Hadad

THIS ZINE IS TO BE PLAYED AT MAXIMUM VOLUME

Edgar Johnson, Wayne Snyder & Adam Muszkiewicz made this and hope you enjoy it.

WAYNE SNYDER

Drew the fantastic art in this issue. He actually drew more than we needed, which is great, because we'll then have stuff for later issues without too much sweat. You might recognize his art from Jack Shear's *Devilmount* project, including the very excellent cover. Wayne blogs about his art and miniature projects at the *Goblin Mini-Mart*.

EDGAR JOHNSON

Wrote the very brutal "Street Kids of Ur-Hadad" zero-level funnel adventure tool kit that is the centerpiece of this issue. He blogs over at Edgar's Game Blog and is one of the two co-Judges of the Metal Gods of Ur-Hadad campaign on Google+. Edgar is also the author of "Blood for the Serpent King," soon to be published by Goodman Games as a bonus adventure in *DCC #82 Bride of the Black Manse* by Harley Stroh.

ADAM MUSZKIEWICZ

Wrote several of the shorter articles in this issue, as well as handling the layout, editing and annoying computer parts of putting this together. He blogs at *Dispatches From Kickassistan* and is generally the sort of guy who likes to do everything himself, so he taught himself how to make a 'zine. He is the other half of the Judging team for the Metal Gods of Ur-Hadad campaign and should probably be prepping for his next game right now.

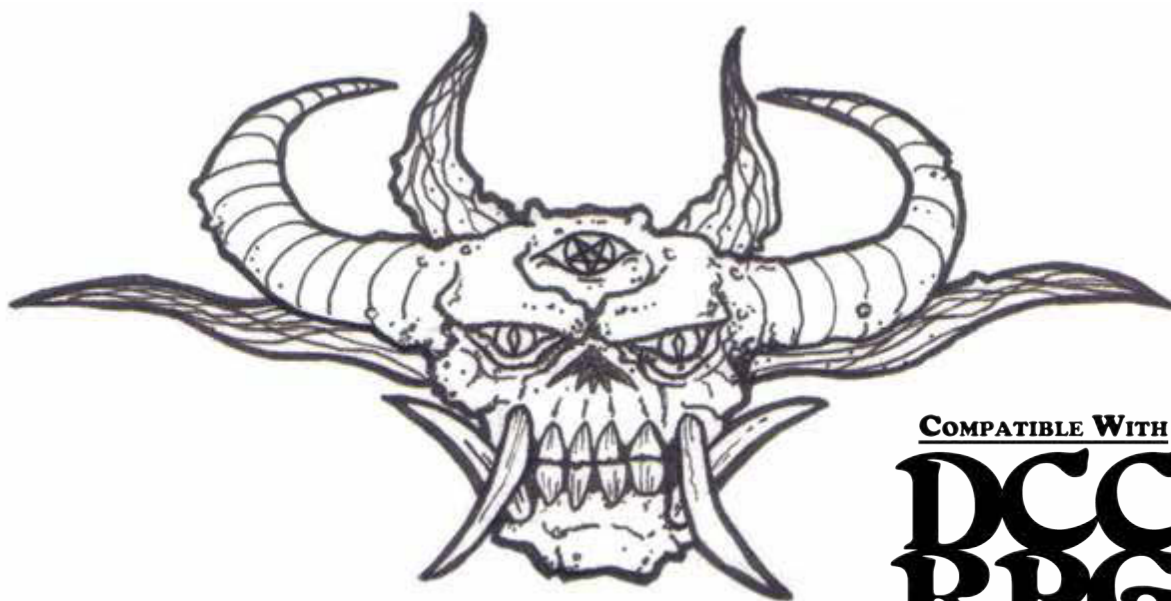*Goblin Mini Mart* *Edgar's Game Blog* *Dispatches From Kickassistan*

WHAT'S A D11?

Some articles in this issue of The Metal Gods ask you to roll a d11. To the best of the authors' knowledge, no such polyhedral exists, which has led Adam Muszkiewicz to invent an interpretive dice mechanism he calls the d11. To roll a d11, you roll a d12 (dodecahedron), interpreting any die result other than a "12" normally. If a "12" is rolled, an Opportunity is created and the die is rolled again. If the following die result is an odd number, Things Get Worse and the resulting outcome is worse for the players than otherwise, even if the result means a success. Similarly, if the result is an even number, Things Get Better, and the resulting outcome is better for the players than otherwise, even if the result indicates a failure. Look for future releases from the Kickassistan Ministry of Tourism that use and clarify this dice mechanism.

Metal Gods of Ur-Hadad
Issue 1, Winter 2014
Table of Contents

COMPATIBLE WITH
DCC RPG

THE METAL GODS

Adam Muszkiewicz

Know, pitiable children of today, that there was a time before Metal, when Man worked and fought and died and even made music with wood and bone, shell and stone.

In those dark times, Man lived as a savage, eking out a sparse existence in the forests and wilds of Ore, ever hiding from the Elder slavers who would come to steal away his sons and daughters. Those sons and daughters would live as animals in the great cities of the Elder Races. Even where you stand now, even here in Ur-Hadad, our kind were once slaves serving as brutes in the field or as palace servants for Elder masters.

Little by little over the ages of Man's captivity, he learned that the Elders' power lie in their Metal, lay in their ability to work it and to master it, to flense Man's skin from his body with it as easily as to entrap him in bars made of it. And yet, Man knew, his captors had no true rapport with Metal. Metal had driven the elves mad, it seemed, and awakened in them dark passions that Man did not fully understand nor want to. The disparate races of lizard men all made use of Metal as well, but they seemed to put no more faith in it than in other tools and their own scaly hides. The serpent men, sorcerous race of scientists and sadists that they were, saw Metal as a relatively minor weapon in their arsenal, instead favoring plagues and calamities of their own devising as well as horrific acts of psychic willpower. Metal, Man knew, he was destined to master and, through it, overthrow his own masters.

Generations of Man found themselves stealing away small glinting piece after small glinting piece of Metal from work yards, arsenals, forges and careless masters. Collecting the bounty of their skullduggery in secret, Man began to unlock the riddles hidden at the core of the material. It was slow going at first, with Man being treated as little better than an animal, but over the ages, the Man of the cities had learned a secretive path to Metal, a sly and manipulative path, a near-sorcery of hidden blades in the dark and slit throats. Yearning for the day when he would call himself free, the Man of the cities worked noiselessly to poison the Elder Races, to slay them in their sleep and shift blame on to rivals, to gradually turn the Elders against each other so none could stand in his way when the revolution came.

Away from the strongholds of the Elder Races, Man also sought out the secrets of Metal. The race of Dwarves, long enemies of the Elders, saw in Man a race not unlike themselves, but with a burning need for freedom and self-determination that the Dwarves found inspiring. Suffering dearly after untold ages of Elder depredation, Man looked for any ally in a stark and uncaring world. Man took to the lessons of Metal the Dwarves taught him with aplomb, the ways of arms and armors, of tools and treasures and soon enough, Man's mastery was such that he learned secrets that Dwarves had never known. Deep in his soul, Man knew music and when that music met Metal, Man birthed forth his own magics, just as powerful and mysterious as those practiced by the Elders.

In time, the Man of the wilds, along with his Dwarven allies, met the Elder Races on the field of battle, armed with Metal of his own and the fierce battle magics known today as the Lost Hymns. The Elders expected yet another easy victory over the weakling race of ape descendants and, so great was their hubris, they paid little attention to the race of Man they had in chains. As the Man of the wilds drew out the Elders, the Man of the cities unsheathed his secret daggers and slit every Elder throat he could, all the while humming Lost Hymns of his own, Hymns of shadow and h.

The war was not won in a single battle, yet the outcome was inevitable. Man, it seemed, had Metal in his soul, and in the end, Metal (and Man) would rule on Ore. Once the dust had settled and the war was over, the heroes of Man, masters of Metal, had become a class unto themselves. Metal had infused them, suffused them, and made them something else, something other. These heroes became the first Metal Gods, as did all true masters of Metal who came after them, destined make war and debauch throughout the Celestial Realms until needed by Man once again.

UR-HADAD, THE FIRST CITY

Adam Muszkiewicz

Men call her the "First City" not because it was the city that they built first, no. The hands of men took no part in raising her walls, burrowing warren and sewer beneath her streets. She was ancient before Man first learned to walk upright and older still when the Elder Races enslaved him and brought him here to serve them. Those who came before the Elder Races had faded into myth by the time those races had taken the city, as had those who came before them, and even those before them, and so on unto the dawn of time. Still, she is the First City.

Nor do they call her the "First City" because she is the center of their world, which she indeed is. Not merely do all roads lead to Ur-Hadad, but so too each trail of men or beast or even worse. Every shipping lane finds either its end or its beginning here on the wharves of Ur-Hadad. And yet, though the Dominion of Man be vast and all the trade that is her life's blood pumps through this First City that is her heart, still there have been greater dominions on the face of Ore, and greater riches than those known to the men of today have been coveted and traded and will be again. And still, she is the First City.

Nor do they call her the "First City" for her preeminence in military or political power. Of war and the outside world, little does the First City care. She has been conquered a thousand times and acquitted herself of conquerors a thousand more. Her every street and alley has known bloodshed and violence and will know it again, yet she still stands. Though the richest and most influential nobles in the world make Shining Ur-Hadad their home, the Grand Vizier endeavors to keep the city neutral in the Dominion of Man's internecine maneuvering and petty rivalries. "Let other cities, states, tempt fate and the gods with their foolish squabbles," he has said, "in Ur-Hadad, we shall be as the Metal that is the anchor for the Dominion of Man against any tide that should threaten to overcome her." Thus does she assure her independence and neutrality from the wars of men. And still, she is the First City.

In truth, she is the First City because she is the First City. No city ever stood before her, nor shall any stand after her. When the first squamous and unnamble things crawled forth from the oceans or coagulated from the ether of distant stars, it was here that they settled and civilization first took root. Though those first races be long-forgotten now, the evidence of their cyclopean metropolises, bone ziggurats and calcified gardens can still be found in the depths of the Undercity, as well as occasional arcane echoes that plague Man's mightier wizards and seers. Some of those wizards and seers, gazing backward at a past so remote that it can scarcely be considered anything but apocryphal, claim that Ur-Hadad is the First City anywhere, that her birth was also the birth of civilization throughout the universe or even, perhaps, a multitude of universes. So too, they claim, will she be the Last City, the final bastion of civilization when all else collapses and falls to the entropy destined to be the death of reality and all who dwell there.

Assassins of Ur-Hadad

Adam Muszkiewicz

It would be entirely inaccurate to suggest that flocks of assassins haunt the streets of Ur-Hadad, that guilds of shadowy killers flit across moonlit terraces and down darkened alleys stalking their prey. The Grand Vizier himself has decreed that all such institutions of organized murder are illegal within the city's walls and, as such, they must not exist there. To suggest otherwise, to suggest that the Grand Vizier's word was any less than inerrant perfection, would be treason as well as a base and treacherous lie.

There are no assassins nor assassins' guilds in Ur-Hadad; it has been decreed and it must be so.

And yet, deaths still happen. Murders still occur. People are still poisoned.

Surely, all these things are the acts of independent killers, unprofessional louts who murder out of passion or necessity, not out of devotion to the practice of the art of death nor out of direct financial motivation. Surely, those thousands of dead by mysterious or violent causes every year are not the act of assassins (for there may be no assassins in the First City), but the acts of random violence so common when so many thousands upon thousands of human beings gather in one place.

This is the myth we tell ourselves at night so we can sleep, unafraid of the knives and vipers lurking out of eye's wary reach.

The Lies Behind the Truth

There may be no assassins guilds in Ur-Hadad, but there are plenty of organizations who will take a person's money in return for an expertly-slain corpse. Mute monks who brew poisons deep within claustrophobic temples on the Avenue of One Thousand Gods murder as freely as slum-bound cultists of forgotten forces of Chaos. Cash-strapped would-be revolutionaries might consider alternate sources of funding, while leagues of gentleman sportsmen might accept a nobleman's challenge and wager for a particularly difficult trophy. Secret societies lie to the world and to themselves daily about who they are and what they do.

Should your player characters face their would-be murderers among the streets and wharves of Ur-Hadad, you'll need to know what they're facing.

Number

How many assassins? Roll d11. That many. If Things Get Better, they're 1d3 levels lower than the PCs. If Things Get Worse, they're 1d3 levels higher.

Attire

How are they dressed? Roll d11. *1* - Animal-like regalia that mingles feather, fur and fabric with ornate masks. *2* - Ninja-style peejays. *3* - Bandages and rags like lepers. *4* - Cultist robes in a distinct color. *5* - Full but flexible-looking armor that covers the body completely. May or may not have a demon face-type mask. *6* - Wearing body suits made from the tanned hides of (1d5; 1) ghouls, (2) bears, (3) elephants, (4) beastmen or (5) people! *7* - Loose, flexible clothing that allows for lots of free movement.
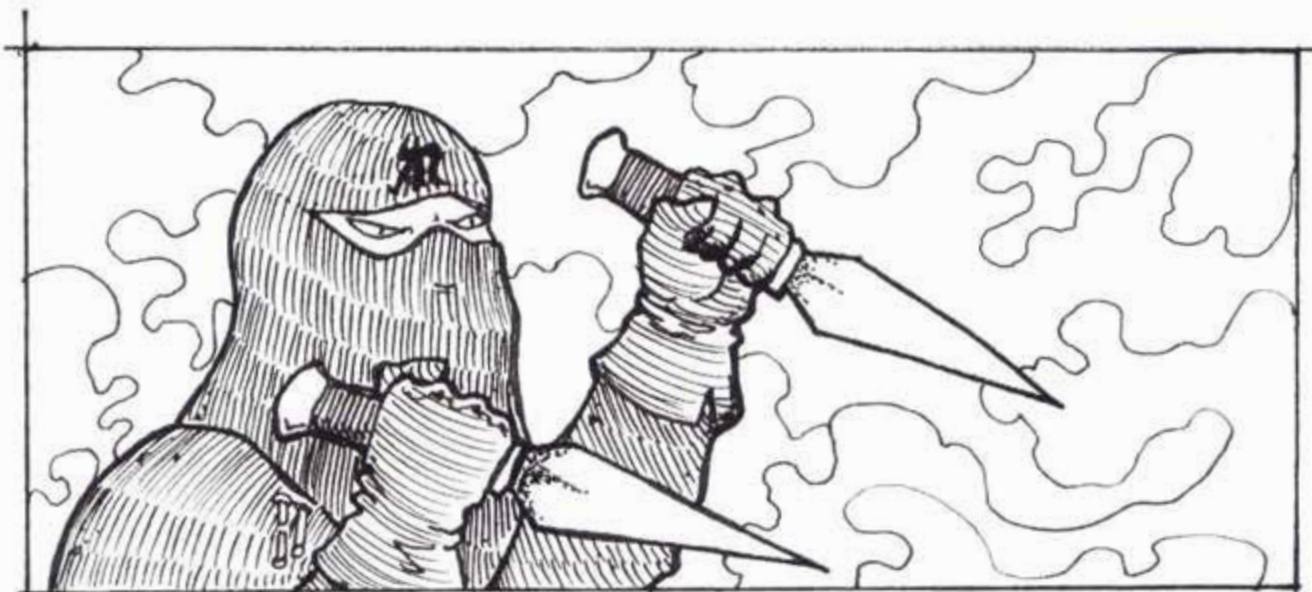
Also, they have no sense of humor. *8* - Like respectable, normal members of society. If the city guard sees you fighting them, they're likely to side with the assassins. *9* - Like hunters in the woods despite the urban environment. *10* - Mostly if not entirely naked. Watch where you put your hands, buddy. Also, critical hit tables can be brutal. *11* - Everybody's dressed differently, but everyone is dressed like (1d5; 1) some minor god so incredibly obscure that you probably won't get the reference, (2) characters from a popular play or heroic story, (3) a monster from local mythology or fairy tales, (4) popular musicians and bards or (5) well-known works of art. **Things Get Better:** the assassins' costumes are bright and easy to spot; chasing them through the crowd would be easier than normal. **Things Get Worse**: the assassin's costumes are designed for stealth and make it easy for them to hide in shadows and hard to spot by the PCs.

BUT THEY'RE REALLY…

Who are the assassins, really? Roll d11. *1* - A cult devoted to the resurrection of a long-forgotten Chaos Lord. *2* - A secret society of revolutionaries devoted to the violent overthrow of the ruling classes. *3* - Bored nobles who have already hunted all of the prey they deem "worthy" and now have moved on to targeting more dangerous game. *4* - Beastmen who manage to survive and thrive in the First City by being the toughest and meanest things on (or under) the street. *5* - Monks so devoted to the cause of Order that they've all cut out their own tongues so they may not accidentally breach their vow of silence. *6* - Possessed by aliens from beyond that drink the fear of those about to die. *7* - Robots fulfilling some secret agenda related to their eventual overthrow of humanity's dominance over the world and the First City. *8* - The larval stages of extraplanar demons incubating inside of human hosts while they develop their capacity for cruelty and depravity. *9* - Secretly serpent men who have disguised themselves as humans to resume their rightful place as man's masters. *10* - Quasi-religious lotus-eaters, these madmen view murder as a sacrament and the consumption of narcotics a duty. Yeah, real stable guys. *11* - Psionic projections by dreaming cultists who believe that they are not culpable for the evil they do in their dreams, and so use their dream-selves to explore darker urges like murder. During the day, they're really nice folks that are slowly being twisted to Chaos. **Things Get Better:** The assassins' particular schtick provides them with a weakness that the PCs can exploit. **Things Get Worse:** The assassins' have extraordinary powers related to their schtick that will make them even more challenging (perhaps summoning nightmare beasts for result 11, for instance).

THE MERCENARY'S GUIDE TO UR-HADAD

Adam Muszkiewicz

Captain Chogrun Versk of the mercenary band known as the Brotherhood of the Blue Mark steps forward to give all interested parties five things every mercenary needs to know about Ur-Hadad and how to survive and profit there.

Five things any mercenary worth his salt needs to know to get by and get rich in Ur-Hadad? Why should I tell you? Then we'll have every scuzz-bum with a rusty chopper strap a serving tray to his chest and try to make it big off what I say! Hmm, maybe I'll just give a fake account to throw 'em off the scent, eh?

Nah, I'm just yanking your balls, chum. A good merc knows to do the job he got paid for and you paid me solid coin for my thoughts, an' I'm sure you're planning on a solid profit from 'em, too, so I figure, spirit of enterprise being what it is, you'll get what you paid for.

#1 - Make a friend outside of your mercenary company so, in case the lot of you get slaughtered, there'll be someone left outside your family to say something nice at your funeral. Some mercs'll say that bartenders and serving wenches are great for this, particularly since they're going to see a hefty portion of your coin. Me, I say forget them, they move on to the next mark the second you step out the front door. Instead, claim a tavern as your favorite, but make friends of the drunks who spend time there. All of them. Buy rounds for the house. Never turn down that beggar looking to buy a drop of grog or bit of brew. Folks remember where their booze comes from and get all misty-eyed when the supply gets shut off. If you want to make sure enough people are properly bereaved when you pass that the gods themselves will take notice of their lamentations and provide you a seat of honor at their tables, nothing gets the job done like sobbing drunks.

#2 - The Spearmarket sells more than just sword arms, you can find swords there, too, but not usually the best. The armorers and weaponsmiths of the Spearmarket are competent, and can provide you with enough materiel to support your rank-and-file, but if you want a choice spot of equipment custom-built to your specifications, don't even think about looking in the 'Market. Take this chopper at my belt here. I had that made by a down-on-his luck artisan over in the Scuzzberg district. Here's the thing: most of the best smiths of arms and armor are flat broke, so don't expect to find them in nice places. Their work is too good for a merc company to afford for the grunts and often too functional for the hoity-toity tastes of nobles who'd rather have silver filigree on a blade than a good edge. Any armorer or weaponsmith operating out of a dump of a shop is more likely to produce master-grade gear than any of the chumps in the Spearmarket.

#3 - Every army marches on its stomach, and yours is no different. Once you've secured a contract, your next move, before you start spending any advance you've got on whores and ale, start arranging your provisions. Here, you've got two solid options: Dockside and the Squat. Dockside, you'll end up with better quality food that's been prepared for the sea voyage to Ur-Hadad (which can sometimes be a very long trip), fresh fish, tubers and rice from the western colonies, and large quantities of fruits from the south to keep scurvy at bay. In the Squat, you'll sacrifice quality for price, paying as low as one fifth of what you'll pay Dockside, but you might need to

⑥

buy five times as much just to keep your grunts happy. For my money, I'll take Dockside every time; the smaller load of provisions means less I have to spend on pack mules and drovers, much less mess cooks.

#4 - Keep a talented tailor on retainer so you can dress for success. When negotiating, you need to match your attire to the customer. Merchants don't tend to like merc who dress better than they do, while nobles won't hire anyone whose clothes don't look more expensive than an Uglothi pleasure slave. At the same time, your grunts might need to dress for the job, too. If your client is looking to hire heavy cavalry, dress them like Volczik hussars, but if they want light infantry, you want Escali skirmishers. Never lie to your client and say your men actually are Volczik or Escali (unless they are), but you can imply that they are, particularly if you draw attention to their "native garb." In my experience, clients will pay more for reputation alone; and there aren't many Hadadi merchants or nobles who can tell the difference between a fake Volczik and a real one at muster distance.

#5 - When times are tight and you can't find a foreign war to go off and fight, Ur-Hadad's under city is full of ancient horrors and forgotten tribes of beastmen and long-lost treasures that are just begging to be slaughtered or uncovered. Yes, it can be dangerous, but you're a mercenary. Act like one. With the right bribes to the right criers, you can easily whip up a fake scare related to something in the under city. Once some well-meaning citizen steps up to do his civic duty and, say, offer a bounty on vermen scalps, all you need to do is traipse down into the under city and start your bloody harvest. We call scams like this "rat catching" and it doesn't pay well, but at least it pays. Plus, it gives your grunts something to do after the whore money has run out. Who knows, occasionally you find some lost elven or ophidian treasure down there, too. Don't make a habit of going down there, though; it can take days to wash the stink off.

Street Kids of Ur-Hadad
A Zero-Level Funnel Adventure Tool Kit

Edgar Johnson
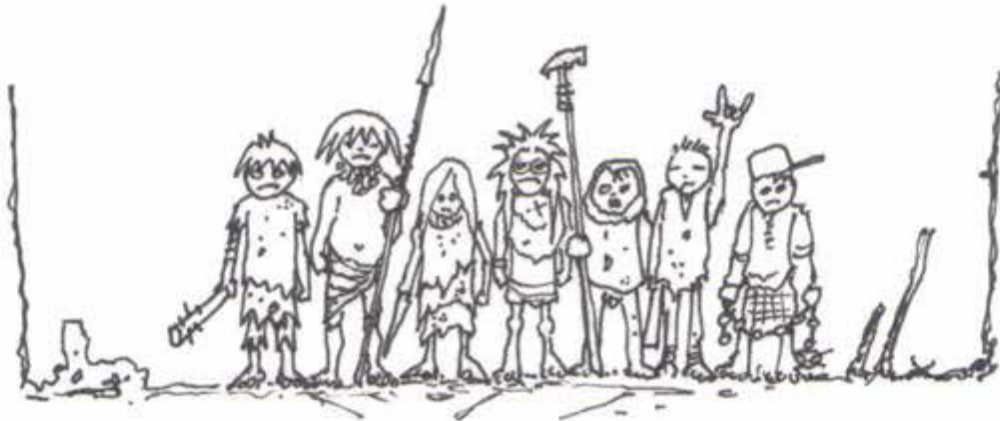
Introduction
In this zero-level adventure, your players will each run several zero-level urchins, street kids from Ur-Hadad. They have ventured far from home in hopes of pulling off a legendary coup against their rival street gangs, making a name for themselves, and maybe even earning the right to become adventurers. As darkness falls, many of them may be having second thoughts. It's a long way back home, and they must now dodge rival gangs bent on their demise, corrupt city guardmen on the take, and other dangers of the night.

This module is intended as a fairly linear zero level funnel, but could easily be adapted for sandbox play. The broader goal—Get home!—is the primary motivation for the PCs, but how the players will go about doing that is very, very open to their creative processes. For that reason, this adventure has no set path, and no prepared maps. Instead it will provide the GM and players with what they need to run this scenario on the fly, with just a little bit of prior preparation.

Adventure Generation
In this case, "sandbox play" is developed around three tables:
- A table for generating neighborhoods.
- A table for generating gangs.
- A special d30 table for use when the other generators produce three or more "6" results during die rolls.

Roll all the Dice
You will use a "roll all the dice" generator for two different purposes. Table 1 generates neighborhoods in which the action will take place. Table 2 generates information about street gangs. The GM picks up one of every type of die used in the game, and rolls them all, using each die to generate an entry from a column in the table. Since this is Dungeon Crawl Classics, you will need to use all of the "weird" Zocchi dice (e.g., d3, d5, d7, d14, d16, d24, and d30), in addition to the "regular" polyhedral dice –d4, d6, d8, d10, d12, and d20. Table three will be used only when three or more "6" results occur in a single roll. It provides some authentic Hadadi flavor.

Taken together, the three tables will help you to create neighborhoods, populate locations with credible threats and hidden resources, and provide useful details about the nature of the physical environment.

USING THE TABLES

The two main tables included in this funnel adventure generate neighborhoods (Table 1) and street gangs (Table 2). You will need both. However, when you roll three or more "6" results, you will consult Table 3.

THE 666 RULE

When generating neighborhoods or gangs, watch your dice closely. Whenever you roll three (or more) "6" results on a single roll, something peculiar is included in a neighborhood. When I say "peculiar," I mean peculiar by normal standards for generic fantasy RPGs. In Ur-Hadad, it's simply how things are: Things are weird, and they are fucking Metal. Most of these odd occurrences also provide a chance for additional character generation, as they may affect character attributes scores, hit points, and other attributes of the zero-level PCs. To determine the outcome of the "666" roll, make a roll on Table 3: Just Another Day in Ur-Hadad.

GENERATING NEIGHBORHOODS

Begin the game by generating a series of neighborhoods. You start with the neighborhoods because that table also tells you how many gangs to include in a particular neighborhood. The generator doesn't specify how many buildings are in a neighborhood or how much area it covers. That's for the GM to decide. The neighborhood generator only provides a foundation on which to build.

You can either create just enough neighborhoods to run the funnel, and make the assumption that your players will need to move through them linearly; or, alternately, you could make a larger "map" using the generators, and allow the players to treat this adventure as a sandbox. Either way is fine, but linear play will tend to be a bit more limiting to player agency. It's still fun, but doesn't allow for exploration in the same way as sandbox play.

For each neighborhood you wish to create, roll all the dice and write the results on an index card for something similar. For linear play, you will need probably 5 to 7 neighborhoods; for sandbox play, you should create a 5 by 5 or larger grid. Once you have generated neighborhoods, take a close look at the general nature and character of the neighborhoods, and try to distribute them in a way that makes sense to you.

For linear play, simply start with the first neighborhood generated and then go through the rest of them in order, taking the next index card off the stack as needed. This is a bit more of a "railroad" approach, but it needn't feel that way. Use the limited details provided by the generator to provide "cues" to the players, indicating significant and mechanically useful information upon which they can act. They may choose to go one way or another, but you'll always have a new place for them to end up (i.e., the next neighborhood card on the stack). If they, for whatever reason, backtrack through a neighborhood and go a different direction, just grab a different neighborhood card. We'll cover this a bit further in the next section, "Running the Adventure."

If you decide to use the "sandbox" method, then you'll have a lot more prep work to do. We recommend that you generate sufficient neighborhoods to form a grid of whatever dimensions you choose, placing the results in ways that help the maps to make sense as a single, larger map. This would produce a real (if crude) sense of the geography that the players will have to navigate to make their way back home. While it's not necessary that the map include every specific location and encounter, you certainly could do that.

Is there a gang here? d3
1. No gang.
2. No, there are TWO gangs.
3. Yes, there is a gang.

Most roofs are... d7
1. Thatch
2. Slate w/ shallow pitch
3. Slate w/ steep pitch
4. Flat roofs with trapdoors and rooftop gardens
5. Ceramic tile w/ shallow pitch
6. Ceramic tile w/ steep pitch
7. Shake shingles

Building height - d4
1. All below ground
2. 1 and 2 stories
3. 2, 3, and 4 stories
4. 5 or more stories

Structures are... d6
1. Wooden structures
2. Adobe structures
3. Kiln-fired brick
4. Wood and stone
5. Stone and metal
6. Stone, metal, and glass

Streets are... d5
1. Wide avenues
2. Normal streets
3. Narrow streets
4. Normal streets/alleys
5. Packed dirt/mud/gravel

Friends and Enemies - d30
1. A gate guard on the take.
2. A wandering mendicant asks you for alms (reward?).
3. A guard patrol (1d4 guards)
4. 1d3 Bandits
5. No encounter
6. No encounter
7. Were-creature is out and about
8. Prostitute on the corner
9. Purple tentacle dealer.
10. A troop of psychotic clowns armed with juggling implements (knives, axes, clubs, torches)
11. NPC (Ally): A friend of Vane's
12. Drunken nobleman trying to provoke a duel.
13. A beggar (actually a disguised patron, will heal HP/Attributes to full to any who give alms)
14. A wounded war dog
15. A group of war veterans wandering home from the tavern
16. A merchant and his servant, returning from the cockfights with two gamecocks
17. 1d3+1 young dandies, drunk and belligerent
18. No encounter
19. A dead demi-human (w/ some paperwork in a courier's pouch)
20. A noble lady's sedan chair, carried by 4 eunuchs.
21. An avatar of the trickster god. Will play pranks on the PCs and any rivals, just to cause chaos.
22. A drunk, passed out in the gutter.
23. A rabid dog/wolf hybrid.
24. A patrol of the Grand Vizier's anti-gang task-force (1d4 members)
25. A gongfarmer and his dung cart.
26. A pair of young lovers, out for an evening stroll.
27. A pair of young lovers, having a loud and vicious argument.
28. A cult prostitute, looking to make some converts.
29. An apprentice deathcult assassin, seeking to shed his first blood.
30. A mysterious stranger who offers aid.

Routes Through Neighborhood - d8
1. 1 route, surface
2. 2 routes, surface/rooftop
3. 2 routes, surface/under
4. 2 routes, rooftop/under
5. 3 routes (2 surface*/1 under)
6. 3 routes (rooftop/surface*/under*)
7. 4 routes (rooftop/2 surface*/under)
8. 5 routes (2 rooftop/2 surface/under*)

Available resources - d24
1. Makeshift weapon 1d4 damage
2. Makeshift armor +1 AC
3. Dropped purse with 1d20 bits in it.
4. Watering trough
5. An unwatched horse, and saddled and ready to go.
6. An unlocked garden shed (shovel and pitchfork).
An amphora of lamp oil (approx 8 pints).
8. A coil of rope (25')
9. A ladder (15')
10. A rusty lantern half-full of oil
11. A rusty length of heavy chain (10')
12. A crowbar
13. A bundle of 5 leather sacks
14. A rickety handcart
15. A woven basket full of 2d20+10 smooth stones
16. A broken pegleg
17. A green glass buoy, approx. 10" in diameter
18. A brass hookah
19. A coop with 1d8 sleeping chickens.
20. A fig tree, laden with fruit
21. A small cask of moonshine.
22. A hammer and 1d10 large (8") iron nails
23. A bolt of canvas (approx 6x10')
24. A tarnished bronze shield

NEIGHBORHOOD GENERATOR

Character of Neighborhood - d14
1. Parkland
2. Residential (tenement)
3. Residential (mixed)
4. Commercial (wholesale)
5. Commercial (retail)
6. Commercial (Entertainment)
7. Industrial
8. Government
9. Military/Mercenary District
10. Manufacturing District
11. Demihuman enclave (dwarf)
12. Demihuman enclave (elf)
13. Warehouse District
14. Roll two more times on this table

What's happening tonight? - d10
1. Nothing. It's very quiet.
2. A few people on the streets, on their way home
3. It's hot. People sitting outside, drinking and talking.
4. There's been a murder. Police are patrolling the streets.
5. You hear a scream. Someone's being robbed or murdered or something.
6. A pimp is beating a whore; or there's an assault in progress (something in which to intervene, if desired)
7. There's some sort of carnival or circus.
8. Huge religious festival.
9. A protest is going on. City guards are attempting to keep order
10. There's a violent political/religious clash, in progress.

Landscape type - d20
1. Flat, with scrub brush
2. Gentle slope up, no vegetation beyond a bit of grass.
3. Gentle slope down, clinging vines on some buildings.
4. Generally flat, with low-lying marshy ground full of reeds and cat-tails
5. Swampy ground with footbridges, reeds and lilly pads
6. Flat and sandy, with thorny brush at the sides of the road
7. Steep slope up, with stone steps at the side. Pocket gardens in some of the empty places.
8. Steep slope down, with terraced gardens and winding streets.
9. A large hill, and several mature trees, spaced widely apart.
10. A long hollow with steep slopes and a stream running through it. Some Cottonwoods and willows along the stream.
11. The side-slope of a long ridge, with some vineyards
12. Low, rolling hills with some olive groves.
13. Steep side-slope with terraced gardens.
14. A series of courtyards divided by high (15') walls.
15. A series of multi-level plazas/gardens joined by staircases
16. Flat ground with stands of timber bamboo (approx. 80' tall)
17. Flat, sandy land with groves of date palms and some thorny scrub brush.
18. Flat land with, lots of heavy vines growing up any vertical object or surface.
19. Long, steep streets with erosion from rain. Some crappy trees here and there.
20. Rolling hills, winding streets and fruit orchards.

Major Landmark - d12
1. Merchant/other guildhouse
2. Mercenary chapterhouse
3. Arena
4. Cemetery
5. Monument
6. River/Water feature*
7. Tower
8. Library
9. Aquaduct*
10. Marketplace
11. Inn
12. Mansion
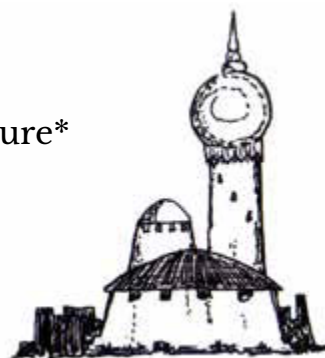
*Water sources continue along a defined route and should continue into other neighborhoods, as makes sense.

Minor Landmarks - d16
1. Well
2. Fountain
3. Shrine
4. Sewer Entrance
5. Bridge
6. Statue
7. Blacksmith/Armorer
8. Stable
9. Brothel
10. Boardinghouse
11. Kennel/Animal Breeder
12. Silver/Goldsmith/ Jeweler
13. Wine/Spirits Merchant
14. Caravan Offices
15. Tavern
16. Public House (and roll again on this table)
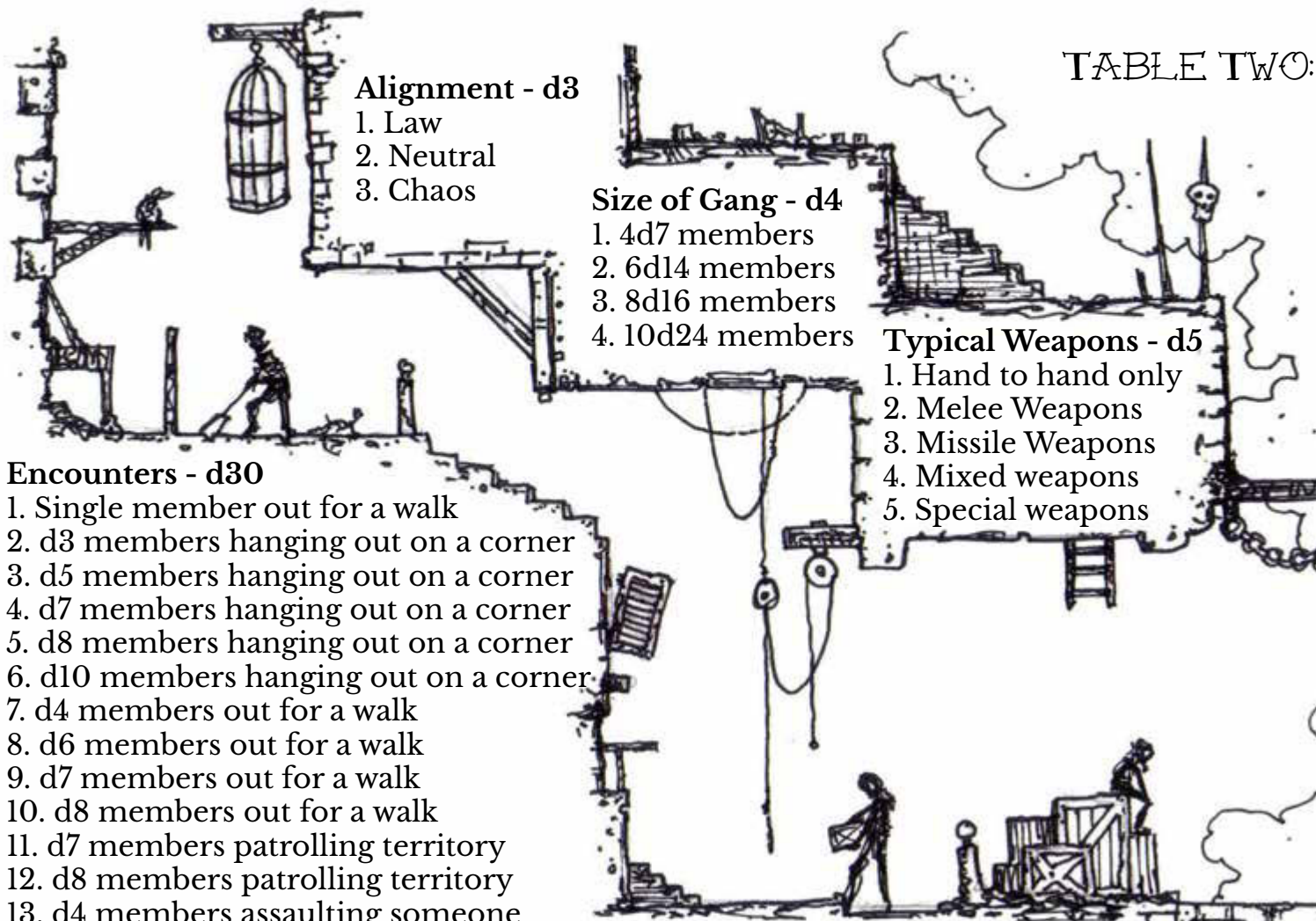
Alignment - d3
1. Law
2. Neutral
3. Chaos

Size of Gang - d4
1. 4d7 members
2. 6d14 members
3. 8d16 members
4. 10d24 members

Typical Weapons - d5
1. Hand to hand only
2. Melee Weapons
3. Missile Weapons
4. Mixed weapons
5. Special weapons

Encounters - d30
1. Single member out for a walk
2. d3 members hanging out on a corner
3. d5 members hanging out on a corner
4. d7 members hanging out on a corner
5. d8 members hanging out on a corner
6. d10 members hanging out on a corner
7. d4 members out for a walk
8. d6 members out for a walk
9. d7 members out for a walk
10. d8 members out for a walk
11. d7 members patrolling territory
12. d8 members patrolling territory
13. d4 members assaulting someone
14. d6 members assaulting someone
15. d8 members assaulting someone
16. d5 members extorting a merchant/tradesman
17. d7 members extorting merchant/tradesman
18. d6 Regular Members looking for trouble
19. d8 Regular Members looking for trouble
20. d10 Regular Members looking for trouble
21. d6 Regular Members and Leader looking for trouble
22. d8 Regular Members and Leader looking for trouble
23. d10 Regular Members and Leader looking for trouble
24. d12 Regular Members and Leader looking for trouble
25. War Party (25% of membership)
26. War Party in rival territory (25% of membership)
27. Large War Party (50% of membership)
28. Large War Party (50% of membership), looking for trouble in rival territory
29. Large War Party (75% of membership), fighting with a rival gang
30. Large War Party (100% of membership), fighting with 1d3 rival gangs

What do they carry/wear? - d24
1. Gaudy codpieces
2. Capes and walking sticks
3. Leather and studs
4. Ostentatious boots
5. Pirate regalia
6. Elaborate Tattoos
7. Hammer Pants & Vests with Curl-Toed Shoes
8. Championship Belts
9. Formal clothing
10. Elven Style Clothing
11. Makeshift Armor
12. Animal Skins
13. Tattered Clothing
14. Mourning Attire
15. Minstrel/Jester Attire
16. Flowing Robes
17. Adornment with bones/teeth/scalps
18. Face Paint
19. Weird Hair
20. Piercings/Body Modifications
21. Wings
22. Snazzy Hats
23. Musical Instruments
24. Roll twice on this table

GANG GENERATOR
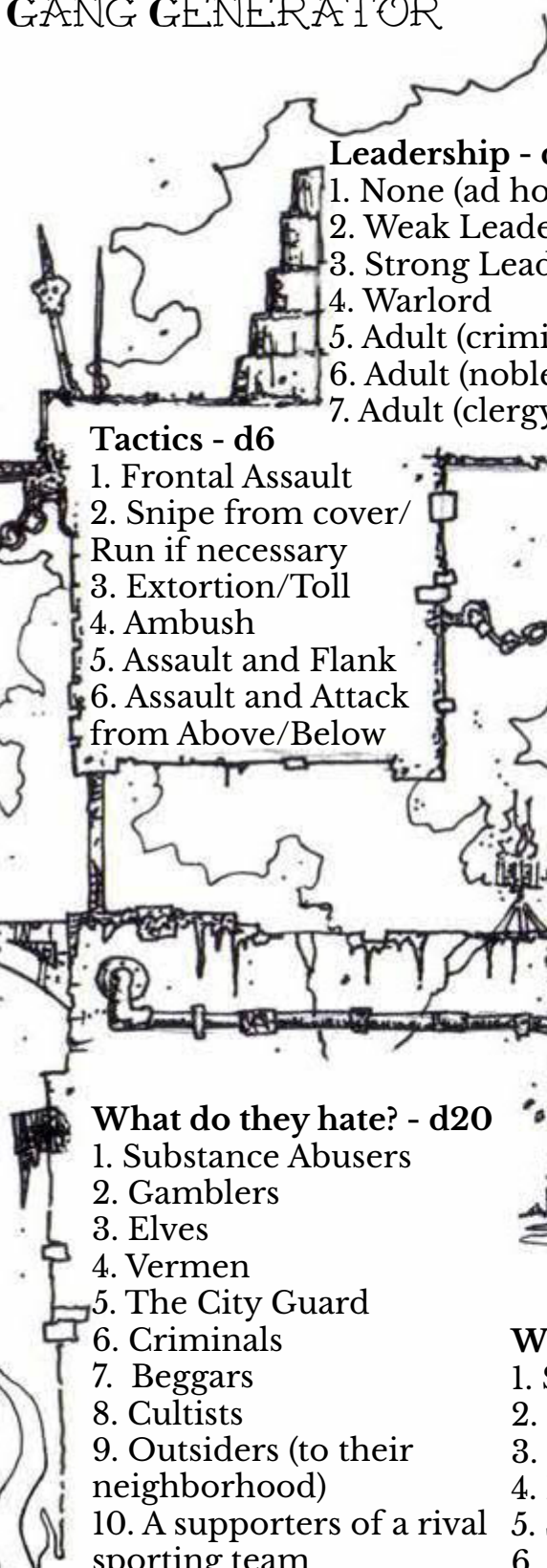
Leadership - d7
1. None (ad hoc)
2. Weak Leader
3. Strong Leader
4. Warlord
5. Adult (criminal)
6. Adult (noble)
7. Adult (clergy)

Tactics - d6
1. Frontal Assault
2. Snipe from cover/ Run if necessary
3. Extortion/Toll
4. Ambush
5. Assault and Flank
6. Assault and Attack from Above/Below

Initial Reaction - d8
1. Hostile, ready to attack
2. Hostile, issue threats
3. Hostile, watch and wait for attack of opportunity
4. Neutral, will negotiate for passage/aid (honest)
5. Neutral, will negotiate for passage/aid (betrayal)
6. Neutral, will negotiate for passage/aid (per align.)
7. Friendly, but will not aid
8. Friendly, and will provide aid

Reason for Being - d10
1. Social
2. Charitable
3. Trade/Craft
4. Sporting/Hooligans
5. Political (Conservative)
6. Political (Radical)
7. Criminal (independent)
8. Criminal (coalition)
9. Criminal (youth arm of larger criminal group)
10. Religious/Cultist Youth Group

Symbol - d12
1. Body Part
2. Beast
3. Tool or Implement
4. Burning Torch
5. Piece of Armor
6. Weapon
7. Skull or other token of death
8. Astronomical/Astrological Sign
9. Mythical Beast
10. Dangerous Vermin
11. Abstract Symbol
12. Number/Letter

What do they hate? - d20
1. Substance Abusers
2. Gamblers
3. Elves
4. Vermen
5. The City Guard
6. Criminals
7. Beggars
8. Cultists
9. Outsiders (to their neighborhood)
10. A supporters of a rival sporting team
11. A particular rival gang
12. The Nobility
13. Merchants
14. Sailors
15. Foreigners
16. Poseurs
17. Mutants
18. Bathing
19. Daylight
20. Everyone

What do they love? - d16
1. Sustance abuse
2. Gambling
3. Machinery
4. Fashion
5. Sex
6. Ships
7. Their local sporting team
8. Animals
9. Thieving
10. Music/ a famous minstrel
11. A particular locale
12. A famous gladiator
13. Wealth
14. Pranks
15. A sporting activity
16. Revenge

Colors - d14
1. Red
2. Blue
3. Black
4. White/Silver
5. Yellow/Gold
6. Green
7. Orange
8. Purple
9. Brown
10. Motley
11. Polka Dots
12. Harlequin
13. Stripes (two color)
14. No particular color

13

GENERATING GANGS

The gang generator will provide you with the opposition. The idea here, as with the neighborhood generator, is to provide the GM with a series of narrative tropes that can be used to evoke more specific details. The result is not NPC stat-blocks, but a "Big Picture" of the gang with some textural details. You get an idea about who the gang is and what motivates them, what tactics they might use, and other useful basic attributes.

Once you've generated enough gangs, you connect one or more of the groups generated to a particular neighborhood, their turf. You also could have a particular large gang control more than one neighborhood, or have more than one of the smaller gangs concentrated in just one neighborhood. The neighborhood generator will give you some guidance in this regard, and the gang generator will give you some sense of the motivations and alignments of these groups, and information that provides ways to tie them into the life of the neighborhood and to Hadadi culture in general.

RUNNING THE ADVENTURE

Begin with the assumption that the generator tables will provide some ideas, plot hooks, flavor, distractions, and so forth, but won't provide much in the way of mechanically useful information, like stats for NPCs and so forth. The tables don't provide maps or describe specific locations like buildings. They don't tell you where to place landmarks, or provide numbered encounters, or suggest where local resources should be placed. Those things are up to the GM. There are a variety of products out there to enable you to come up with this information on the fly, but a little bit of preparation by the GM can go a long way toward making the experience of running this adventure fairly easy. Here are a few ways to make that process easier on yourself.

GENERATING NPCS ON THE FLY

The members of the NPC gangs are "peers" to your zero-level PCs, not powerful, classed characters. You don't have to reinvent the wheel to stock the neighborhoods with NPCs, as most of the NPCs encountered by the PCs are going to be ordinary people. For this reason, you could simply use Jon Marr's excellent zero-level character generator at Purple Sorcerer (http://purplesorcerer.com/create.htm) to create most townsfolk you might encounter, including most of the members of the street gangs.

Since this is a zero-level funnel, there's no need for anything particularly powerful to provide opposition. The PCs are squishy enough without having to face leveled NPCs. Where there are NPCs who are a bit more powerful, I recommend simply looking in the DCC core rulebook (pp. 432-434) for suitable NPC templates and stat blocks. These NPCs could be reskinned in various ways, or modified as necessary. There's really not a lot to do besides presenting them in ways that make sense in the situation in which they are used. For example, a wandering mendicant could be statted as an acolyte or a peasant. No need to think about it any further. An adult leader to a youth gang could simply be statted as a bandit or a man-at-arms, depending on what kind of flavor you're going for.

Nor does every NPC need to be a "special snowflake." Good narratives do need some interesting details, certainly, but for the most part RPGs trade in stereotypes and broadly-accepted narrative tropes. So, when I say "drunken young nobleman" or add

"filthy beggar," you pretty much fill in those details in your head, yourself. Anything I add to the description just adds a bit more color, or tips you off to specific dangers or possibilities associated with this particular NPC.

Keep it as simple as possible unless you need to fill in the details. Then, add details that will matter, and that will provide cues about the character of the neighborhood or about the nature and capabilities of the NPC in question.

MOVING THROUGH UR-HADAD WITHOUT A MAP

The "roll all the dice" Neighborhood Generator allows you to produce information about the setting fairly rapidly. However, there's no map. How the heck do you use this information without a map?

I've tried to simplify this by describing, for example, the general lay of the land, the streets, the heights of the buildings, and so forth. But the important information needed for movement is the "number of routes" entry in the Neighborhood table. This tells you how someone is expected to get through the area,

the ways that are most quickly apparent, and which present the fewest perceived obstacles to swift passage. For example, they might include the main street and a side street, an obvious ladder or trellis leading to a rooftop, or a culvert leading into the sewer system. They are ways the PCs most likely would notice. They also, however, are the ways most amenable to ambush by NPCs with ill will toward the PCs.

There certainly could be other ways to transmigrate the neighborhood, but they should introduce complications. There could be dead-ends, or walls to climb, or whatever else, all of which could slow down the characters, or result in an encounter (or even in getting lost). Try to keep good notes, but only worry about the details you know you've presented already. Let the players drive the action, and that will give you a sense of what you need to present next. For example, until the PCs enter a building, only its façade matters. Until the PCs encounter an NPC, they don't need to know anything about that NPC. It can be challenging to think of original material to cover every eventuality, but you really don't need to. If you require an inn, you know what one looks like, what it might be like on the inside, who you might encounter there, and so forth. Again, these are stereotypical characters and locations. They can be given personality and particularity, but you don't have to do anything until gameplay creates a situation in which those details become salient to the unfolding action.

ENDING THE FUNNEL

How you set up the funnel is up to you. A good rule of thumb is that you're trying to help the zero-level PCs level up. That means that you'll need to allow them to earn at least 10 experience points. The guidelines in the DCC core rules suggest that PCs should earn 0 to 4 XP per encounter.

Streetkids of Ur-Hadad should be a meat grinder. Your players should probably expect to lose at least half of their PCs, particularly if they don't play them shrewdly. If that takes more than 10 XP worth of encounters, then so be it. You could even make the decision that completing the mission, however long it might last, will simply result in earning 10 XP (or, since this is the Metal Gods of Ur-Hadad, 11 XP might be more appropriate). In either case, we suggest that you not allow leveling of characters until the funnel has ended. Also, it might not be too bad an idea to stash a few extra zeroes along the way, just in case one of your players needs an extra.
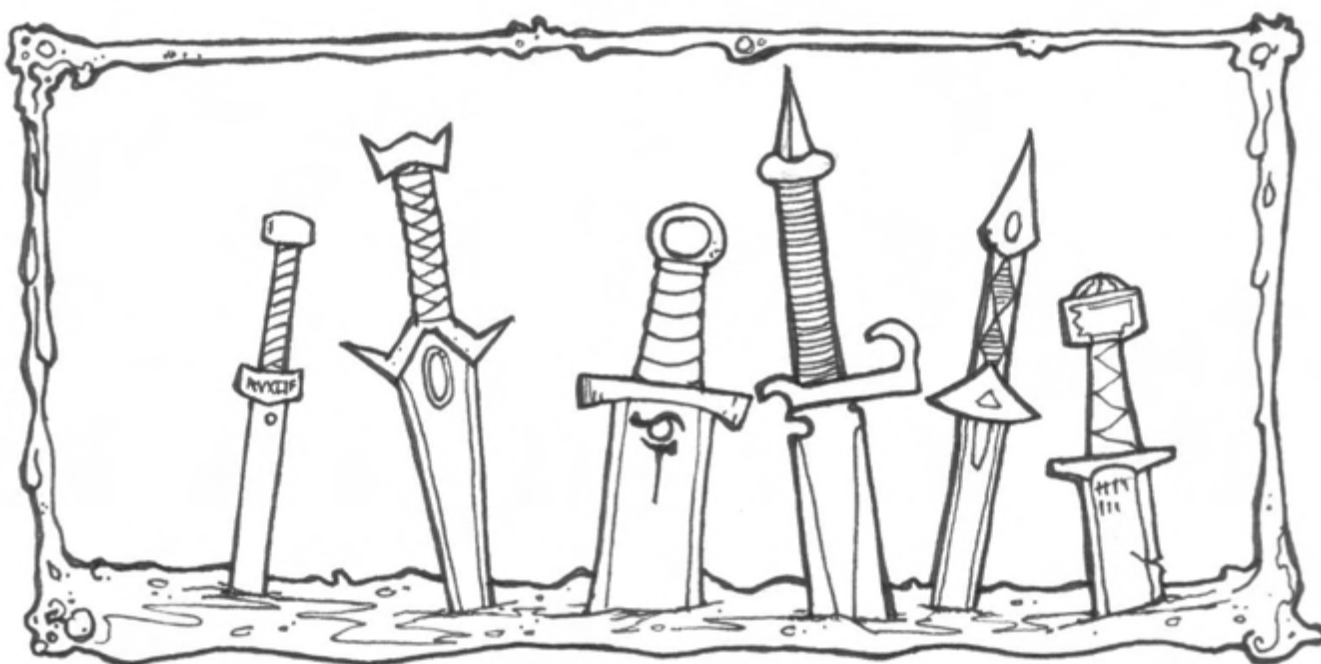
TABLE 3: JUST ANOTHER DAY IN UR-HADAD
Roll d30

1. Send in the Flying Monkeys! – 1d6 flying apes descend on the party and attempt to make off with as many party members as they can (use grapple rules).

2. Hungry Streets – A carnivorous sinkhole opens under a random party member (Reflex save to grab, or lost forever).

3. Striding Domicile – A nearby house with huge, scaly legs stands up and begins running down the street toward the party. Reflex save or get stepped on (2d6 damage).

4. Infernal Contract – The party is approached by a tiny man with red skin wearing a black fez with a crimson tassel. He wears flowing silk robes of jet black, chased with weird, constantly changing designs. He offers to send one of the party to its destination, skipping all the perils in between, in exchange for the souls of all of the remaining members. He will honor the deal. The player accepting the deal will permanently lose 2 points of Luck. If they refuse the deal or attack, he fades to mist and disappears, promising that he will see them again. Anyone who refuses gains 1 point of permanent Luck.

5. Runaway Beer! – A group of drunken halflings are rolling a barrel of beer down the road. They lose control of it, and it comes careering toward the party members. Person with lowest Luck must make Reflex save or take 1d6 damage.

6. Chaos Storm – A tiny black funnel cloud appears. It spins rapidly, emiting purple lightning and making a high, whining sound. If the PCs approach within 10 feet, it will suddenly grow to an immense size, engulfing them and then disappearing into thin air. PCs should make a Will save or roll on the minor corruption table.

7. Rainbow Spring – A natural spring of odd, brightly hued opalescent fluid with the consistency of thick syrup flows up from a crack in the ground, and has begun pooling in a nearby low area. GM may decide its provenance and nature. Example: a random potion every time it's tasted, corruption engine of some kind, etc.

8. Press Gang! – A press gang recruiting for the Vizier's labor battalions is making a sweep of the area. There are 4 men-at-arms led by a sergeant. They will attempt to round up the party.

9. Breakthrough! – A portion of the street has collapsed, revealing a subterranean room of some kind. Roll 1d4: 1. It's empty; 2. Wandering monster of 1d3 HD; 3. Stash of coin (1d30 bits); 4. staircase downward (GM's choice where it goes).

10. Wheel of the Unfortunate – A wheel of fortune sits untenanted near the street. Anyone who spins it should roll 2d6 and adjust the results downward for positive Luck modifier or upward for negative Luck modifier. Results: less than 1 (lose 2 points of STR, permanently), 1 (lose one point of STA and one point of STR, permanently); 2 (lose 2 points of Luck, permanently); 3 (lose 2 HPs, permanently); 4 roll once on the minor corruption table; 5 (you have been marked with the sign of a patron-GM's choice-and will be expected to render it a service); 6 (you lose one point each of STR and STA, but they will be regained as if spellburned); 7 (nothing happens); 8. You gain 1d3 Luck temporarily-once burned it's gone; 9. You receive a rectangular wooden token. It reads "Break me when you need salvation." The token functions as Invoke Patron result of 20 for patron of GM's choice; 10. Gain one STR, permanently; 11. Gain one Luck and one HP, permanently; 12. Gain one AGI and one STR, permanently; more than 12. Roll 1d6 and assign that number of attribute points as desired, permanently.

11. The Spirit of Bacon – The party encounters a young, wild swine. The piglet will bond with one of the PCs immediately, and will not leave thereafter. If it lives though the adventure, they will find that it can talk and contains the spirit of one of the PC's ancestors. The pig will grow into a boar of exceptional size and strength, but is otherwise normal (except for the talking thing).

12. Metal Funeral – The PCs progress is blocked for 1d6 turns by a funeral procession.

Should they choose to disrupt it, they will be set upon by the participants.

13. Have A Drink On Me – The PCs are accosted by a group of drunken revelers, adherents of the Metal God Scobon, who insist that they partake in the sacrament. Any PC who drinks from the Black Chalice receives a blessing from the Metal Gods, and may re-roll a single die roll of his or her choice.

14. Courier Job – The PCs encounter a local crime figure who asks them to carry a package back to Denny Smeds, criminal mastermind of the Divine Order of the Purple Tentacle. The package contains a severed finger, and a brief note which reads, "I have talked to him, and he promises not to do that again. My apologies for the misunderstanding." It is unsigned.

15. Devil in Disguise – The party is beckoned from an open doorway by an impossibly beautiful humanoid (They perceive the creature as whatever is most attractive to them.) who offers "A kiss, for luck." Should they take the creature up on this offer, the person who does so must make a DC 15 Will save. With a successful save, add 1 point of Luck, permanently. With a failed save, lose 1 point of Luck, permanently. Then the creature giggles, winks, and disappears in a flash of light.

16. Door #3 – There is a door in the middle of the street. No house or building, just a door. The side facing the PCs is covered in runic script, written in almost-fresh blood. It is up to the GM to determine what the door does.

17. Where the Rubber Meets the Road – The street upon which the PCs are walking is turning to a soft, springy substance. The further along it they travel, the bouncier it gets. If they travel it far enough, they will need to make a Reflex save not to get bounced high into the air and off onto the rocky shoulder (taking 1d6 damage).

18. Thieves' Market – The infamous Gypsy Market has sprung up in this neighborhood. The market consists of 1d6 stalls selling purloined items, from foodstuffs to jewelry to weaponry. For a short time, the PCs may purchase items at a 1d6 times 10% discount off the published prices. Pick the type of the stalls, in order, from this list until each of the (up to six) stalls has a purpose: 1. Foodstuff; 2. Carpets, furniture, and other household items; 3. Jewelry and valuable artifacts; 4. Weapons and tools; 5. Fine clothing; 6. Arcane items.

19. Bubbles From Beyond – The characters encounter something (e.g., a plant, a statue, a hole in the road, etc.) that is blowing bubbles into the air. Each of the bubbles contains smoke of a different color. Moving through this area without touching and breaking a bubble requires that each PC make a DC 10 Reflex save. Broken bubbles have the following effects: 1. Red-Take 1d4 fire damage; 2. Blue-Coated from head to toe in ice take 1d3 frost damage; 3. White-Thick smoke fills an area in a 50 foot radius, obscuring the other bubbles and requiring the characters to make a second Reflex save at DC 15 to avoid bubbles; 4. Green--The PC suddenly begins to covet a weapon belonging to another PC, and will attempt to seize it from him/her; 4. Purple--PC must make DC 15 Will save or fall into enchanted sleep for 1d6 turns; 5. Yellow-PC must make DC 10 Fort save versus poison or take 1d4 damage; 6. Black-PC must make DC 15 Fort save or die; 7. Gold-PC permanent gains 1d4 additional HP; 8. Rainbow-PC permanently gains 1d3 Luck (max 18).

20. Bone Storm – A fierce wind springs up, whipping through the street and pulling from the ground a variety of bones and flinging them through the air. Each player should make a DC 10 check modified by Luck. Anyone who fails the check takes 1d3 damage. The storm abates as soon as someone takes damage, and the bones are left strewn upon the street.

21. Red Rockers – The Red Rocs (a group of expert bounty hunters) are chasing a demon and his entourage and mistake the party for their targets. the Rocs' blind seer has divined some specific detail about the party (a character's scar, the number of dwarves in the party, whatever) by eating the heads off live birds. They will target that PC (roll to randomly assign).
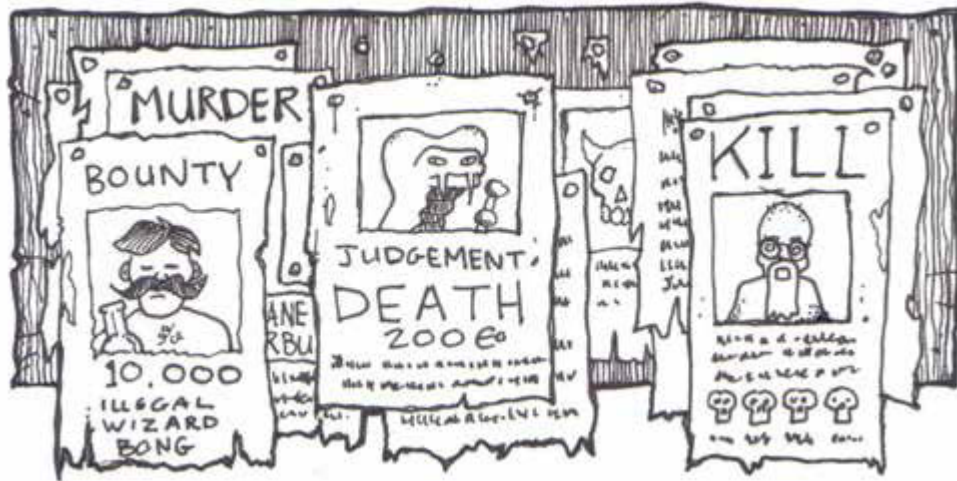
22. Sabbath Bloody Sabbath – A group of 1d10 death cultists are looking for a sacrificial victim. A child would be best. Hmm... how about one of those urchins right over there?

23. We Love You, Cleveland! Uh... I mean Ur-Hadad! – A large stage has been set up in an empty space. Eldritch lights play about iron light fixtures, and a group of bards, aided by a wizard, coax incredibly loud, hellishly distorted music from strangely wrought instruments. Make DC 10 Will save or roll for effect. 1. Stone Deaf Forever-PC is deafened, and even magical healing will be at -3 to cure it; 2. Crazy Train-PC is begins to babble nonsense and does not regain senses until 1d6 turns have passed; 3. We Are the Road Crew-PC is entranced by the music, and must remain with the musicians (lost forever); 4. Iron Fist-The PC's hands are remade into spiky, armored gauntlets of black metal (add +3 to hand to hand damage); 5. Snakes for the Divine-A gigantic, constricting snake wells up from the ground and attacks the PC (use stats for Snake, Giant); 6. Bong Ripper-The PC is invited by the band to partake from an eldritch hookah. Roll 2d6. On a 2 or 3 lose 1d3 attribute points, permanently from Int, Pers, and Agi, in that order; on a 4 , 5, or 6 lose 1 Int; on a 7 nothing happens; on an 8, 9, or 10, gain 1 Pers; on a 10 or 11, gain 1 Int and 1 Str; on a 12 gain 1d4 attributes points to distribute as desired.

24. Deuce – Roll 1d20 for each PC. The one with the highest number suddenly becomes identical twins.

25. Stonehenge – Roll 1d20 for each PC. The one with the lowest score becomes a dwarf. The one with the next lowest score becomes a halfling.

26. Rainbow in the Dark – Roll 1d20 for each PC. The one with the high score gains Infravision to 1d6 times 10 feet.

27. Reign in Blood – Lo, on high rides the Iron Master of the Northwind, and blood falls behind him. Each PC should make a DC 10 Luck check. If it succeeds, gain 1 point Stamina, permanently. If it fails, lose 1 point Stamina, permanently. If the roll is 15 or better, add 2 points. If it's 5 or lower, lose 2 points.

28. Problem Child – All of the PCs become of Chaotic alignment.

29. Twist of Cain – Each PC should make a DC 10 Will save. Any who fails will turn upon his brothers, attacking until he kills or is killed. If he kills, then he will add the attribute modifier (positive or negative) from each of the victim's attributes to his or her permanent attribute scores. If he or she is killed, then the person doing the killing gets to add all attribute modifiers to his/her permanent attribute scores.

30. The Eye of Samahn – The PCs find a corroded bronze coffer partly buried at the side of the road. If they open it, they will find a mummified hand clutching a dagger chased with runic script. The pommel of the weapon is a blood red gem clutched in a clawed hand. The dagger is +1 to hit and damage, and grants a +1 to any spell check.

DUNGEON INSERT
#1 CAVE OF THE MAGGOT WITCH

The Dungeon insert is a self contained encounter area which can be plugged into an existing dungeon crawl adventure. Use it when a player is absent and you want to run a session without advancing your plot line. Use it to slow the pace of players running roughshod over your adventure. Use it as a surprise to knock them down a peg when they become over confident.

(1) **Albino Cave Brambles** - A thick tangle of thorn covered vines clogs the passage. These living plants are controlled by the Maggot Witch, who can part them at will. They inflict d6 damage to those caught in them and have 2d10 HD.

(2) **Fungus Gardens** - The Witch cultivates a thriving selection of alien fungi. Roll d6 to determine what is harvested.

1. Poison Toad Stool: d6 damage for d6 rounds if eaten.
2. Spore Pod: Explodes into noxious gas if thrown as sleep spell (18-19)
3. Sap Sac: Acid damage d4 for d4 rds if thrown.
4. Healing Moss: Heals d4 HP if eaten. Works 1/day.
5. Psycho Mold: As second sight spell (24-27) if eaten.
6. Radiant Tuber: Glows brightly for d10 Turns.

(3) **Grub Pool** - A shallow pool of reeking muck hides 3d4+2 manfaced giant grubs.
Init:-2 Atk bite (melee) d4+disease AC10
HD d4 MV 10' Act 1d20 SV Fort +1 Ref +0 Wil +1
AL N

(4) **Maggot Witch Hut** - A crooked hut built of moss and stones, contains a filthy bed of rags, an entrails strewn work bench. A large sealed iron pot contains 1 Ooze.
+1 Ritual Knife, d6 Shrunken heads, 2d10 Silver coins in a leather sack.

THE MAGGOT WITCH
Init +1 Atk Claws +1 or as Staff +1 melee AC 13 HD 1d8+2 MV 30' ACT 1d20 SP see below
SV FORT +1 REF +0 WIL +2 AL C
The witch will hide and surprise attack d4 turns after party enters the cave. She casts magic missile at lvl 1 and will attack with the offensive fungi from her garden as detailed above. She regenerates 1 HP per round and can summon d4 grubs from the pool as her action each round. •WRS•

20

DESIGNATION OF PRODUCT IDENTITY

All place names, character names, names of organizations and similar proper nouns introduced in this publication are product identity, including but not limited to Ur-Hadad, Metal Gods of Ur-Hadad, Divine Order of the Purple Tentacle, and Captain Chogrun Vesk.

DESIGNATION OF OPEN GAME CONTENT

All game statistics for any game elements included in this publication are designated open game content. This includes but is not limited to monster statistics, magic items and spells.

OUT OF THE HOWLING WILDERNESS,
AMIDST SUNKEN CITIES
AND LONG-BURIED SECRETS,
MAN HAS FORGED A SWORD AND CAST OFF HIS CHAINS.

SWORDS AND SORCERY AND METAL GODS,
DANGER, TREASURE, BLOOD AND GLORY, ALL MIXED IN A BLENDER
AND SERVED UP IN GOLDEN UR-HADAD, THE FIRST CITY OF ORE.

ENTER, IF YOU DARE, THE BITCHIN' MURAL
ON THE SIDE OF YOUR COUSIN'S FORD CUSTOM VAN.
ENTER THE WORLD OF THE METAL GODS OF UR-HADAD.