

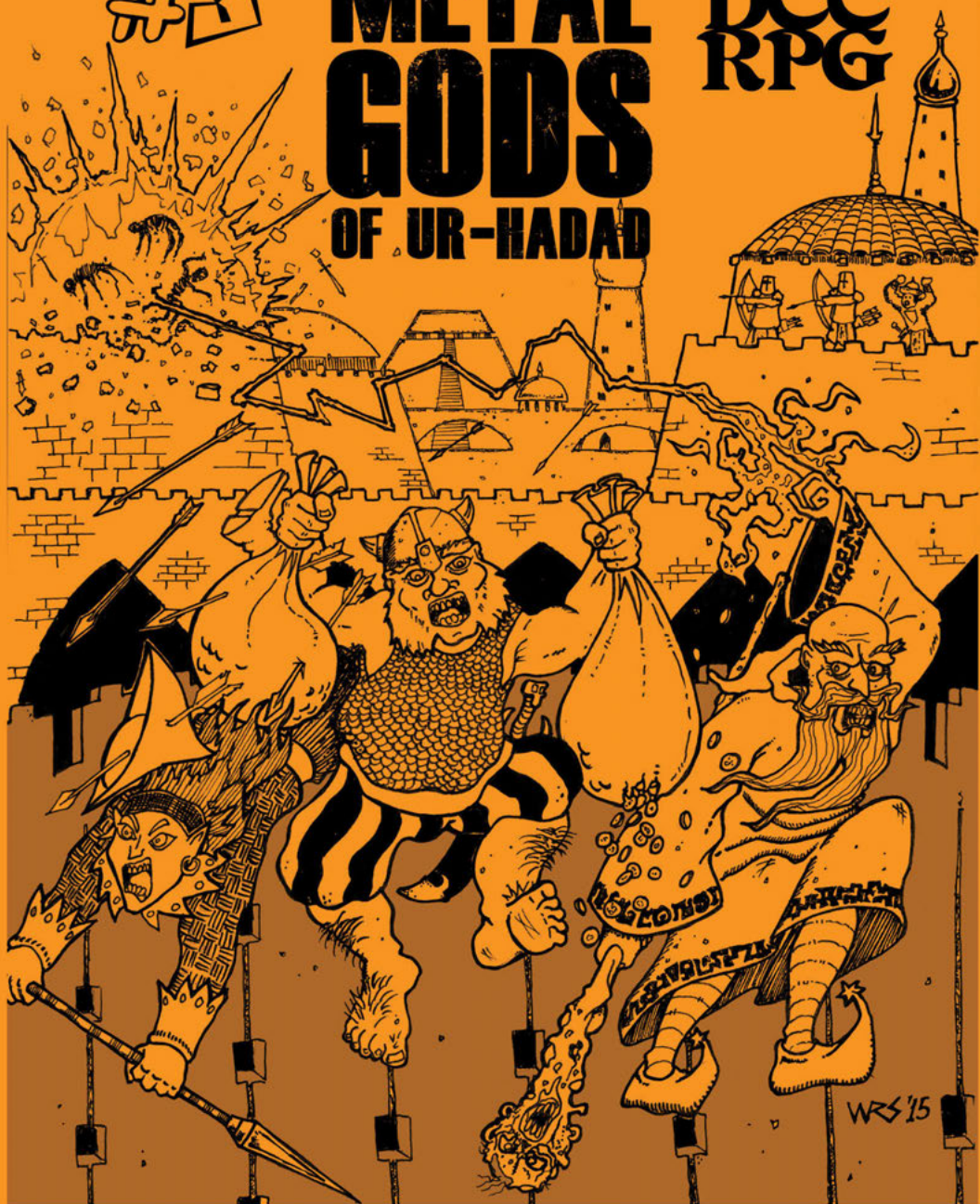
THE KICKASSISTAN MINISTRY OF TOURISM PRESENTS

In this issue: The Heist

#3

METAL GODS OF UR-HADAD

COMPATIBLE WITH
**DCC
RPG**



LINER NOTES

The Metal Gods of Ur-Hadad would like to thank Roy, Jim, at least three different Jameses, Katie, Harley, Hobbs, Doug, Diogo, Donn, Gabriel, two Phils, Ryan, Shane, several Tims, a Stephen, a Stefan, several Johns of various name-spellings and one Dark Master.

Wayne Snyder - Art, writing, development, beard role model and drums

Rev. Dr. Edgar Johnson III - Writing, editing, development, title collector and lead guitar

Adam J Muszkiewicz - Writing, editing, development, layout, accordion, bass and vocals



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.

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CURRENCY FROM UR-HADAD

Adam Muszkiewicz

Currency. Coin. Cash.

Some say it makes the world go around. Others call it the lifeblood of human discourse. Master Guang-Yuan Jo swears that, for enough of it, he can impart the secrets of the universe, but only after he's had enough to drink (the only time the offer stands).

Ur-Hadad has seen innumerable empires before the Rise of Man. Elves, lizardmen, serpent men and older, stranger empires have ruled the world from within her walls. As each empire rose and fell, each brought with them their own forms of currency, whether coins, rare shells, metal-laced scales or even paper money; many of these forms of currency still circulate in the streets and markets of Ur-Hadad, but most have been replaced by the common currency of the modern era. Modern era coinage is largely separated by those who primarily use it: high coinage is issued by and to the ruling class of nobles, while vulgar currency is issued by the municipal authorities to the middle and lower classes. In many ways, the coinage one uses in Ur-Hadad is a statement of social class.

VULGAR & HIGH CURRENCY

Vulgar currency, the currency of the streets and markets of Ur-Hadad, is largely uncontrolled. Minted through relatively lax processes, with remarkably simple markings, these coins make their way into the hands of most residents of the First City. The coins (and their value) of the vulgar currency are as follows:

- Bits - Usually a silver coin, the bit is the standard unit of value in Ur-Hadad. Equal to a gold piece in most settings and rules, the bit effectively establishes a silver standard in Ur-Hadad, although some issuances of the bit have been gold or electrum, or even a gilt-edged silver.
- Chits - Normally a copper coin, 100 chits equal one bit, but it can be difficult for most residents of Ur-Hadad to count that high, making money changers even more important. Most daily commerce is done in bits and chits. One chit is equivalent to 1 copper piece in most other settings.



- Bobs - A bronze coin, the bob is a relatively uncommon median currency between the chit and the bit, worth 20 chits or one-fifth of a bit. While this coin has no direct analog in normal FRP currencies, it takes on the role of both the sp and the ep, being a half-measure between both (using traditional le values for the ep of $2\text{ ep} = 1\text{ gp}$ and not the higher DCC value); $2\text{ sp} = 1\text{ bob}$ while $1\text{ bob} = 2/5$ of (a traditional le) ep.
- Crowns - A golden coin, the name of the “crown” is actually ironic: it is called the “crown” because it is most often used by commoners to pay fines and fees (and bribes) to government officials who, even more ironically, believe that the name is given out of respect. The highest denomination of the vulgar currency issued in the First City, the crown is worth twenty bits and is only suitable for large transactions. For currency conversion purposes, count 2 gp as 1 crown.
- 1 crown = 20 bits = 100 bobs = 2000 chits*
- 1 chit = 1/20 bob = 1/100 bit = 1/2000 crown

The high currency is very similar in denomination, but of a far higher caliber of craftsmanship. Each coin is embossed with the name of the noble house which issued it (there are currently five noble houses minting coins within the city proper), the year issued and often the likeness of a member of the family being honored with the issuance of that particular coin. Not all coins are minted every year by every family, and often families choose to mint new coins to celebrate events important to the nobles. The one exception to this rule is the high currency equivalent to the chit -- the son (or daughter, depending on who's on it) -- which by law must be issued every year. Since this is the lowest value coin in noble circulation, the son isn't always an honor and sometimes a low-quality likeness may be used as a form of mockery.

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ATRAZ AZUL, MOTHER OF SPIDERS

A New Patron by Rev. Dr. Edgar Johnson III

Atraz A'Zul is a spider demoness of ancient lineage whose intrigues are manifold, subtlety legendary, and cold calculation uncompromising. She is the demon spirit of dark and quiet places and the unseen things that creep there. To form a bond with Atraz A'Zul, one must go into the desert and ingest the hallucinogenic spider known as the Dream Stalker. Atraz A'Zul will appear to the dreamer who must pledge his troth to her and her alone. Those who serve the demoness are expected to protect spiders, scorpions, and other poisonous vermin.

INVOKE PATRON CHECK RESULTS

- *12-13* — Atraz A'zul answers the petitioner's plea, but is contemplating dissymetries in the web of control, and is distracted by other matters. The caster receives +4 to his next attack, saving throw, skill check, or spell check.
- *14-17* — The caster's touch becomes poisonous. For the next 1d5+CL rounds, targets touched by the caster must succeed on a DC 10+CL Fortitude or take 1d5 damage per round, for the next 1d5 rounds.
- *18-19* — For 1d4+CL rounds, the caster takes on the aspect of a giant spider (about the same size as a mule). His AC and Ref saves improve by +2, and with a successful Will save (DC 10), the caster can draw upon the essence of Atraz A'Zul gaining or healing 2d4 hit points. If the caster critically fails the Will save by rolling a natural 1, he will gain the points, but must burn 1d3 each of Strength, Agility, and Stamina.
- *20-23* — Atraz A'Zul grants the caster the ability to see the connections between strands of the web of life for 1d6 rounds, during which he is able to gain a +3 to any roll.
- *24-27* — The caster's weapons become venomous. For the next 1d4+CL rounds, targets struck by the caster's weapons must succeed on a DC 10+CL Fortitude save or fall paralyzed for 1d6 turns. The magic is associated with the caster's weapons not the caster; while the magic persists, another character may attack with these weapons to gain the same benefit.
- *28-29* — Atraz A'Zul grants the caster the ability to see the connections between strands of the web of life for 1d6 turns, during which he is able to gain a +3 to every die roll. His allies may make every die roll at +1 during that time.



- 30-31 — The caster is able to summon a $2d6+2$ HD Demon Spider. For $3d3+CL$ rounds, the caster may command it as if he were Atraz A'Zul, herself.

Demon Spider Init +4; bite +8 (1d10, poison) melee or web +8 missile (special: Ref save DC 15 or bound until released); AC 18; HD 6d12; MV 40'; Act 2d20; SP darkness (+6 spell check), demon traits; SV Fort +6, Ref +8, Will +6; AL L.



32+ — Atraz A'Zul recreates the caster in her image and with her powers. For 1d12+CL rounds, the caster and five allies of his choosing receive +6 to AC and all saving throws, +5 to all attack, spell check, and damage rolls, and the caster receives 2d12 additional hit points. He also takes on the aspect of a spider, and may bite, cast webs as melee weapons, and make enhanced saving throws (act as Spider Demon in result 30-31, above), and use Spider Climb and Darkness spells at will, with no spell check.

PATRON TALENT

1 — A variety of normal spiders appear when the caster casts any spell. They crawl everywhere, infest everything, and distract and annoy everyone but the caster, but otherwise do no harm. If this result is rolled a second time, the effect is amplified such that a host of spiders appears with each spell. The host is large enough to distract nearby creatures within 10', both friend and foe (DC 8 Will save or -1 to all rolls for one round), though the caster is immune. If this result is rolled a third time, the spiders follow the caster constantly, day and night, whether he is casting spells or doing something else.

2 — The caster begins to grow long, stiff hairs on the outer parts of the arms and legs, shoulders, and back. These vary in color (1) Red (2) Grey (3) Orange (4) White (5) Blue (6) Other—GM picks. This may affect his ability to wear armor. If this result is rolled a second time, the caster begins to grow vestigial eyes, as a spider. These organs are not functional. If this result is rolled a third time, the caster's lower jaw begins to produce a pair of mandibles.

3 — The caster's diet begins to change. He craves insects, and begins to eat them in addition to his normal food. If this result is rolled a second time, the caster will only eat live insects or small vermin like rats, moles, or mice for sustenance; however, the caster will become resistant to poison (+2 to all Fort saves versus poison). If the caster rolls this result a third time, he



grows fangs and is able to poison his prey with a bite, paralyzing it (DC 13 Fort save) and dissolving the prey's innards after an hour. He may then suck out the liquefied matter. He also will become immune to poison.

4 — The caster becomes more reclusive, tends to use go-betweens to conduct business outside of his home. If this result is rolled a second time, the caster begins to construct his lair as would a spider, with many alarms to alert him to intruders and traps to hold them fast to be dealt with. If this result is rolled a third time, the caster grows spinnerets, and the ability to build webs. He is compelled to seek out a domicile where it is possible to build them, like an old barn, a cavern, or an abandoned ruin.

5 — Whenever the caster casts a spell, his legs extend and change their joint structure. They look unusually long and thin for a period of 1d4 rounds, at which point his legs return to normal (If a spell effect interacts with this, the spell effect takes precedent.) If this result is rolled a second time, the transformation is more complete, such that the caster's legs truly resemble a spider's legs for 1d4 turns. He does not gain any extraordinary climbing ability but scuttles in a way which looks strange, and grows four large bumps on his hips and torso, where a spider's legs might appear. If this result is rolled a third time, the caster's legs permanently change into spider's legs, and the bumps sprout full-sized spider legs. He gains the ability to climb vertical surfaces at his normal movement rate.

6 — When the caster casts a spell, tiny, venomous spiders emerge from his clothing. Then they scamper off into the shadows. If this result is rolled a second time, the spiders appear not just when the caster casts a spell but also 1d4 times randomly each day. It may be when the caster sits down to dinner, or tries to study a spell book, or draws his dagger for combat: the spiders just appear. If this result is rolled a third time, some large and venomous spiders appear at times, and the presence of tiny, venomous spiders becomes permanent. They are always crawling in his vicinity and on his person.

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Take the Heist!

An Adventure Tool Kit by Adam Muszkiewicz

HOW TO RUN A HEIST

The basic structure of a heist adventure is actually remarkably simple. Here's the basic formula:

A [Patron] wants you to steal an [Object] from a [Place].

Really, that's all there needs to be, but every good heist story is a little more complicated than that. In effect, a better story would be:

A [Patron] hires you to steal an [Object] from a [Mark] at a [Place], but along the way, a [Complication] happens that mucks it all up.

A good heist story is really about these people, the place and the complication. Occasionally, the object can be important to the narrative of the heist, too, especially when it's something big and unweildy or notoriously dangerous or even dangerously notorious. However, the true hallmark of a heist-genre narrative is the complication. One of the thieves is really a cop. The target knows the thieves are coming. The item in question isn't what it appears to be. You know this part. You've seen it over and over. A heist may start with no complications and complications may arise over the course of it going down. Or, it may have only minor complications at first, but they get worse over time.

The tables on the following pages are designed to help you set up your heist, complicate it, then to see what happens when the proverbial fecal matter meets the air current motivator.

THE HEAT DIE

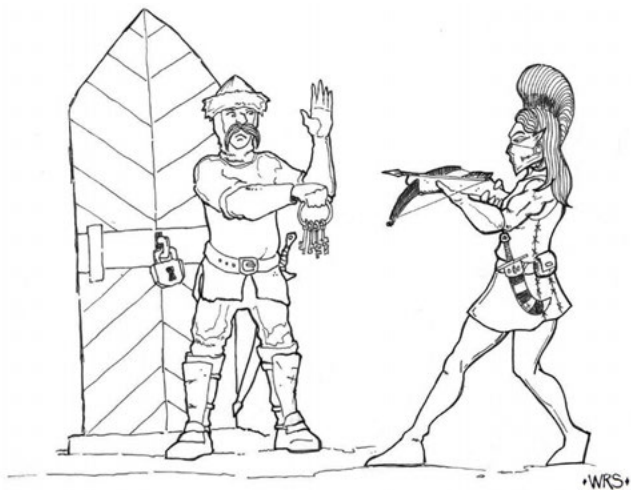
The Heat Die is one of two dice mechanics unique to the Heist! (The other is the Loot Die, below.) The Heat Die reflects the amount of attention that the player characters' actions are bringing down upon them during the course of the heist. At the start of a heist, the Heist Die starts off at a particular point in the dice chain dictated by the specific heist in question; the Die raises a die type on the chain when the PCs take risks and



expose themselves to discovery. Likewise, the die type may decrease if the PCs take pains to cover their tracks or not be noticed about their nefarious dealings. The Judge should roll the die whenever the PCs are likely to meet opposition. Furthermore, should the Heat Die ever reach a d30, it must be immediately rolled; the PCs' reckless behavior has brought immediate attention upon them and it must be dealt with. Note that the Heat Die doesn't necessarily reflect the attentions of "police" or city guards, but could be a rival adventuring party, a street gang, opportunistic noblemen or religious zealots, any sort of "heat" can suffice.

THE LOOT DIE

Like the Heat Die, the Loot Die begins at a point on the dice chain dictated by the heist in question. Unlike the Heat Die, the Loot Die may never be decreased in die type, only ever increased. The Loot Die doesn't directly reflect the value of the object of the heist, but rather reflects the complications that may arise as a result of the PCs' collective hijinks during the heist. Typically, the Loot Die starts low and increases gradually; every time the players introduce a degree of complexity to their heist, the Loot Die moves up one place on the chain. Given the nature of heists and the convoluted plans that your players are likely to come up with to execute them, expect to be increasing the Loot Die a lot. Typically, the Loot Die is rolled when the heist is over or near its end; however, if the Loot Die reaches a d30, it is rolled immediately and the PCs have to deal with the consequences *sooner* rather than *later*.



THE TAKE

Set the PCs' Take (what they're paid) as high or as low as you like. Complications and the Loot Die are going to mess with this, so don't count on it being consistent. You know your campaign better than I do, so set this where makes sense for you.

WHERE TO START THE DICE

The Heat & Loot Dice both start out as d10s, but move up and down the dice chain as modified first by Heist Complications (see below) and during play by the party's actions (see above).

COMPLICATIONS

- Straightforward. 1d3-1 Complications (minimum 1)
- Noir. 1d3 Complications.
- French New Wave. 1d3+1 Complications.
- Tarrantino. 2d3 Complications

THE ITEM

The Item is the object of the Heist, what the party is trying to steal. Rather than provide you with a table for what sort of thing the party might be contracted to Heist, it makes far more sense to look at what the rest of the puzzle looks like. Who's the Patron and what does he want? Who is the Mark? Where is the Heist going down? What sort of complications are in play? That should give you an idea of what sort of thing the player characters are out to steal. If you're stuck, roll on your favorite objets d'art chart (there are a ton out there), roll it in glue and cover it with your particular brand of glitter to make sure it fits your individual idiom.

ENDING THE HEIST

Once the party has possession of the Item, they have to get it back to the Patron, which is a whole adventure in itself. Keep using the Heist Die whenever the party should run up against resistance and make sure that every hair-brained scheme they come up with to stay undetected (which thereby complicate the story) increase the Loot Die by a step. If either Die reaches a d30, it should be rolled immediately; outside of that possibility, both dice should be rolled upon returning the Item to the Patron. In the case of the Loot Die, this will probably tell us a thing or two about how the Patron interacts with the party and how the Heist has effected the Take. For the Heist Die, rolling it once more at the end gives the party one last wrinkle to smooth out; any heat rolled may not be after the party *right this moment*, but will be, and soon.

HEIST COMPLICATIONS - D30

1. Someone helping the party is a traitor (Heat d+1)
2. The Item is worth more than the Patron is letting on (Loot d-1)
3. The Item is cursed
4. Someone else is looking for the Item (Heat d+1)
5. The Item is very well hidden (Loot d+1)
6. No one has heard of the Item (Heat d-1)
7. The Item isn't what the Patron said it is (Loot d+1)
8. The Mark knows the party is coming (Heat d+1)
9. The Mark isn't well-liked in the city (Heat d-1)
10. The Patron has a pertinent dark secret
11. The Patron tips the party's hand at a bad time (Heat d+1)
12. The Place is under construction
13. The Place is regarded as completely secure (Loot d-1)
14. Local authorities want their piece (Loot d+1, Heat d+1)
15. The Patron requires complicated code names & words be used (if forgotten, Loot d+1)
16. The party has something the Mark is actively looking for (Heat d+1)
17. Another Heist is happening at the same time!
18. The Patron hired a rival party for the same job
19. There's a fake version of the Item (Loot d+1)
20. The Mark gets tipped off by something unrelated (Loot d+1)
21. The party gets good inside information (Heat d-1)
22. The party gets false inside information (Heat d+1)
23. Improbable magical intervention (this could go any way)
24. The Place isn't where the party thinks, now they have to find it
25. Bounty hunters are looking for the party for another reason (Heat d+1)
26. The Patron has a place the party can lay low after/during the job (Heat d-1, Loot d+1)
27. The Item is kept impractically secure (Heat d+1, Loot d-1)
28. The Item is awkwardly large or cumbersome (Loot d+1)
29. The Item is smaller than expected (Loot d-1)
30. The Item has passed on to a new Mark (start all over again!)

**The expression d+1 means to raise the die type by one place on the dice chain, whereas d-1 means to lower the die type by one place.*

HEIST PLACE - D31

- | | Descriptor |
|--------------------------|---------------------------|
| 1. Temple | 1. Under renovation |
| 2. Castle or palace | 2. In disrepair |
| 3. Jail or guard station | 3. Opulent |
| 4. Manor or fancy home | 4. Eldritch |
| 5. Hovel | 5. Cursed |
| 6. Business | 6. Blessed |
| 7. In transit | 7. Disorienting |
| 8. Sewers | 8. Full of lost knowledge |
| 9. Vault | 9. A severe hazard |
| 10. Monster lair | 10. Hidden or secret |
| 11. Sorcerer's sanctum | 11. Prominent or public |

HEIST PATRONS - D11+D5

1. Adventurer who...
 1. Wants revenge
 2. Takes himself too seriously
 3. Is addicted to excitement
 4. Is a member of the party
 5. Rides something crazy
2. Priest who...
 1. Saved one of the party
 2. Thinks the party can be saved
 3. Preaches fire & brimstone
 4. Is embarrassed by the truth
 5. Is in dire economic straits
3. Noble who...
 1. Can't take a joke
 2. Thinks this is beneath him
 3. Falls in love with a PC
 4. Thinks the Mark is "jumped up"
 5. Is jealous of everyone
4. Bureaucrat who...
 1. Has leverage on the party
 2. Is friends with the Grand Vizier
 3. Was insulted by the Mark
 4. Wishes it didn't have to be like this
 5. Will show them all!
5. Scoundrel who...
 1. Is just out for himself
 2. Is trying to seem respectable
 3. Is in love above his station
 4. Is working for someone else
 5. Breaks more than just fingers
6. Syndicate that...
 1. The party owes, big time
 2. Owes the party, big time
 3. Throws a big time party
 4. Has a vice monopoly
 5. Has an inside edge
7. Sorcerer who...
 1. Follows a capricious patron
 2. Is making something terrible
 3. Is behind it all
 4. Is collecting something icky
 5. Wants to buy your True Name
8. Foreign diplomat who...
 1. Wants an advantage in war
 2. Is spying on enemy agents
 3. Has a message of peace & love
 4. Has no idea what he's doing
 5. Is really, really racist
9. Revolutionary who...
 1. Needs a symbol
 2. Hates opulence
 3. Is a religious zealot
 4. Is an old childhood friend
 5. Is pulling a fast one
10. Cult that...
 1. Is looking for a sacrifice
 2. Wants to summon something
 3. Is looking for recruits
 4. Couches everything in metaphor
 5. Lies as a sort of sacrament
11. Society that...
 1. Helps the downtrodden
 2. Plays a sport
 3. Is devoted to hedonism
 4. Has an embarrassing name
 5. Is just a front



HEIST MARKS - D7H+D7

1. Priest who...

1. Everyone likes
2. Everyone likes but shouldn't
3. Preaches death & darkness
4. Keeps the gods appeased
5. Is a rabble-rouser

2. Noble who...

1. Opposes the powers-that-be
2. Oppresses the little guy
3. Owns half the city
4. Served in the army
5. Lives a depraved lifestyle

3. Wizard who...

1. Has no name
2. Made a Faustian bargain
3. Sees the future
4. Lives someplace really weird
5. Everyone thinks is dead

4. Soldier who...

1. Lost a pivotal battle
2. Is secretly ashamed
3. Doesn't take prisoners
4. Never came back from the war
5. Is a war profiteer

5. Scoundrel who...

1. Stole the Item in the first place
2. Doesn't give second chances
3. Is a notorious gambler
4. Runs the prostitution around here
5. Has an undeserved reputation

6. Merchant who...

1. Commissioned the Item
2. Is universally hated
3. Is unctuous but savvy

4. Is "into" something disturbing

5. Is a religious zealot

7. Adventurer who...

1. Retired in disgrace
2. Bought his way into nobility
3. Is the party's rival
4. Has a score to settle
5. Has delusions of grandeur

8. Artist who...

1. Made the Item in the first place
2. Is known for his debauchery
3. Is too young to know any better
4. Has the attention of the Grand Vizier
5. Has just gone out of style

9. Cartel that...

1. Has it in for the Patron
2. Helps the downtrodden
3. Is part of the problem!
4. Is organizing
5. Has a monopoly

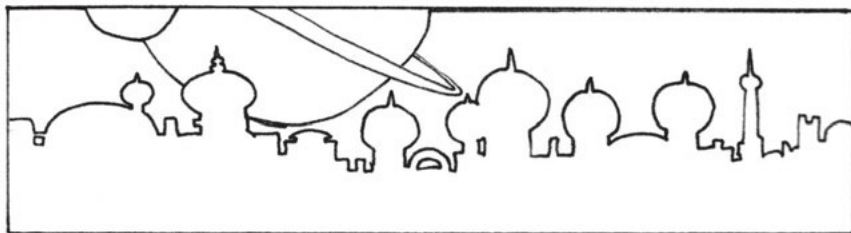
10. Business that...

1. Half the city owes money to
2. Won't work with the Patron
3. Cheated the Patron
4. Won't sell the item
5. The locals take pride in

11. Herbergerblins who...

1. Are actually a dragon!
2. No one believes are real
3. Come from the Dreaming Dimension
4. Were really Old Man Withers this whole time!
5. Are a cunning ruse devised by ver-men





HEAT DIE

1-6. **No Heat**

7-9. **Negligible heat.** One investigator (as man-at-arms, *DCC RPG Core Book*, page 434).

10. **Minor heat.** 1d6 investigators (as men-at-arms).

11. **Minor heat.** 1d6 investigators (as men-at-arms) led by captain (as knight, *DCC RPG Core Book*, page 433).

12. **Minor heat.** 2d4 investigators (as bandit, *DCC RPG Core Book*, page 432) led by a captain (as bandit hero, *DCC RPG Core Book*, page 432).

13. **Serious heat.** 2d4 investigators (as men-at-arms) led by 1d3 captains (as knights).

14. **Serious heat.** 3d4 investigators (as bandits) led by 1d3 captains (as bandit heroes).

15. **Serious heat.** 3d4 investigators (as bandits) and 1d4 bruisers (as berserker, *DCC RPG Core Book*, page 433) led by 1d3 captains (as bandit heroes).

16. **Brute squad.** 2d5 bruisers (as berserkers) led by 1d3 captains (as bandit captain, *DCC RPG Core Book*, page 433).

17. **Hit squad.** 2d3 assassins (*DCC RPG Core Book*, page 432).

18. **Stormtroopers.** 2d4 knights led by captain (as noble, *DCC RPG Core Book*, page 434).

19. **Overwhelming response.** 6d4 men-at-arms and 1d5+1 knights led by 1d3 nobles.

20. **Overwhelming response.** 6d6 bandits and 1d7+1 berserkers led by 1d4 bandit heroes.

21. **Fire support.** 2d4 bandits and an acolyte (*DCC RPG Core Book*, page 432) led by a bandit captain.

22. **Fire support.** 2d4 knights and a magician (*DCC RPG Core Book*, page 433) led by a noble.

23. **Divine intercession.** 2d6 knights led by 1d5 friars (*DCC RPG Core Book*, page 433).

24. **Cultist cabal.** 1d7+1 assassins and 1d5+1 acolytes.

25. **Questing nobility.** 1d10+2 knights and 1d6+1 magicians.

26. **Religious order.** 3d7 knights and 2d4 friars.

27. **Extraplanar attention.** 2d4 assassins led by a Type I demon.

28. **Extraplanar attention.** 3d6 acolytes led by a Type II demon.

29. **Extraplanar attention.** 3d3 magicians led by a Type III demon.

30. **No, really, divine intercession.** A god takes a personal interest in bringing the party to justice. Good luck!

LOOT DIE

1. "Couldn't have done it better myself." Heist pays off better than expected. Take doubled.
2. "Now that was one smooth operation. Color me impressed." Heist pays off better than expected. Take increased by half again (x1.5)
3. "Nicely done, lads. Here's something a little extra for your trouble." Heist pays off better than expected. Take increased by one quarter (x1.25)
4. "Right, lads, well done. Here you go." Heist pays off normally.
5. "I wouldn't call it a masterpiece, but the job's done well enough." Heist pays off normally.
6. "You done it, alright, but just you remember where these bits is coming from." The Patron pays up, but believes that the party owes him a favor.
7. "Right, next time, we'll have none of that nonsense and you better believe there'll be a next time." The Patron pays up, but complications have made him angry. The party clearly owes him a solid.
8. "Yeah, it's all there. No sense in counting." The Patron pays up, but only grudgingly. Luck check to make sure it's not missing 1d24%.
9. "I really do hate cleaning up your messes." Patron pays up 90% of promised Take.
10. "Nobody notices a few nicks. Still..." Damage to the Item costs 15% of the promised reward to repair, right off the top.
11. "Here's your dosh, but Ol' Weaselface wants his cut. Now." A third party wants a cut of the party's profits. They can pay up 2d16% of their Take or take their chances.
12. "And here you are... and now Master Ulgobaz would like to have a word with you." The party has to pay for debts they incurred during the Heist. They owe 1d6+d20% of the Take.
13. "Money doesn't just... disappear." I don't know where it went, either. Lose 2d24% of the Take.
14. "Do you think this is funny? Look at all them dings & chips!" The Item has experienced a large amount of damage. The Take is 2d24+5% less.
15. "A little light? Think about that next time!" Lazy Heist work leads to necessary payoffs. Take is d24+d30+5% less.
16. "Exactly who do you think you are now?" Insulted Patron refuses to pay more than 2d30+10% of the Take.
17. "But where'd that other part go?" Missing peices mean Take is only d24+d30+5% of original.
18. "You think I can sell this?" Item has experienced serious damage. Patron offers 2d24% of the Take as a courtesy.
19. "Take this, consider yourselves lucky, and get out of my sight!" Patron pays 1d6+d20% of the Take and never wants to see the party again.
20. "Take me to dinner first before you try to fuck me like this, will ya?" Patron pays 2d16% of Take and the party owes him a favor.
21. "You'll take it and you'll like it." Patron pays only 2d14% of the Take.
22. "My mother? No, your mother!" Patron insulted, offers 2d12% of the Take and Curses a random PC.
23. "You don't think too good, do ya kid?" Patron is insulted and offers 1d20% of Take to go to hell.
24. "Nope." No Take.
25. "What's this? Bloody thing is useless!" No Take and the Patron is angry.
26. "What? Let's talk about what *you owe me!*" No Take and the Patron is owed a favor.
27. "Do I look like a bitch?" No Take and impending violence.
28. "No, brother. It's you who made the mistake. Mistake of crossing me." No Take and immediate violence with backup.
29. "You picked the wrong man to screw, my son." No Take and immediate violence with overwhelming backup.
30. "No, fuck *you*." No Take and immediate violence with completely overwhelming (perhaps even supernatural) backup.



SPELLBURN

1—Atraz A'Zul demands sustenance, supping from the caster's bodily fluids and leaving him diminished (expressed as Stamina, Strength, and Agility loss, evenly applied).

2—The demoness wants fresh prey. The caster may Spellburn up to 10 points of ability score loss, but must pay twice that amount later, either from his own body or from a sacrifice.

3—The caster is poisoned in channeling the demoness's power, and must make a DC 12 Fortitude save or the Spellburn costs twice as much (i.e., 2 points of ability scores for 1 point toward the spell roll).

4—The caster has drawn the attention of his mistress. He must make a Will save (DC 15). If he makes it, he gets spell points at half the normal cost, but must learn a secret for the demoness (Quest for it). The Spellburned ability scores will not heal until this secret is passed on to the demoness. If he fails the save, the Spellburn cost is normal, and he still must learn a secret before it is healed.

PATRON SPELL: MYSTICAL INSIGHTS OF THE COSMIC WEB

Level: 1 (Atraz A'Zul) **Range:** Varies **Duration:** Varies **Casting time:** 1 round **Save:** None

General: The caster's senses are enhanced, allowing him or her to sense even slight vibrations and perceive heat sources.

Manifestation: Roll 1d3: (1) The caster manifests glowing spider eyes in addition to his regular eyes; (2) the caster becomes a shadowy, spider-like figure; (3) web strands radiate out from the caster in a radius equal to the spell's area of affect (as rolled).

Roll

1 — Lost, failure, and patron taint.

2-11 — Lost, failure.

12-13 — The caster can sense other creatures through the vibrations in the soles of his feet and palms of his hands for a radius of 50 feet, and gains infravision to 25 feet. The effect lasts for 1d3 rounds.

14-17 — The caster can sense other creatures through the vibrations in the soles of his feet and palms of his hands for a radius of 100 feet, and gains infravision to 50 feet. The effect lasts for 1d4 rounds.

18-19 — The caster can sense other creatures through the vibrations in the soles of his feet and palms of his hands for a

radius of 150 feet, and gains infravision to 75 feet. The effect lasts for 2d4 rounds.

20-23 — The caster can sense other creatures through the vibrations in the soles of his feet and palms of his hands for a radius of 150 feet, and gains infravision to 75 feet. In addition, the caster's keen senses allow him to sense threats to his person, adding +3 to his AC. The effect lasts for 2d4 rounds.

24-27 — The caster literally can see through up to 5 feet of solid material (e.g., stone) as if through clear air. The caster can also sense other creatures through the vibrations in the soles of his feet and palms of his hands for a radius of 175 feet, and gains infravision to 85 feet. In addition, the caster's keen senses allow him to sense threats to his person, adding +4 to his AC. The effect lasts for 2d6 rounds.

28-29 — The caster literally can see through up to 10 feet of material (e.g., stone) as if through clear air. The caster can also sense other creatures through the vibrations in the soles of his feet and palms of his hands for a radius of 200 feet, and gains infravision to 100 feet. In addition, the caster's keen senses allow him to sense threats to his person, adding +5 to his AC. The effect lasts for 1d4 turns.

30-31 — The caster literally can see through up to 20 feet of material (e.g., stone) as if through clear air. The caster can also sense other creatures through the vibrations in the soles of his feet and palms of his hands for a radius of 225 feet, and gains infravision to 120 feet. In addition, the caster's keen senses allow him to sense threats to his person, adding +6 to his AC. The effect lasts for 1d6 turns.

32+ — The caster literally can see through up to 20 feet of material (e.g., stone) as if through clear air. The caster can also sense other creatures through the vibrations in the soles of his feet and palms of his hands for a radius of 250 feet, and gains infravision to 120 feet. In addition, the caster's keen senses allow him to sense threats to his person, adding +6 to his AC. The effect lasts for 1d6 turns. Finally, the caster can remotely sense one person or thing of his choosing, no matter how distant.



Currency From Ur-Hadad, cont.

High currency may be obtained at certain money changers in higher-class portions of the city at a considerable commission. Use of high currency in such quarters is considered standard, and paying with vulgar currency may impose a penalty of up to -2 to Personality or Charisma-based checks. By the same token, using high currency outside of the upper class areas of Ur-Hadad may impart up to a +2 bonus to similar checks, depending on circumstance (and whether the payee would be suitably impressed). High currency includes:

- **Son (or Daughter)** - Equivalent to the chit, the son (or daughter) is the smallest unit of high currency issued and is roughly equal to one standard copper piece. Every noble house issuing coinage is mandated to issue sons every year; the Grand Vizier believes that this policy ensures a connection between the common classes and the nobility, but in effect merely allows the nobility one more venue for in-fighting and political back-biting. Due to the often mocking likenesses found on sons, Hadadi nobles often describe something beneath contempt as being “not worth a copper son.”
- **Heir** - A silver coin often bound in a gold rim, the heir is the equivalent of a bit and is the standard unit of currency among the upper class Hadadi. Having one’s likeness placed upon an heir is always considered a great honor, particularly since the popular connotation is that the person depicted on an heir is in fact the heir to their family. Often, minting families are commissioned by other noble families to issue heirs when a new heir to the family’s leadership is announced. Some nobles acquire as many heirs depicting their own likeness as possible, paying for things with these coins being akin to leaving a calling card. Equivalent of a gp in other settings.
- **Eldest** - A bronze coin of equivalent value to the bob, the eldest is equal to 20 sons and 1/5 of an heir. Issued to commemorate the accomplishments of family members, an eldest used to celebrate first-born or eldest children, but now any family member may be honored by the coin. Somewhere between a silver piece and a traditional electrum piece, the eldest is a median currency used primarily for smaller purchases.
- **Reign** - The gold reign is the highest-value coin issued in Ur-Hadad, equivalent to 20 heirs. It may depict the head of a noble family (and is only issued upon the assumption of such a role) but just as often depicts a major event in the history of Ur-Hadad. For example, the Akkosti family matriarch, Ghul-Alol Akkosti, appears on one coin issued by her family, while another depicts the Volczik Rout, when Volczik cavalry broke the line of an assembly of elven and serpent man troops that held the First City under siege, leading to a massive rout. Reigns are issued entirely at the discretion of the issuing families, although noble houses and even the Grand Vizier may commission specific runs of coin.
- 1 reign = 20 heirs = 100 eldest = 2000 sons*

**Or, 2KCP*



OTHER CURRENCY

The merchants and money changers of Ur-Hadad deal with currencies from all over the world and are quick to recognize that every currency has value to someone, somewhere. Within the First City, however, it is uncommon for even the most widely-traveled adventurers to pay for room and board with rare cowry shells or new arms and armor with elven paper notes. Thus, the financial practice of money changing has become commonplace throughout the First City. Whenever adventurers find some lost treasure trove of coinage in a deep dungeon, the chances are that its value is a nice, round number. This value isn't because there are exactly that many coins in the jumble (say, 2,000 copper pieces), but rather because that's how much they're worth if brought back to Ur-Hadad and exchanged at a money changer for an equivalent currency (the value includes any surcharge for the exchange unless exchanging into high currency). You didn't actually find two-thousand copper pieces, but the coinage that you found is worth two-thousand copper pieces.

TYPES OF CURRENCY

But what type of currency did you find in the dungeon? Roll d11.

(1-2) - Elven "paper" money. Not always paper, the original currency actually being tattooed skin flayed from slaves; using paper instead of tanned people skin was a natural outgrowth as inflation demanded more available currency. (3 - 4) - Lizardman shell-coins. These coins are fashioned out of shells that are polished to a high sheen with fine-grain sand. (5) - Serpent man metal-laced scales taken from their honored ancestors. The body of a powerful serpent man was considered a treasure in and of itself and so "coins" were often fashioned from its scales. (6) - Engraved claws and fangs. Often kept as currency by both beastmen and barbarians, the claws, fangs and sometimes even skulls of enemies and game can make great trophies and measures of value when properly adorned. (7 - 8) - Living, worm-like invertebrates of diverse size and color where the size and color note denomination. Used by many of the more otherworldly visitors to Ur-Hadad and its environs, these apparently immortal, crawling things don't need to eat or breathe, but do need a sturdy pouch to be kept in. (9 - 10) - Liquid soul-extract. Distilled from the hopes and dreams of living beings, this stuff may be used as currency or as material components for spells. (11) - Some other non-standard metal. Lead coins, iron coins, tungsten coins, whatever you've got. *Things Get Better*: The currency weighs far less than an equal-valued treasure of standard denomination (d8x10% less weight). *Things Get Worse*: The currency weighs far more than an equal-valued treasure of standard denomination (d8x10% more).

HALF-LEVEL PCS IN DCC

Adam J Muszkiewicz

Before we get this thing started, I'd like to acknowledge that this is an idea inspired by gaming with Doug Kovacs. Often times, in our late-night con games, Doug will run (or facilitate the running of) what would otherwise be called zero-level funnel games, but Doug allows the players to beef up their 0s slightly with a few more hit points, usually a d6 or so. Since 0s are typically disposable characters, this allows most players to approach a huge game of tons of players with only one PC and survive at least some of the challenges thrown at them. Being one of the guys who occasionally works with Doug on these games, it makes a ton of sense to me: instead of each player controlling 2-4 characters, all of which I'd have to keep track of, each player is only controlling 1, which means I can just identify the player with the character and be done with it. For a home game, 1/2-level characters could work great with just a few modifications. Here's how level 1/2 works in Ur-Hadad.

THE 1/2 LEVEL FUNNEL

You do not start with multiple PCs. You start with one 1/2 level character, somewhere in strength between a largely-incompetent 0 and full-on 1st level character. This means you'll have some of the benefits of the class you choose, but not all of them. Before you roll anything, pick the class you want to play. Now, roll out 3d6 in order 3 times. Pick the set of stats which best fits the character class you said you want to play. Live with it. If you said "Warrior" and you rolled out stats that would be "more optimal" for a Wizard, a Cleric and a Thief, you're SOL buddy. Leave your metagame at home. Tack on the normal profession and Birth Augur stuff (or the substitution preferred by your gaming group) and round it out with the class info below. Done. Now begin gaming.

WARRIOR

The 1/2 level Warrior has 1d10 hit points, +1 to attack and damage, +1 to Fortitude saves and may burn a point of Luck to make a Mighty Deed of Arms (result as if he'd rolled a "3" on the Deed Die).

CLERIC

The 1/2 level Cleric has 1d6 hit points, +1 to Will saves, knows 1 spell (his level counts as "0" for casting these spells) and may Spellburn for 2 points to perform his Lay On Hands power



(again, his level counts as “0” for the spell check and the points Spellburned do not count toward this roll).

WIZARD

The 1/2 level Wizard has 1d4 hit points, +1 to Will saves, knows 2 spells (his level counts as “0” for casting these spells) and may Spellburn as normal; however, whenever the 1/2 level Wizard Spellburns, he immediately takes corruption. He may not burn Luck to ignore this Corruption.

THIEF

The 1/2 level Thief has 1d4 hit points, +1 to Reflex saves and may use all of the Thief skills but gains no alignment- or level-based bonus (Ability Score bonuses still apply) and may still Backstab (but gains no extra bonus to do so). The 1/2 level Thief still may spend Luck points as normal, but his Luck die is a d3.

DWARF

The 1/2 level dwarf has 1d8 hit points, +1 to Fortitude and Will saves, +1 to attack and damage, the normal dwarf-y senses (infravision, subterranean senses, ability to smell gold, etc.), may burn a point of Luck to make a Mighty Deed of Arms. The dwarf does not get any ability to perform a shield bash at this

level.

ELF

The 1/2 level elf has 1d4 hit points, +1 to Reflex and Will, the normal elf-y senses (infravision, detection of secret stuff, etc.) and may cast Invoke Patron and Patron Bond; he must Spellburn when he casts these spells and he immediately takes Patron Taint. He may not burn Luck to reduce or prevent this Taint.

HALFLING

The 1/2 level halfling has 1d4 hit points, +1 to Reflex and Fortitude, halfling-ish senses (infravision and... I don't know... always knowing which way it is to the nearest kitchen or pub?), may fight with two weapons as normal (i.e., as if he had a 16 Agility) and may spend Luck both normally on himself and on the actions of his allies; this Luck expenditure is never doubled (it is always at a one point for one bonus basis).*

EXPERIENCE AND LEVEL 1/2

In a normal funnel, the advantage that players have over their environment is twofold: first, they have the brains of several players trained on the concept of overcoming the environment and monsters that the Judge presents them with and second, they have pretty solid numbers, so that if some few (or some many) zeroes die, the players can still overcome the challenges presented them with smart play. The experience system of DCC is tuned toward this concept. For the 1/2 level funnel, though, there are fewer characters (probably) and each one has a higher degree of capabilities. Since most 1/2 level classes are more survivable than 0 level characters, I don't believe that the numbers issue would be too terribly off-kilter against the PCs (even if their overall HP total is much lower) and, further, they are much better able to dish out punishment to enemies and overcome challenges than your average, run-of-the-mill 0, even if their Ability Scores aren't tip-top. As such, I place the experience points needed to hit level 1 at the same place for a 1/2 level character as for a zero: 10. That doesn't feel too punishing.



STREET FOODS OF UR-HADAD

By the Metal Gods of Ur-Hadad

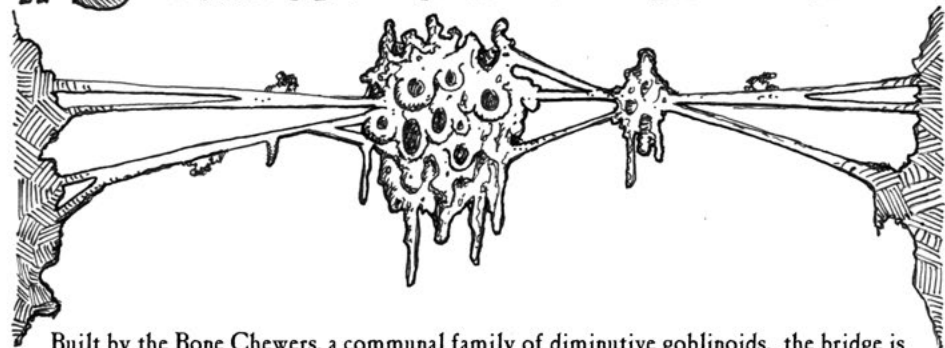
Roll 3d30 and compare the results to the following tables

1	Curried	rats	on a stick
2	Jellied	insects	in a fried pie
3	Candied	fruits	in an eggshell
4	Roasted	shrimp	on the halfshell
5	Sauteed	sow's ear	flambe
6	Broiled	crocodile egg	wrapped in a dirty rag
7	Poached	tenderloin	on moldy bread
8	Raw	pigs feet	suspended in jello
9	Deep Fried	tongue	frozen in a block of ice
10	Twice-Baked	calf's liver	fresh from the spit
11	Lukewarm	monkey toes	surrounded by a <i>Darkness</i> spell
12	Minced	brain	in a damp sack
13	Pickled	prairie oysters	with a live eel garnish
14	Peppered	pizzler	on a velvet pillow
15	Blackened	dormice	in a wooden bowl
16	Overcooked	tendon	from a rusty ladle
17	Charred	placenta	on a steel hook
18	Smoked	dog bits	inside a raw chicken carcass
19	Braised	lizard shank	with religious extremism
20	Broasted	shark face	on a brass plate with a handle
21	Barbequed	nut milk	spitted on a sabre
22	Jerk	Zorganute Root	rolled in a salted monkey pelt
23	Under-cooked	Croctopossum	on a sliver of birch bark
24	Steamed	squid	palm leaf
25	Salted	chicken feet	packed in grape leaves
26	Grilled	horse steak	in a black bread sandwich
27	Stone ground	hagglers broth	under a rice paper shroud
28	Freshly scraped	Fluke Cheese	in a fucking taco
29	Raw	snake ham	with a side of beef pudding
30	Chilled	blood cake	in a little wooden bucket



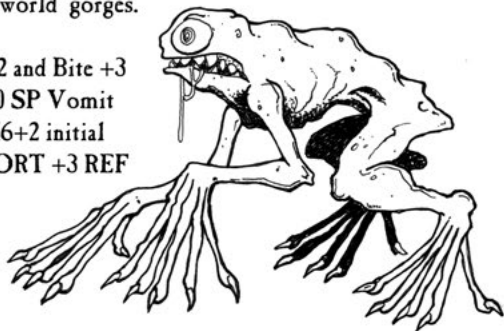
DUNGEON INSERT

#3 THE MARROW WEB BRIDGE



Built by the Bone Chewers, a communal family of diminutive goblinoids, the bridge is composed entirely of bone. The material is chewed and swallowed, broken down with powerful stomach acids and then regurgitated in lumpy clots, which harden and fuse together into the Bone Chewers lair. They begin by creating long strands of the material and stringing it over any suitable underground gorge or chasm. Then they continuously add layers of chambers as more material becomes available to them. At first glance, resembling pale gangly children, the Bone Chewers, are far more terrifying upon closer inspection. Their long thin limbs end in extremely long digits with sharp black claws. Thick chisel pointed teeth fill their extra wide mouths, above which a single dull bulbous eye protrudes, providing vision only in the infravision spectrum. When away from the nest they hunt in packs and can strip a body of meat and consume the bones in a few short minutes. If they are well fed, they may carry captives back to the lair and keep them in a foul lower chamber to be consumed at a later time. These lower chambers are befouled with dripping excrement, but often contain coins, baubles, and even valuable items from previous victims. The upper chambers of the lair are nests for the adults and several nurseries for the underdeveloped young. Navigating their lairs is often the only way for intrepid adventures to cross perilous chasms and bottomless underworld gorges.

BONE CHEWER: Init +3 Atk Claws +2 and Bite +3
melee. AC 15 HD 2d6 MV 30' ACT 1d20 SP Vomit
acid and bone fragment sludge +5 to hit 1d6+2 initial
damage + 1d4 damage for 1d4 rds after. FORT +3 REF
+3 WIL +1 ALC



♦WRS♦

CUT OUT AND SECRETLY PLACE INSIDE YOUR DUNGEON NOTES

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ABSALOM

THE SWAMP ELF

EATOR OF FLIES
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