

HIDEOUTS & HOODLUMS

By Scott Casper (after Gary Gygax & Dave Arneson)
2009 (as if written in 1974)

With thanks to the people who made Superman and Dungeons & Dragons, from which so many have swiped.

REFERENCE SHEETS

Level 1

Charm Person
Cure (Cause) Wounds I
Detect Evil (Good)
Detect Magic
Hold Portal
Light (Dark) I
Protection from Evil (Good) I
Purify (Putrefy) Food and Drink
Read Languages
Read Magic
Sleep

Level 3

Alter Time
Crystal Ball
Cure (Cause) Disease
Dark Vision
Dispel Magic
Fireball
Fly
Hold Person
Invisibility II
Locate Object
Light (Dark) II
Lightning Bolt
Protection from Evil II
Protection from Normal Missiles
Water Breathing

Level 2

Bless (Curse)
Detect Invisibility
Detect Thoughts
Find Traps
Hold Person
Invisibility I
Knock
Levitate
Locate Object
Phantasmal Force
Speak with Animals
Web
Wizard Lock

Level 4

Charm Monster
Confusion
Cure (Cause) Wounds II
Dimension Portal
Giant Growth
Hallucinatory Terrain
Massmorph
Neutralize Poison
Polymorph
Remove Curse
Speak with Plants
Sticks to Snakes
Wall of Defense I
Wizard Eye

Level 5
 Animal Growth
 Animate Dead
 Cloudkill
 Commune
 Conjure Elemental
 Contact Other Plane
 Create Food and Drink
 Dispel Evil (Good)
 Feeblemind
 Hold Monster
 Insect Plague
 Magic Jar
 Passwall
 Raise (Cause) Dead
 Telekinesis
 Teleport
 Transform I
 Wall of Defense II

Pills

01-04	Animal Control
05-10	Growth
11-15	Diminution
15-16	ESP
17-19	Gaseous Form
20-24	Giant Strength
25-30	Invisibility
31-35	Invulnerability
36-39	Plant Control
40-45	Sleeping
46-50	Polymorph (Self)
51-55	Speed
56-65	Healing
66-70	Flying
71-77	Antidote
78-85	Superheroism
86-89	Human Control
90-93	Poison
94-00	Fire Resistance

Machines

Roll	Machine
1	1 power, level 1
2	1 power, level 1d3
3	2 powers, level 1d2 each
4	3 powers, level 1 each
5	Malfunctioning machine
6-7	Protection machine
8	2 powers, level 1d4 each

9	2 powers, level 1d6-1 each
10	1 power, level 1d4+1

Protection Machine Table

Roll	Protection Machine
1-3	Bullets
4-5	Melee attacks
6	Hi-tech

Hi-Tech Weapons and Armor

Roll	Weapon or Armor
1	Defective armor
2-4	Gun
5	Defective gun
6	+1 armor
7	+2 armor
8	+3 armor
9	Raygun
10	Re-roll (1d10)

Defective Armor and Guns

Roll	Defective Armor or Gun
1-3	-1 armor or gun
4	-2 armor or gun

Guns

Roll	Type
01-23	Revolver
24-43	Semi-automatic pistol
44-60	Automatic pistol
61-74	Rifle
75-85	Semi-automatic rifle
86-93	Automatic rifle
94-98	Sub-machine gun
99-00	Machine gun

Gun Bonuses

Roll	Result
1-3	+1
4-5	+2
6	+3

Gun Alignment

Roll	Result
01-65	Lawful
66-90	Neutral
91-00	Chaotic

Mental Powers and Communication

Roll	Mental Power(s)	Communication
1-6	None	None
7-8	1 Power	None
9	2 Powers	None
10	2 Powers	Empathy
11	3 Powers	Empathy
12	3 Powers	Telepathy

Gun Powers

Roll	Description
01-15	Note shifting walls & rooms
16-30	Detect sloping passages
31-40	Locate secret doors
41-50	Detect traps
51-60	See invisible objects
61-65	Lucky (+1 to saves)
66-70	Trick shot (does not need line of sight)
71-80	Fast draw (always wins initiative)
81-90	Funny counting (people always underestimate the no. of shots fired by 1)
91-95	Picks them off (shooter can choose targets in melee)
96-99	Unlimited bullets
00	Take two rolls ignoring 00

Ego Contest

Difference	Result
6 or more	Higher score prevails
2-5	75% chance the higher score will prevail
0-1	50% either way

Rayguns

Roll	Result
1-4	Electric
5-7	Freeze
8-9	Growing
10-13	Paralysis

14-16	Shrinking
17-18	Heat
19	Magnetic
20	Disintegrater

Transports

Roll	Result
01-10	Airplane, Antique biplane
11-19	Airplane, 2-Seat fighter
20-27	Airplane, Cargo
28-34	Autogyro
35-40	Blimp
41-50	Boat, Sail
51-59	Boat, Motor
60-64	Boat, Yacht
65-74	Car, Jeep
75-83	Car, Air-Conditioned
84-87	Car, Super-Charged
88-00	Motorcycle

Mad Science

Roll	Result
1-8	Programmable computer
9-10	Hydrophone
11-14	Radio telescope
15-17	Electron microscope
18-21	Invisibility field generator
22-30	RADAR system
31-35	Two-way television
36-38	Mind controlling machine
39-46	Gas gun
47-53	Flamethrower
54-55	Indestructible costume
56-62	Utility belt
63-65	Electric crystal-encasing tank
66-72	Image projector
73-82	Poisonous gas cloud ejector
83-89	Remote controlling device
90-92	Weather controlling machine
93-95	Mind transfer machine
96-00	Molecular recombinater

Utility Belt Contents

Roll	Result
1	Boomerang
2	Handcuffs
3	Bandages
4	Collapsible grappling hook
5	Mini-telescope
6	Mini-flashlight
7	Lockpicks
8	10 ft. of silken cord
9-10	Whatever the situation requires (at Editor's discretion)

Minor Hi-Tech Trophies

Roll	Item	Roll	Item
1	Fluorescent lamp	51	Tape recorder
2	Invisible ink pen	52	1d4 rolls of cellophane tape
3	Hot-air balloon	53	Jug of glue
4	Microfilm roll	54	Lockpicks
5	Electric fan	55	1d4 packages of nylon hose
6	Wristwatch/2-way radio	56	1d4 ballpoint pens
7	Acetylene torch	57	4d6 armor-piercing bullets
8	Hearing aid	58	1d12 incendiary bullets
9	Flak jacket	59	1d6 acid bullets
10	Radio, long-range	60	1d2 walkie-talkies
11	Can of gasoline	61	Mini-buzz saw
12	Car battery w/jumper cables	62	Diving suit, Old-fashioned
13	Mechanical bicycle	63	Gas mask
14	Television set	64	Glasses
15	Lockable attache case w/secret compartment	65	Asbestos suit
16	Miniature movie camera	66	Motorcycle
17	Printing press	67	Antique biplane
18	Weightlifting set	68	Bulletproof costume
19	Antique leather armor	69	Tank of nitrogen gas
20	Small motorboat	70	Tank of sulfuric acid
21	Hinge-removing set	71	Diving suit, Modern
22	Oxygen tank w/closed-circuit rebreather	72	Tank of break-resistant glass
23	Keymaking set	73	Smokescreen ejector
24	Polarized sunglasses	74	1d6 sleep gas capsules
25	Antique chainmail armor	75	Tank of helium gas
26	1d2 Magnesium flares	76	1d20 caltrops
27	Antique platemail armor	77	Disguise kit
28	Copying machine	78	1d4 Flash bombs
29	Coil of 100 ft. of copper wire	79	Hang glider
30	Fire extinguisher	80	Parachute
31	Boots w/retractable blades	81	Treasure map to \$1d4 x 1,000
32	Mechanical gauntlet	82	Treasure map to \$4d4 x 1,000
33	Antique shield	83	Treasure map to \$5d4 x 1,000
34	Mountain-climbing gear	84	Treasure map to \$1d4 x 1,000 and 2d10 gems
35	1d3 Canisters of tear gas	85	Treasure map to \$4d4 x 1,000 and 5d6 gems
36	Small sailboat	86	Treasure map to \$5d4 x 1,000 and 1d100 gems
37	Centrifuge	87	Treasure map to 10d6 gems and 2d10 jewelry
38	Mechanical fortune-teller	88	Treasure map to any 1 minor magic item
39	Smoke alarm	89	Treasure map to any 2 minor magic items

40	Uncountable bullets	90	Treasure map to 1 medium magic item
41	Portable metal detector	91	Treasure map to any 1 medium magic item and 1 potion
42	Small forge	92	Treasure map to any 1 moderate hi-tech item
43	Camouflage suit	93	Treasure map to any 2 moderate hi-tech items
44	Map-making kit	94	Treasure map to any 3 moderate hi-tech items, no guns
45	Dog whistle	95	Treasure map to 1 major hi-tech item and 1d6 pills
46	10 ft. x 10 ft. of Insect netting	96	Treasure map to 1 major hi-tech item and 1d6 machines
47	Bulletproof vest	97	Treasure map to \$1d4 x 1,000 and any 1 minor magic item
48	Electric cooker range	98	Treasure map to \$1d4 x 1,000 and 1d2 minor hi-tech items
49	Gas range	99	Treasure map to \$4d4 x 1,000 and 1 moderate hi-tech item
50	Used town car	00	Roll twice on this table

Magic Potions

Roll Magic Potion

1-3	<i>Animal Control</i>
4-6	<i>Clairaudience</i>
7-9	<i>Clairvoyance</i>
10-12	<i>Diminution</i>
13-15	<i>Dragon Control</i>
16-18	<i>Polymorph (self)</i>
19-21	<i>Fire Resistance</i>
22-24	<i>Flying</i>
25-27	<i>Gaseous Form</i>
28-30	<i>Giant Strength</i>
31-33	<i>Growth</i>
34-36	<i>Heroism</i>
37-39	<i>Invisibility</i>
40-42	<i>Invulnerability</i>
43-45	<i>Levitation</i>
46-48	<i>Plant Control</i>
49-55	<i>Poison</i>
56-58	<i>Speed</i>
59-61	<i>Treasure Finding</i>
62-64	<i>Undead Control</i>
65-75	<i>ESP</i>
76-00	<i>Healing</i>

Scrolls

Roll Scroll

1	1 spell, level 1
2	1 spell, level 1d3
3	2 spells, level 1d2 each
4	3 spells, level 1 each
5	Cursed Scroll
6-7	Protection Scroll (normal duration)
8	2 spells, level 1d4 each
9	2 spells, level 1d6-1 each
10	1 spell, level 1d4+1
11	5 spells, level 1d3 each
12	Cursed Scroll
13-14	Protection Scroll (double duration)
15	5 spells, level 1d6-1 each
16	6 spells, level 1d6-1 each
17	7 spells, level 1d6-1 each
18	8 spells, level 1d6-1 each
19	Cursed Scroll
20	Roll again

Curse Scrolls

Roll Scroll

1-2	A random mobster appears and attacks
3-4	A disease will strike the reader dead in 1d4 hours
5-6	Polymorphed into an animal
7	Teleported 500 miles in a random direction
8	Teleported to the other side of the planet

Protection Scrolls

Roll Scroll

1	Demons
2	Elementals
3	Magic
4	Poison
5	Undead
6	Were-creatures

Magical Weapons and Armor

Roll Magical Weapon/Armor

1	Cursed armor or shield
2	+1 missile weapon(s)
3	+1 shield

4-6	+1 melee weapon
7-8	+1 armor
9	Cursed weapon
10	+2 missile weapon(s)
11	+2 shield
12	+2 melee weapon
13	+2 armor
14	+1 melee weapon with minor ability
15	+3 missile weapon(s)
16	+3 melee weapon
17	+3 shield
18	+3 armor
19	Unusual weapon (Optional) or re-roll
20	re-roll

Cursed Weapons and Armor

Roll Result

1-3	-1 weapon or armor
4	-2 weapon or armor

Melee Weapons

Roll Result

1	Axe, Battle
2	Axe, Hand
3	Dagger
4	War Hammer
5	Lance
6	Mace, Heavy
7	Mace, Light
8	Spear
9	Staff
10	Sword, Long
11	Sword, Short
12	Sword, Two-Handed

Sword Alignment

Roll	Result
01-65	Lawful
66-90	Neutral
91-00	Chaotic

Sword Mental Powers and Communication

Roll	Mental Power(s)	Communication
1-3	None	None
4	1 Power	Empathy
5	2 Powers	Empathy
6	2 Powers	Speech

Sword Powers

Roll	Description
1	Note shifting walls & rooms
2	Detect sloping passages
3	Locate secret doors
4	Detect traps
5	See invisible objects
6	Detect evil

Missile Weapons

Roll	Result
1-8	2d6 arrows
9-10	1d10 sling stones
11	1 javelin
12-15	2d4 darts
16-20	2d6 crossbow bolts

Minor Abilities for Melee Weapons

Roll	Result
1-4	Additional damage (+1)
5	Sheds light, 5 ft radius
6	Sheds light, 15 ft radius

Unusual Weapons (Optional)

Roll	Result
1	Locate Object ability
2	+1 thrown weapon returns to hand
3	+1, +3 vs. particular type of foe
4	+1, +2 vs. particular type of foe
5	+1, +4 vs. particular type of foe
6	+2, +3 vs. particular type of foe

7	<i>Weapon flames</i>
8	Charm Person ability
9	Energy draining ability
10	Alignment
11-12	Intelligent

Miscellaneous Items

Roll Result

1-10	<i>Lesser Wand</i>
11-20	<i>Lesser Ring</i>
21-40	<i>Misc. Lesser Magical Item</i>
41-50	<i>Lesser Wand</i>
51	<i>Greater Wand</i>
52-60	<i>Lesser Ring</i>
61	<i>Greater Wand</i>
62-80	<i>Misc. Medium Magical Item</i>
81-82	<i>Greater Wand</i>
83-84	<i>Greater Ring</i>
85-90	<i>Staff</i>
91-00	<i>Misc. Greater Magical Item</i>

Lesser Wands

Roll Result

1-2	1d3 1 st level spells
3-4	1d6 1 st level spells, 1d3 2 nd level spells
5-6	1d8 1 st level spells, 1d6 2 nd level spells, 1d3 3 rd level spells
7	1d10 1 st level spells, 1d8 2 nd level spells, 1d6 3 rd level spells, 1d3 4 th level spells
8	1d12 1 st level spells, 1d10 2 nd level spells, 1d8 3 rd level spells, 1d4 4 th level spells, 1d2 5 th level spells

Greater Wands

Roll Result

1	<i>Spell, level 1d3, holds 100 charges</i>
2	Negation
3	<i>Wand of Detection, enemies</i>
4	<i>Wand of Detection, metal</i>
5	<i>Wand of Detection, magic</i>
6	<i>Wand of Detection, traps and secret doors</i>

7	<i>Wand of Polymorph</i>
8	<i>Wand of Fear</i>
9	<i>Wand of Cold</i>
10	<i>Wand of Paralyzing</i>

Lesser Rings

Roll Result

1	<i>Protection, +1</i>
2	<i>Weakness</i>
3	<i>Invisibility</i>
4	<i>Mammal Control</i>
5	<i>Fire Resistance</i>
6	<i>Poison Resistance</i>

Greater Rings

Roll Greater Ring

1	<i>Human Control</i>
2	<i>1d3 Wishes</i>
3	<i>Regeneration</i>
4	<i>Djinni Summoning</i>
5	<i>X-Ray Vision</i>
6	<i>Telekinesis</i>
7	<i>Spell Turning</i>
8	<i>Spell Storing</i>
9	<i>Water Walking</i>
10	<i>Protection, +2</i>

Staffs

Roll Result

1	<i>Healing</i>
2-3	<i>Commanding</i>
4	<i>Snake</i>
5-6	<i>Striking</i>
7	<i>Withering</i>
8	<i>Power</i>
9	<i>Wizardry</i>
0	<i>Roll again, ignoring 9+</i>

Misc. Magic Items (Lesser Items)

Roll	Result
1	<i>Bag of Holding</i>
2	<i>Boots of Silent Movement</i>
3	<i>Boots of Speed or Boots of Leaping (50%)</i>
4	<i>Cloak of Shadowy Hiding</i>
5	<i>Boots of Levitation</i>
6	Scarab of Protection from Magic-Users

Misc. Magic Items (Medium Items)

Roll	Result
1	<i>Amulet Against Scrying</i>
2	Broom of Flying
3	<i>Carpet of Flying</i>
4	<i>Cloak of Displacement</i>
5	<i>Gauntlets of Ogre Power</i>
6	<i>Helm of Reading Magic and Languages</i>
7	<i>Medallion of ESP</i>
8	Drums of Panic

Misc. Magic Items (Greater Items)

Roll	Result
1	<i>Censer, Bowl, Brazier, or Stone of Controlling Elementals</i>
2	<i>Crystal Ball</i>
3	<i>Efreeti Bottle</i>
4	<i>Girdle of Giant Strength</i>
5	<i>Helm of Telepathy</i>
6	<i>Helm of Teleportation</i>
7	<i>Horn of Blasting</i>
8	<i>Mirror of Life Trapping</i>

Wrecking Things for Non-Superheroes

Type	Roll	Type	Roll
Swords	11	Guns	11
Armor	11	Armor	12
Misc. Weapons	11	Rayguns	11
Potions	16	Pills	15
Scrolls	16	Machines	13
Rings	10	Transports	11
Wands/Staves	13/10	Mad Science	12
Misc. Magic	11	Minor Trophies	12

Level 4 Metropolises

Roll	Place	Population
1	Fort Wayne, Ind.	118,410
2	Camden, NJ.	117,536
3	Erie, Pa.	116,955
4	Fall River, Mass.	115,428
5	Wichita, Kans.	114,966
6	Wilmington, Del.	112,504

Level 5 Metropolises

Roll	Place	Population
1	San Antonio, Tex.	253,854
2	Providence, R.I.	253,504
3	Akron, Ohio	244,791
4	Omaha, Nebr.	223,844
5	Dayton, Ohio	210,718
6	Syracuse, N.Y.	205,967

Level 6 Metropolises

Roll	Place	Population
1	Buffalo, N.Y.	575,901
2	New Orleans, La.	494,537
3	Minneapolis, Minn.	492,370
4	Cincinnati, Ohio	455,610
5	Newark, N.J.	429,760
6	Kansas City, Mo.	399,178

Level 7 Metropolises

Roll	Place	Population
1	Cleveland, Ohio	878,336
2	Baltimore, Md.	859,100
3	St. Louis, Mo.	816,048
4	Boston, Mass.	770,816

Level 8 Metropolises

Roll	Place	Population
1	Philadelphia, Pa.	1,931,334
2	Detroit, Mich.	1,623,452
3	Los Angeles, Calif.	1,504,277

Major Magic Item

Roll Result

1	<i>Roll six times on the potions table</i>
2-3	<i>Roll 1d6+12 on the scrolls table</i>
4-5	<i>Roll 1d6+12 on the weapons and armor table</i>
6	<i>Roll 1d20+40 on the miscellaneous table (includes rings and staffs)</i>

Major Hi-Tech Item

Roll Result

1	<i>Roll six times on the pills table</i>
2-3	<i>Roll 1d4+6 on the machines table</i>
4-5	<i>Roll 1d4+6 on the weapons and armor table</i>
6	<i>Roll three times on the transports table</i>
7	<i>Roll 1d10+10 on the mad science table</i>
8	<i>Roll four times on the minor trophies table</i>

Medium Magic Item

Roll Result

1	<i>Roll three times on the potions table</i>
2-3	<i>Roll 1d6 +6 on the scrolls table</i>
4-5	<i>Roll 1d6 +6 on the weapons and armor table</i>
6	<i>Roll 1d20 +20 on the miscellaneous table (includes rings and staffs)</i>

Medium Hi-Tech Item

Roll Result

1	<i>Roll three times on the pills table</i>
2-3	<i>Roll 1d6+4 on the machines table</i>
4-5	<i>Roll 1d6 +4 on the weapons and armor table</i>
6	<i>Roll two times on the transports table</i>
7	<i>Roll 1d12+8 on the mad science table</i>
8	<i>Roll 1d3 times on the minor trophies table</i>

Minor Magic Item

Roll Result

1	<i>Roll 1d12 on the potions table</i>
2-3	<i>Roll 1d6 on the scrolls table</i>
4-5	<i>Roll 1d6 on the weapons and armor table</i>
6	<i>Roll 1d20 on the miscellaneous table</i>

Minor Hi-Tech Item

<i>Roll</i>	<i>Result</i>
1	<i>Roll one time on the pills table</i>
2-3	<i>Roll 1d6 on the machines table</i>
4-5	<i>Roll 1d6 on the weapons and armor table</i>
6	<i>Roll 1d100 on the transports table</i>
7	<i>Roll 1d20 on the mad science table</i>
8	<i>Roll 1d6 times on the minor trophies table</i>

Trophy Values

<i>Roll</i>	<i>Number of</i>	<i>Total \$ Value of Trophies</i>
1	1	<i>1x XP value of the mobsters</i>
2	2	<i>2x XP value of the mobsters</i>
3	3	<i>2x XP value of the mobsters</i>
4	4	<i>3x XP value of the mobsters</i>
5	5	<i>3x XP value of the mobsters</i>
6	6	<i>4x XP value of the mobsters</i>

Movement Rate

Weight Carried Human, androids, Aliens
and mermen on
land

<i>0-75 lbs</i>	<i>60</i>	<i>90</i>
<i>76-100 lbs</i>	<i>45</i>	<i>70</i>
<i>101-150 lbs</i>	<i>30</i>	<i>45</i>
<i>151+ lbs</i>	<i>15</i>	<i>25</i>

Movement Adjustment

<i>Movement Type</i>	<i>Adjustment</i>
<i>Careful</i>	<i>Half of Average Rate</i>
<i>Normal</i>	<i>Average Rate</i>
<i>Running</i>	<i>Double Average Rate</i>

Mobster Level Generation (Levels 1-5)

<i>Die</i>	<i>Level 1</i>	<i>Level 2</i>	<i>Level 3</i>	<i>Level 4</i>	<i>Level 5</i>
1	1d12 HDE <1	2d12 HDE <1	4d12 HDE <1	5d20 HDE <1	Roll again
2	1d10 HDE <1	2d10 HDE <1	4d10 HDE <1	5d10 HDE <1	5d20 HDE <1
3	1d8 HDE 1	1d12 HDE 1	3d8 HDE 1	4d12 HDE 1	5d10 HDE 1
4	1d4 HDE 2	1d8 HDE 2	2d6 HDE 2	3d8 HDE 2	4d12 HDE 2
5	1 HDE 3	1d4 HDE 3	1d8 HDE 3	2d6 HDE 3	3d8 HDE 3
6	1 HDE 4	1 HDE 4	1d4 HDE 4	1d8 HDE 4	2d6 HDE 4
7	–	1 HDE 5	1 HDE 5	1d4 HDE 5	1d8 HDE 5
8	–	Roll again	1 HDE 6	1 HDE 6	1d2 HDE 6
9	–	–	–	1 HDE 7	1 HDE 7
10	–	–	–	Roll again	Roll again

Mobster Level Generation (Levels 6–10)

Die	Level 6	Level 7	Level 8	Level 9	Level 10
1	5d20 HDE 1	5d20 HDE 2	5d20 HDE 3	5d20 HDE 4	5d30 HDE 5
2	5d10 HDE 2	5d10 HDE 3	5d10 HDE 4	5d10 HDE 5	5d10 HDE 6
3	4d12 HDE 3	4d12 HDE 4	4d12 HDE 5	4d12 HDE 6	4d12 HDE 7
4	3d8 HDE 4	3d8 HDE 5	3d8 HDE 6	3d8 HDE 7	3d8 HDE 8
5	2d6 HDE 5	2d6 HDE 6	2d6 HDE 7	2d6 HDE 8	2d6 HDE 9
6	1d8 HDE 6	1d8 HDE 7	1d8 HDE 8	1d8 HDE 9	1d8 HDE 10
7	1d4 HDE 7	1d4 HDE 8	1d4 HDE 9	1d4 HDE 10	1d4 HDE 11
8	1 HDE 8	1 HDE 9	1 HDE 10	1 HDE 11	1 HDE 12+

Level <1 Mobsters

Roll Mobsters

1	Half-Pints
2	Cowardly Hoodlums
3	Giant Rats
4	Giant Vampire Bats
5	Creeper Vines
6	Roll Again

Level 1 Mobsters

Roll Mobsters

1	Vamps
2	Corrupt Politicians
3	Bandits
4	Mediums
5	Crooked Beat Cops
6	Slick Hoodlums
7	Drunken Hoodlums
8	Brigands

Level 2 Mobsters

Roll Mobsters

1	Thugs
2	Crooked Detectives
3	Magicians
4	Giant (small) Spiders
5	Bad Men
6	Giant Centipedes
7	Dervishes
8	Yellow Peril Hoodlums

Level 3 Mobsters

Roll Mobsters

1	Cavemen
2	Crooked Sergeants
3	Sages
4	Apes
5	Evil Great Men
6	Master Criminals
7	Mermen
8	Iron Robots

Level 4 Mobsters

Roll Mobsters

1	Ogres
2	Evil Extraordinary Men
3	Crooked Lieutenants
4	Alligators
5	Warlocks
6	Aliens
7	Giant (medium) Centipedes
8	Lions

Level 5 Mobsters

Roll Mobsters

1	Werewolves
2	Crooked Captains
3	Spellbinders
4	Evil Remarkable Men
5	Centaur
6	Fu Manchus
7	Genghis Khans
8	Grey Oozes

Level 6 Mobsters

Roll Mobsters

1	Giant (large) Centipedes
2	Crooked Majors
3	Sorcerers
4	Evil Fantastic Men
5	Gargoyles
6	(medium) Magma Monsters

Mobster Reference Table

Type	Numbers	AC [AAC]	Move	Hit Dice
Mobsters				
Cavemen	1d2	7 [12]	60 ft.	3
Savages	3d10	9 [10]	60 ft.	1
Nomads	2d12	9 [10]	60 ft.	1+1
Dervishes	1d20	9 [10]	60 ft.	2
Pirates	3d6	9 [10]	60 ft.	1
Bandits	1d20	9 [10]	60 ft.	1
Half-pints	1d10	7 [12]	45 ft.	1/2
Brigands	2d8	9 [10]	60 ft.	1+1
Robbers	1d8	7 [12]	60 ft.	1
Hoodlums, drunken	1d10	9 [10]	45 ft.	1+1
Vamps	1d3	9 [10]	60 ft.	1-1
Hoodlums, cowardly	1d20	9 [10]	60 ft.	1-1
Hoodlums, yellow peril	1d8	7 [12]	70 ft.	2

Corrupt politicians	1d2	9 [10]	60 ft.	1
Hoodlums, slick	1d12	9 [10]	60 ft.	1
Thugs	1d12	5 [14]	60 ft.	2
Mad scientists	1d2	9 [10]	60 ft.	2
Ogres	1d4	5 [14]	45 ft.	4+1
Master criminals	1d2	7 [12]	60 ft.	3+1
Napoleons	1	7 [12]	60 ft.	4+1
Ultra-mad scientists	1	9 [10]	60 ft.	4
Fu Manchus	1	8 [11]	60 ft.	5
Genghis Khans	1	7 [12]	60 ft.	5+1
Humanoids				
Gargoyles	1d3	5 [14]	45 ft./75 ft.	4
Lycanthropes, werewolf	1d8	5 [14]	75 ft.	3+3
Mermen	1d8	8 [11]	45 ft./90 ft.	3+1
Trolls	1d2	4 [15]	60 ft.	6+3
Centaur	1d4	5 [14]	90 ft.	4
Aliens	1d2	3 [16]	150 ft.	3
Ogre mages	1	4 [15]	60 ft./90 ft.	5+4
Giants	1d6	varies	Varies	varies
Djinn	1	4 [15]	45 ft./120 ft.	7+3
Efreets	1	2 [17]	45 ft./120 ft.	10
Demon, Baalrogs	1	2 [17]	30 ft./90 ft.	10
Undead				
Skeletons	1d10	8 [11]	45 ft.	1
Zombies	1d8	8 [11]	30 ft.	1
Wraiths	1d6	3 [16]	60 ft./120 ft.	4
Mummies	1d4	3 [16]	30 ft.	5+1
Spectres	1d2	2 [17]	75 ft./150 ft.	6+1
Vampires	1	2 [17]	60 ft./90 ft.	7-9
Constructs				
Androids	1	6 [13]	60 ft.	1+1
Robots	1d4	5 [14]	15 ft.	2
Robots, large	1d3	4 [15]	30 ft.	4
Robots, huge	1d2	3 [16]	45 ft.	7
Robots, giant	1	2 [17]	60 ft.	15
Creatures				
Grey oozes	1d4	7 [12]	10 ft.	3+1
Floating eyes	1	4 [15]	/150 ft.	3

Magma monsters	1d6	2 [17]	30 ft.	varies
Cockatrices	1d2	6 [13]	30 ft./90 ft.	5
Manticores	1d2	4 [15]	60 ft./90 ft.	6+1
Black puddings	1	6 [13]	30 ft.	10
Elementals	1	2 [17]	Varies	varies
Basilisks	1	4 [15]	60 ft.	6
Chimera	1	5 [14], 4 [15], 3 [16]	45 ft./90 ft.	9
Sea monsters	1	4 [15]	15 ft./60 ft.	15+
Dragons	1	2 [17]	60 ft./120 ft.	9-12
Plants				
Creeper vines	1d8	9 [10]	15 ft.	1/2
Venus flytraps, giant	1d4	9 [10]	5 ft.	1-1
Animals				
Octopi, giant	1d2	7 [12]	//60 ft.	4
Centipedes, giant	1d20	Varies	Varies	varies
Wasps, giant	1d12	8 [11]	//60 ft.	1+1
Beetles, giant	1d20	6 [13]	45 ft.	1+3
Spiders, giant	1d20	9 [10]	60 ft.	1+1
Piranhas, giant	1-20	8 [11]	//60 ft.	2
Sharks	1d8	7 [12]	//90 ft.	6+1
Snakes, giant poisonous	1-12	8 [11]	45 ft.	2
Snakes, constrictor	1-4	9 [10]	30 ft.	3
Alligators	1d6	8 [11]	45 ft./60 ft.	4
Lizard, giant	1d4	Varies	Varies	varies
Bats, giant vampire	1d20	8 [11]	15 ft./75 ft.	1/2
Rats, giant	2d12	7 [12]	60 ft./30 ft.	1/2
Dogs, watch	1d6	8 [11]	75 ft.	1+1
Wolves	2-12	8 [11]	75 ft.	2
Apes	1d4	8 [11]	60 ft.	3+1
Bears	1d4	6 [13]	60 ft.	7
Lions	1d4	8 [11]	75 ft.	4+1
Sabre-toothed cats	1d3	7 [12]	75 ft.	5
Giant ground sloths	1	5 [14]	50 ft.	16
Woolly mammoths	1	4 [15]	60 ft.	20

Equipment

Items	Cost	Weight	Items	Cost	Weight
<u>Arms</u>			Quiver of 20 arrows	\$1	2 lbs.
Bow	\$5	3 lbs.	Smith & Wesson .40 semi-auto	\$35	3 lbs.

			pistol		
Brass knuckles	\$4	.5 lbs.	Sword	\$4	2 lbs.
Browning 9 mm high-power auto pistol	\$40	2 lbs.	Truncheon	\$1	1 lb.
Browning M1918 .30 automatic rifle	\$45	12 lbs.	Winchester .22 semi-automatic rifle	\$17	10 lbs.
Colt M1917 .45 revolver	\$32	4 lbs.	<u>Armor</u>		
Hatchet	\$1	2 lbs.	Bulletproof vest	\$150	11 lbs.
Knife	\$1	.25 lbs.	Flak jacket	\$80	12 lbs.
Long Colt .38 revolver	\$16	3 lbs.	Helmet	\$7	3 lbs.
<u>Clothing</u>			Leather vest with silver buttons	\$4	
3-piece suit	\$16		Raincoat	\$8	
Blue jeans	\$2		Slacks	\$4	
Coat, fur	\$100-600		Slippers	\$1	
Cowboy boots	\$7		Trousers	\$2	
Dress, casual	\$3		Tuxedo	\$25	
Dress, fancy	\$10		Shoes	\$3	
Dress shirt	\$2		Sweater	\$3	
Dress shoes, leather	\$7		Sweatshirt	\$1	
Flannel shirt	\$1		Wool cap and mittens	\$1	
Hat	\$4		Work shoes, heavy duty	\$4	
Leather jacket	\$9				
<u>Transportation</u>			Hudson 112 deluxe touring sedan	\$840	
Air fare, Ill. To NY (round trip)	\$87		Mercedes 630 K Murphy town car, used	\$30	
Air fare, Ill. To Calif. (round trip)	\$207		Nash Terrific pickup	\$1,000	
Bicycle	\$7		New Cadillac 61	\$1,350	
Canoe	\$12		Plymouth Roadking 5-passenger sedan	\$690	
Car battery	\$7		Rail fare, Ill. To Calif. (round trip)	\$80	
Chevrolet 1939	\$660		Rail fare, monthly commuter pass	\$10	
Chrysler 1938 Imperial	\$1,130		Sea cruise, 2-month	\$500	
Ford super deluxe sedan coupe	\$1,400		Sea cruise, 10-day	\$110	
<u>Furnishings</u>			New Emerson bedroom radio	\$20	
Automatic washing machine	\$150		Philco refrigerator	\$240	
Bed with spring mattress	\$38		Record player/radio	\$59	
Chair, lounge	\$20		Record player/radio	\$59	
Chair, upholstered	\$9		Sofa, chair, and rug set	\$220	
Chandelier	\$35		Sofa, fancy mahogany	\$135	
Electric portable sewing machine	\$25		Studio couch	\$60	
Fireproof safe	\$12		Table, fancy walnut dining room	\$124	
Frigidaire electric cooker range	\$180		Tabletop radio	\$6	

Gas range	\$100		Typewriter	\$37	
Grand piano	\$400		Upright vacuum cleaner	\$30	
Lamp	\$5		Wool blanket	\$7	
Luggage	\$12		Wool rug, room-sized	\$43	
<u>Gear</u>			Crowbar	\$1	13 lbs.
Alarm Clock	\$1	4 lbs.	First-aid kit	\$10	19 lbs.
Backpack	\$2	3 lbs.	Fishing pole	\$4	2 lbs.
Basic carpentry toolbox	\$4	50 lbs.	Flashlight	\$1	1 lb.
Bedroll	\$1	26 lbs.	Handcuffs	\$5	.50 lbs.
Binoculars (x6)	\$14	4 lbs.	Hearing aid	\$60	.25 lbs.
Briefcase	\$1	7 lbs.	Kerosene lantern	\$2	4 lbs.
Camera, field	\$110	11 lbs.	Microscope (x425)	\$16	5 lbs.
Camera, portable movie	\$30	6 lbs.	Rope, 50 ft.	\$1	37 lbs.
Camera, Kodak pocket	\$20	1 lb.	Scissors	\$4	1 lb.
Cigarette Lighter	\$.050	.20 lbs.	Telescope, folding	\$25	6 lbs.
Compass	\$4	.25 lbs.	Tent, pup	\$5	6 lbs.
Tent, 2-man	\$5	13 lbs.	Watch, wrist	\$14	.25 lbs.
Watch, pocket	\$7	.50 lbs.			
<u>Food (drinks included)</u>			Seafood dinner at a fancy restaurant	\$4	
Broiled 2-lb. lobster dinner at a fancy restaurant	\$9		Sirloin steak dinner at an average restaurant	\$2	
Fried chicken dinner at a fancy restaurant	\$5		Thanksgiving dinner at a cheap diner	\$1	
Hamburger dinner at an average restaurant	\$1		Whiskey, per quart	\$1	
Pork chop or lamb dinner at a fancy restaurant	\$4				
<u>Housing</u>			6-room house in the country (w/10 acres)	\$2,500	
3-room apartment	\$30/month		12-room Italian-style villa	\$17,000	
3-room bedroom bungalow	\$3,000		Hotel room	\$5/day	
6-room Sears house in the suburbs	\$2,800		Renting an apartment	\$15/month	
6-room house in the city	\$4,250		Renting a house	\$30/month	

Fighter Advancement

Level	XP	HD	BHB	ST	Level Title
1	0	1+1	+0	16	Beat cop
2	2,000	2	+1	15	Detective

3	4,000	3	+2	14	Sergeant
4	8,000	4	+2	13	Lieutenant
5	16,000	5	+3	12	Captain
6	32,000	6	+4	11	Major
7	64,000	7	+4	10	Commander
8	128,000	8	+5	9	Major General
9	256,000	9	+6	8	Lieutenant General
10	512,000	10	+6	7	Full General

Magic-user Advancement

Level	XP	HD	BHB	ST	Level Title
1	0	1	+0	15	Entertainer
2	2,500	1+1	+0	14	Trickster
3	5,000	2	+0	13	Magician
4	10,000	2+1	+0	12	Sage
5	20,000	3	+1	11	Warlock
6	40,000	3+1	+1	10	Spellbinder
7	80,000	4	+2	9	Sorcerer
8	160,000	4+1	+2	8	Wizard
9	320,000	5	+3	7	Senior Wizard
10	640,000	5+1	+3	6	Full Wizard

Superhero Advancement

Level	XP	HD	BHB	ST	Level Title
1	0	2	+0	14	Good Man
2	1,500	2+1	+0	13	Great Man

3	3,000	3+1	+0	12	Extraordinary Man
4	6,000	4	+1	11	Remarkable Man
5	12,000	4+1	+1	10	Fantastic Man
6	24,000	5+1	+2	9	Incredible Man
7	48,000	6+1	+2	8	Mighty Man
8	96,000	7+1	+3	7	Astonishing Man
9	192,000	8	+4	6	Amazing Man
10	384,000	8+1	+5	5	Super Man

Attack "to hit" Roll

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
[AAC]	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

Supporting Cast Characters

Roll	Role	Special Characteristic
1	Actor	Can imitate the Hero to protect his secret identity
2	Animal trainer	Can prepare an animal sidekick for the Hero
3	Architect	Might be able to show the Hero blueprints of buildings
4	Athlete	Has the speed and stamina to keep up with Heroes
5	Banker	Can make loans to Heroes
6	Boat captain	He's got his own boat!
7	Circus performer	Make surprisingly good sidekicks
8	Clerk	Knows the inside workings of his company
9	Coach	Can tell if any games are fixed
10	Commissioner	May take Heroes to crime scenes with him
11	Copy boy	Will do anything for his pal
12	Cowboy	Good at roughing it
13	Driver	Knows the fastest routes around town
14	Editor	Will hire people just for giving him scoops on Heroes
15	Farmer	Has good food and can raise people with good values
16	Fireman	Knows where the hottest spots in town are

17	Hobo	Knows safe places to hide
18	Judge	May give away the particulars of an ongoing trial
19	Librarian	Will do mundane research
20	Mechanic	May be able to fix the Hero's hi-tech trophies
21	Mercenary	Can fight beside or for the Hero, for a fee
22	Military surplus seller	Good resource for flak jackets and automatic rifles
23	Occultist	Can do magical research and identify magic items
24	Pharmacist	Can identify hi-tech pills
25	Photographer	Can take photos as evidence for the Heroes
26	Physician	Helps heal Heroes faster
27	Police detective	May show crime scene evidence to the Hero
28	Private investigator	May gather clues for the Hero
29	Reporter	Can help make sure the Hero gets good press coverage
30	Romantic interest	Pretty obvious
31	Salesman	Can speak persuasively for the Hero
32	Science professor	Can identify hi-tech items
33	Shopkeeper	Will sell to the Hero for cost
34	Switchboard operator	Can let the Hero listen in on phone calls
35	Warden	Can tell the Heroes when their foes escape from jail
36-50	Re-roll	

Plot Hook Characters

Roll Character

1	A reporter is overheard repeating a tip about a wife-beating in progress that was just phoned in.
2	A damsel is in distress at a road-house from a mobster who won't stop flirting with her.
3	An old miner has just recovered at the hospital from a mine collapse caused by unsafe conditions there.
4	An old circus owner pretends his circus is fine, but cannot conceal his despair at dismal sales.
5	An old mother is begging for help to law officers about the juvenile delinquents her son has fallen in with.
6	Coming across an escaped con by chance, he tells of cruel conditions at the jail and the corrupt warden.
7	A man commits suicide, still clutching in his hand stock shares for a bogus oil well.
8	A colleague of the Hero is hit by a car that speeds away.
9	A cab driver complains about the protection racket hassling him.
10	A city inspector is in danger of being hit by a subway train while investigating the construction company that built the tunnel.
11	The manager of a home for delinquent boys confesses he needs to raise \$2 million to keep his doors open.
12	A disgraced businessman is about to commit suicide because of the gambling den that ruined him.
13	A civic official mistakes the Hero for one of the extortionists who want \$10,000 from him.
14	A runaway child complains about the crooked superintendent at his orphanage.
15	A crying wife confesses that her husband has fallen in with smugglers who hang out in a bar.

16	Hero's alter ego is invited to an appointment with a possible employer but the employer ends up attacked or killed before the meeting.
17	A gentleman gambler bets the Hero or alter ego that he cannot complete a difficult task.
18	A delivery boy is overheard explaining why he could not deliver his cargo and it sounds suspicious.
19	While at Western Union, the alter ego overhears a puzzling telegram dictated. Or...knowing Morse code, the Hero overhears the private and cryptic content of a message.
20	A family friend or distant relative comes to town seeking help from the Hero's alter ego.

Powers

Level 1

Change Self
Detect Evil
Different Physical Structure
Extend Missile Range I
Feather Landing
Get Tough
Leap I
Multi-Attack
Nigh-Invulnerable Skin
Outrun Train
Quick Change
Raise Car
Shatter Bonds
Sleeping Nerve Pinch
Spook Bad Guys
Telescopic Vision

Level 2

Bulls-Eye
Extend Missile Range II
Find Evidence
Get Tougher
Hold Person
Hypnotism
Infra-Vision
Leap II
Microscopic Vision
No Encumbrance
Raise Elephant
Scare Bad Guys
Super-Hearing
Super-Tough Skin

Level 3

Extend Missile Range III
Flurry of Blows
Get Even Tougher
Gust of Wind
Hold Breath
Imperviousness
Leap III
Levitate
Race the Bullet
Raise Trolley Car
Raise Wall
X-Ray Vision

Level 4

Bounce Back Blows
Dig
Divert River
Hold Train
Invisibly Fast
Invulnerability
Leap IV
Raise Bridge
Raise Building
Turn Gun on Bad Guy
Vehicular Weapon

Level 5

Fly
Near-Instantaneous Travel
Push Ocean Liner
Teleport through Focus

Wrecking Things

Category (and Examples) Superhero Level

	1	2	3	4	5	6	7	8	9+
Doors (Bars, Ropes)	10	7	4	W	W	W	D	D	D
Machines (Chains, Guns, Rowboats)	13	10	7	4	W	W	W	D	D
Generators (Autogryos, Motorcycles)	15	13	10	7	4	W	W	W	D
Robots (Biplanes, Sailboats)	17	15	13	10	7	4	W	W	W
Cars (Brick Walls, Large Robots, Motorboats)	-	17	15	13	10	7	4	W	W
Trucks (Huge Robots, Stone Walls)	-	-	17	15	13	10	7	4	W
Tanks (Giant Robots, Mansions, Steel Walls)	-	-	-	17	15	13	10	7	4
Battleships (Heavy Tanks, Tenement Buildings)	-	-	-	-	17	15	13	10	7
Dams (Bridges, High-Rises)	-	-	-	-	-	17	15	13	10

OPEN GAME CONTENT

Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of the trademarks "SWORDS & WIZARDRY," "S&W," and "Mythmere Games," and "HIDEOUTS & HOODLUMS". These trademarks, and the Trade Dress of this work (font, layout, art, etc.) are reserved as Product Identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

Definitions:

(a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;

(b)"Derivative Material" means copyrighted material including derivative works and translations (including into other

computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

(c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

(d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

(e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor

(g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You

Distribute.

Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Swords & Wizardry, Copyright 2008, Matthew J. Finch SWORDS & WIZARDRY: WHITEBOX by Matt Finch and Marv Breig, Copyright 2008, Matthew J. Finch

Copyright 2009, HIDEOUTS & HOODLUMS by Scott Casper.

END OF LICENSE