

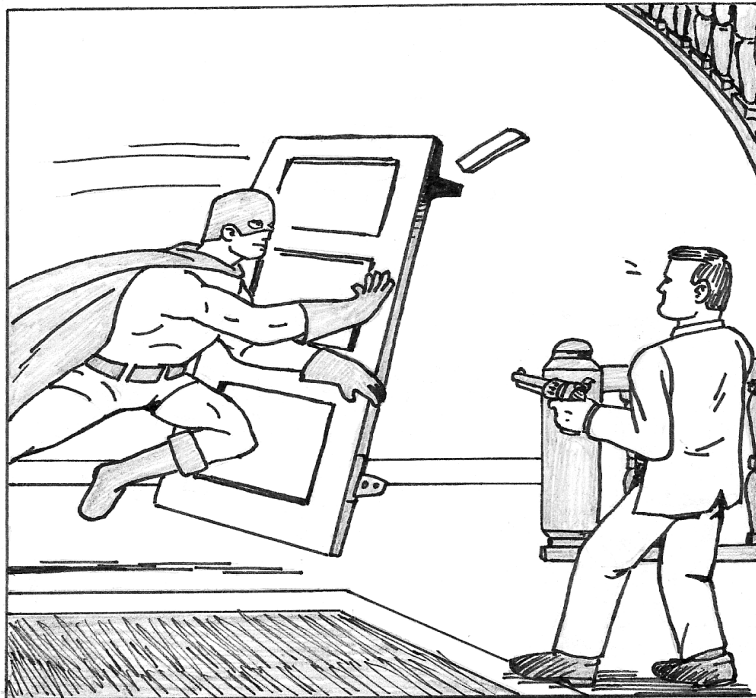
HIDEOUTS & HOODLUMS

By Scott Casper (after Gary Gygax & Rob Kuntz)

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Supplement One: National



The Hideouts & Hoodlums game is a modification of the SWORDS & WIZARDRY: White Box Edition rules, with swords and sorcery elements expunged and replaced with elements of the Golden Age of the superhero genre, circa 1939. Swords & Wizardry, S&W, and Mythmere Games are the trademarks of Matthew J. Finch and this author is not affiliated with Matthew J. Finch, Marv Breig, or Mythmere Games™. This supplement includes material adapted from the core SWORDS & WIZARDRY rules in lieu of White Box Edition and moves the setting into 1940. THE SAINT is a trademark of The Estate of Leslie Charteris. THE SHADOW is the trademark of Condé Nast. THE BAT-MAN, CRIMSON AVENGER, SANDMAN, and SPIRIT are trademarks of DC Comics. THE ANGEL is the trademark of Marvel Comics. All other trademarks belong to their respective holders.

With thanks to the creators of Superman and Dungeons & Dragons, for all the people who have swiped from them.

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TABLE OF CONTENTS

Men & Supermen	
Characters Classes	4
Mystery Men	5
Character Races	8
Experience Points	10
Cheating Death	11
Expanded Attack Tables	11
Powers	13
Spells	20
Mobsters & Trophies	
Mobster Descriptions (Categorical)	28
Aliens	31
Crabs, Giant	34
Gelatinous Cubes	36
Invisible stalkers	39
Liches	40
Otters, giant sea	41
Rocs	42
Ticks, giant	44
Pills	47
Hi-Tech Weapons and Armor	48
Heavy Artillery	49
Rayguns	51
Mad Science	52
Magic Items	55
Weapons and Armor	56
Greater Rings	58
Misc. Magic Items	59
Cursed Items	64
Underworld & Metropolis Adventures	
Finding the Hideout	65
Unusual Hideout Rooms	66
Combining Mobsters	67
Metropolis Wandering Crimes	68
Real-Life Plot Hooks	69
Wandering Mobster List	72
Bibliography	75
Appendix A: Index of Golden Age Heroes	76
Appendix B: Comic Book Plots from 1940	79

Foreword

By way of forewarn instead of foreword, know that this supplement is intended only as an aid for playing the HIDEOUTS & HOODLUMS game and cannot stand alone. The new details contained herein are optional rules that can enhance and expand the H&H playing experience, as well as allowing Heroes to advance to level 14. The new material is arranged in order by appropriate core rulebook so that **Men and Supermen**, **Mobsters and Trophies**, and **The Underworld and Metropolis Adventures** are supplemented in that order.

Be further aware that the supplemental material contained herein moves H&H deeper into the Golden Age of Comics, incorporating material through a cover date of December 1940. This was a time of great expansion and new ideas in the superhero genre, including the very first superhero teams, and the rules here can be used to more accurately reflect the comic books in this time frame.

Scott Casper

Hideouts & Hoodlums Editor
28 November 2009

MEN AND SUPERMEN

Ability Scores: The six ability scores -- Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma – are mostly unchanged. Dexterity provides a new bonus for Fighters and Mysterymen. Under Superheroes is a new table showing the benefits of their superior true strength (determined by adding Strength and Wisdom together). Further, any Hero with a Charisma of 17 or higher and a Lawful Alignment may become a Paragon (see under Alignment).

Table 1: Dexterity

Roll	Modifier to Be Hit
3-5	+1
6-14	None
15	-1
16	-2
17	-3
18	-4

Ability Score Advancement: When a Hero advances in level, the player may re-roll all six ability scores. If the new roll is within three numbers higher than the current ability score, the new roll is kept instead. New rolls higher and lower than that range are ignored. For example, a Superhero reaches 3rd level and the player rolls an 18 for Strength and a 17 for Wisdom. Because his Strength and Wisdom at 2nd level were 13 and 15 respectively, only the Wisdom score advances.

Character Classes: There are now four main character classes – Fighters, Magic-Users, Superheroes, and the new addition of Mysterymen. The Mysterymen class is included in order below with extensions of the character advancement tables for the other three classes.

Fighters

Table 2: Fighter Advancement

Level	XP	HD	BHB	ST
11	762,000	10+2	+7	6
12	912,000	10+4	+8	6
13	1,162,000	10+6	+8	6
14	1,412,000	10+8	+9	6

Magic-Users

Table 3: Magic-user Advancement

Level	XP	HD	BHB	ST
11	940,000	6	+4	5
12	1,240,000	6+1	+4	5
13	1,540,000	6+2	+5	5
14	1,840,000	6+3	+5	5

Table 4: Magic-user Spell Advancement

Level	Spell Level					
	1	2	3	4	5	6
11	4	4	4	3	3	-
12	4	4	4	4	4	1
13	5	5	5	4	4	2
14	5	5	5	4	4	3

Mysterymen

Mysterymen are gentlemen of leisure who have taken up a serious crusade of secret vigilantism behind masks and (optionally) costumes. Examples include the Saint, the Shadow, the Spider, the Green Hornet, Sandman, the Crimson Avenger, the Bat-Man, the Angel, Daredevil, and the Spirit. Prime requisite is Dexterity (may trade INT for DEX at 3:1 and WIS for DEX at 2:1).

All Mysterymen are either Neutral or Chaotic – Lawful characters would not be able to skirt the law as often as the Mysteryman needs to do. While slightly less good at fighting as Fighters, Mysterymen have the following advantages:

- Climb buildings
- Force morale save
- Notice things
- Signature move
- Stealth
- Tracking

The Mysteryman has a 5 in 6 chance of climbing one story of a building without falling. This chance increases to 7 in 8 at 3rd level, 9 in 10 chance at 5th level, and 11 in 12 at 7th level. At 3rd level, this ability extends to any near-sheer surface, like a cliff face.

The Mysteryman can, by sheer virtue of his intimidatingly mysterious presence, force a morale save from mobsters so long as the Mysteryman does nothing else that turn than act intimidating. The Mysteryman can do this once per hour.

Mysterymen have a 2 in 6 chance of noticing things others might miss. This includes hearing noises, finding secret doors, noticing things concealed on a person, or clues hidden in a room. This chance increases to 4 in 10 at 4th level, 5 in 10 at 7th level, and 6 in 10 at 10th level.



Mysterymen have signature moves that do +1 damage in combat. Each Mysteryman can come up with his own signature move, but it must always have a precondition that must be met for the additional damage, ie, punching with a fist that must have his trademark ring on it (that leaves a mark on the mobsters punched), swinging one mobster into another (which requires grappling the first mobster and then attacking the second mobster on the following turn to do damage to them both), or simply swinging a blackjack down on the back of someone's head (which requires being positioned behind the target). The damage bonus increases to +2 at 4th level, +3 at 7th level, and +4 at 10th level.

Mysterymen are masters of stealth. They have a 1 in 8 chance of being effectively invisible in dim light and are -3 to be hit in dim light even if this condition is not met, or after they attack (which negates their effective invisibility). They may automatically have surprise at the beginning of combat if effectively invisible, and enjoy a 3 in 6 chance of having surprise under most other conditions. Further, starting at 2nd level, Mysterymen can use their stealth to try and pilfer small objects (like a wallet or key ring) off of people without being noticed with a 2 in 6 chance of success. A roll one higher means the Mysteryman was caught red-handed, a roll two higher means the attempt failed, the person noticed something and is alert, and a roll three or more higher means the attempt simply failed, but went unnoticed). The chance of effective invisibility increases to 1 in 4 at 3rd level, 4 in 10 at 5th level, and 2 in 4 at 7th level. The chance of pilfering increases to 4 in 10 at 4th level, 3 in 6 at 6th level, and 7 in 12 at 8th level.

Mysterymen are excellent trackers in urban environments, with a 4 in 6 chance to track persons within one day of their movement through an area. This chance halves for each additional day that has passed, up to three days. The chance of tracking also halves in a hideout, or a 2 in 6 chance on the first day and a 1 in 6 chance on the second day. The chance halves again when used in rural or wilderness areas outdoors, so that there is only a 1 in 6 chance within 1 day for the tracking to be effective. The chance of tracking goes up to 6 in 8 at 3rd level, 8 in 10 at 5th level, and 10 in 12 at 7th level (rounding down, when necessary, for halving).

When recording these abilities on a character sheet, for a 3rd level Mysteryman as an example, they might look as follows:

Climb – 7 in 8, Force morale save – 1/hr., Notice things – 2 in 6, Signature move +1, Stealth – 1 in 4 invisibility, 2 in 6 pilfering, Tracking – 6 in 8

Mysterymen have several disadvantages. One, like Superheroes, is that they must be in costume (or at least be wearing a mask, scarf, or something that conceals their faces) to enjoy any of the benefits of their class. Mysterymen function as Fighters and gain xp as Fighters for anything they do out of costume.

Their second disadvantage is limited use of armor and arms – Mysterymen cannot wear armor better than bulletproof vests and cannot use firearms larger than handguns.

The last disadvantage of being a Mysteryman is the antagonism of law enforcement. At 1st level, Mysterymen find law enforcement officials are always violently hostile, choosing to shoot first and ask

questions later. At 2nd level, law enforcement officials are never better than hostile towards Mysterymen and determined to arrest them. At 3rd level, law enforcement officials are never better than suspicious of Mysterymen, wanting to take them in for questioning any chance they get. Only at 4th level and higher do law enforcement have a begrudging neutrality towards Mysterymen, and not until they reach 9th level will law enforcement officials ever be positive or friendly.

Saving Throws: Mysterymen make saving throws against science and plot at +1 and against poison and missiles at +2.

XP Bonus for Dexterity: This class bonus is due to a high Dexterity attribute.

Mysterymen

Table 5: Mysterymen Advancement

Level	XP	HD	BHB	ST	Level Titles	Special Abilities
1	0	1	+0	14	Subtle Man	5 in 6 climb, intimidate 1/hr, 2 in 6 notice things, +1 signature move, 1 in 6 invisible, 4 in 6 track
2	1,500	1+1	+0	13	Charade Man	2 in 6 pilfer
3	3,000	2+1	+0	12	Abstruse Man	7 in 8 climb, 1 in 4 invisible, 6 in 8 track
4	6,000	3	+1	11	Perplexing Man	4 in 10 notice things, +2 signature move, 4 in 10 pilfer
5	12,000	3+1	+1	10	Puzzling Man	9 in 10 climb, 4 in 10 invisible, 8 in 10 track
6	20,000	4	+2	9	Secret Man	3 in 6 pilfer
7	40,000	5	+2	8	Enigmatic Man	11 in 12 climb, 5 in 10 notice things, +3 signature move, 2 in 4 invisible, 10 in 12 track
8	60,000	5+1	+3	7	Mystifying Man	7 in 12 pilfer
9	90,000	6	+3	6	Mystery Man	
10	125,000	6+1	+4	5	Mystery Man	6 in 10 notice things, +4 signature move
11	250,000	7	+4	5	Mystery Man	
12	375,000	7+1	+5	5	Mystery Man	
13	500,000	7+2	+5	5	Mystery Man	
14	625,000	7+3	+6	5	Mystery Man	

Superheroes

Table 6: Superhero True Strength

Combined Attributes	Attack Bonus	Damage Bonus	Weight Allowed
6-7	-2	-1	100 lbs.
8-10	-1	-	200 lbs.
11-15	-	-	400 lbs.
16-23	-	-	800 lbs.
24-30	-	+1	1,600 lbs.
31-33	+1	+2	3,200 lbs. (1+ tons)
34-35	+2	+4	6,400 lbs. (3+ tons)
36	+2	+6	12,800 lbs. (6+ tons)

Table 7: Superhero Advancement

Level	XP	HD	BHB	ST
11	750,000	8+2	+6	5
12	1,150,000	8+4	+7	5
13	1,550,000	8+6	+8	5
14	1,950,000	8+8	+8	5

Table 8: Superhero Power Advancement

Level	Power Level					
	1	2	3	4	5	6
11	4	4	4	3	3	-
12	4	4	4	4	4	1
13	5	5	5	4	4	1
14	5	5	5	5	5	2

Character Races: The four main races are still aliens, androids, humans, and mermen. In addition, here is introduced the half-alien.

Aliens usually resemble or are indistinguishable from humans, but a player choosing to play a more alien-looking alien is free to imagine anything or rely on the alien characteristics table found in

Mobsters and Trophies.

Aliens can advance up to 10th level as Magic-Users, to 12th level as Fighters, and are unlimited as Mysterymen and Superheroes.

Androids should be treated as synthetic humans to avoid giving them too many immunities, such as not needing to breathe, eat, or sleep would confer. If a player desires a more robotic android, then the player is responsible for creative explanations – shutting down to recharge instead of sleeping, needing to burn coal instead of food for energy, or succumbing to gas because it obscured solar cells, **etc.**

Androids are unlimited in advancing as Fighters, Mysterymen, and Superheroes.

Half-aliens have one human parent (aliens are notoriously attracted to humans and biologically compatible with them). Half-aliens have two special abilities, but may choose which two from those available to both aliens and humans. Half-aliens may advance to 12th level as Fighters or Magic-Users, but enjoy unlimited advancement as Mysterymen or Superheroes.

Humans advance unlimited in every class.

Mermen tend to be humanoids with only some non-human features, as described in **Men and Supermen**. Mermen of a more traditional nature – half-man, half-fish – may exist, but players are discouraged from taking this disadvantage except in all-aquatic campaigns. A reasonable compromise would be mermen with legs, when dry, that turn into a fish tail when wet.

Mermen can advance to 10th level as Magic-Users and are unlimited in all other classes.

Playing More Than One Class: Despite the flexibility of the character classes, there will still be times when a character concept cannot be shoe-horned into the existing classes. Perhaps the player wishes to play someone who can work magic, but is still good in a fight. Or a player may wish for a Hero with great powers, but uses them from the shadows with great stealth. The former example would be well-served by a Fighter/Magic-User, while the latter example could be made with a Mysteryman/Superhero.

If this route of multiple classes is chosen at the time of character creation, then the Hero starts with the multiple classes and 0 xp in each class. All xp are divided equally between each class. If the player were to decide later to give a single-class Hero multiple classes, the new classes start at a negative xp value equal to half the xp the Hero has at the time of the decision. From that moment, all earned xp is divided evenly between the classes, though the Hero gains none of the benefits of the new class until xp in that class reaches 0 or higher.

For example, a player who starts a campaign playing a Fighter may decide after the first encounter that stealth skills are a better fit for the Hero and decide to become a Fighter/Mysteryman. If the Hero had 100 xp as a Fighter, then the Hero starts as a Mysteryman with -50 xp. Odds are, the Hero will gain the new class quickly, with the in-game rationale likely being that the Hero had a knack for those skills all along and never realized it. However, if the same player waited until halfway through 3rd level as a Fighter before deciding to add the Mysteryman class, then the new class would begin at -3000 xp and the in-game rationale would likely be that extensive training was required. This ever-increasing penalty is not intended to punish indecisive players, but to prevent high-level Heroes from easily adding a new class every time they gain a large xp award.

The converse is not entirely true; just because a Hero decides to give up a character class does not make it go away, though the Hero can retire a class and no longer invest xp in it. The character will still have access to that class' abilities at the level the class was retired, but if the Hero ever decides to take up the retired class again, the class has to be earned over as if brand new. For example, a Hero who is a 2nd-level Magic-User/3rd-level Mysteryman decides to drop the Magic- User class and concentrate on being a Mysteryman. The Hero retires as a Magic-User -- can never gain more xp as a Magic-User and remains a 2nd-level Magic-User while the Mysteryman class can be advanced normally. However, if the Hero ever decides to become a Magic-User/Mysteryman again, the Hero starts over as a 1st-level Magic-User/x-level Mysteryman.

There are race-based limits to how many classes a Hero may have. Aliens and half-aliens can have up to four classes, androids and mermen can have up to three classes, and humans can have up to two classes.

These rules are unrelated to the **Men and Magic** rules for changing character classes and should not be used instead of them.

Alignment: Lawful Heroes with a Charisma of 17 or higher may elect to be Paragons. Paragons are Heroes of a higher than normal devotion to Law and enjoy numerous benefits from it. Once per day per level, a Paragon may re-roll any die roll. Paragons enjoy a +2 bonus to any rolls to gain supporting cast members. Once per week, a Paragon may use a power of one level higher than the Hero can normally use (or, if not a Superhero, then a 1st-level power).

Paragons give up all the benefits of their character race in exchange for becoming a Paragon. A Paragon may also never claim more than ten trophies, ever, from the start of being a Paragon. Further, a Paragon may never knowingly commit a Chaotic act. Should either of these last two conditions not be met, the Paragon permanently loses all the benefits of being a Paragon and reverts to the benefits of his normal character race.

Languages: In **Men and Magic**, language is treated as a non-issue. Some Editors may wish to use communication with aliens or foreigners as a challenge, however. There is also the matter of whether all Heroes should be able to decipher any language, no matter how obscure. If a Hero wishes to know how to read or write a language other than English (or whatever is the base language of the Editor's campaign), then the Hero should have to make a saving throw against plot to know the language. Once a saving throw is made, the Hero knows that language for the rest of the campaign and the player should make a record of such languages.



Experience Points: In *Men and Magic*, the Editor was told to award xp value for mobsters defeated equally to all participating Heroes. Should the Editor feel this is causing level advancement too rapid, however, the Editor may opt to divide the xp value of mobsters evenly between the Heroes instead. So, if four Heroes defeat ten cowardly hoodlums who are worth 40 xp each, instead of receiving 400 xp each, each Hero would receive 100 xp each.

While *Men and Magic* is clear on who should receive xp when mobsters are defeated, it is less clear what Heroes should receive when they are the ones defeated. If a Hero is knocked out, runs away, gives up, or otherwise is unable to finish participating successfully in an encounter with mobsters, the Hero should receive no xp. This may seem unfair to the Editor, particularly since low-level Heroes do tend to get knocked unconscious a lot more often. A compromise ruling would be to allow 1st-level Heroes to only lose 10% of xp if unable to complete the encounter, deduct 50% from 2nd-level Heroes, and force 3rd-level Heroes and higher to accept the full consequences. Of course, Heroes who do not even try to help in an encounter should still receive no xp for it.

In *Men and Magic*, trophy xp is awarded to the Hero claiming it, but suppose a group of Heroes all claim a trophy to share? Splitting trophy xp evenly between all participants should be possible, but will require that the Heroes belong to a named group. Then everyone with recognized membership in that organization has trophy awards for xp divided between them.

Lastly, an important distinction should be made that a Hero only forfeits xp for killing **sentient** beings. A Hero who has to kill an animal, plant, or unintelligent creature should not have to forfeit xp.

Hit Dice: In *Men and Magic*, Heroes are said to roll d6 for all Hit Dice, with the Editor having the option of substituting different dice if more hp are desired. An alternative system is to use a different die for each character class, as follows:

Table 9: Hit Dice by Class

Character Class	Hit Die	Max. # of Hit Dice	hp per level past Maximum Hit Dice
Fighter	d8	10	+2
Magic-User	d4	12	+1
Mysteryman	d6	11	+1
Superhero	d6	9	+1

If this system is chosen, then all pips are ignored on the character class advancement tables and a straight die roll determines the added hp for each level. Constitution scores can still modify hit point rolls.. It is recommended that all mobsters have d8 Hit Dice if this system is used.

Hit Point Advancement: Every time a new level is gained, the player may re-roll the Hit Dice from each previously held level. If the result is higher, the new total is kept. For example, a 2nd level

Fighter has 8 hp. When that Fighter reaches 3rd level, a 2 is rolled for the new Hit Die, but the re-roll for the previous two levels comes to 10. The Fighter now has 12 hp.

Healing: The rate of 1 hp restored per 4 hours of rest may not be fast enough for some quick-moving campaigns. An optional rule is for the Editor to allow a saving throw against science at the end of every 2 hours, with a successful save meaning 1 hp has been restored in just that time.

Cheating Death: Character death is a natural part of any game involving potentially lethal combat, deadly traps, and other dangers – and yet Heroes dying is particularly inappropriate to the superhero genre. The Editor is encouraged to be lenient whenever possible. On occasions when character death seems impossible to avoid, however, the Editor may offer the applicable player (or players) the option of cheating death in exchange for taking some handicap for the surviving Hero from the following list. The player can always chose to reject the offer and roll up a new Hero instead. In an entirely combat-oriented campaign, a handicapped Hero would be a severe liability, but in roleplaying-oriented scenarios such a Hero could still be viable. The list is not presented as part of a random table because the handicap should be chosen to fit the situation.

The Hero is crippled and will need a wheelchair for mobility for the next 1d4 years

- The Hero is effectively aged 10d4 years by the experience
- The Hero is left permanently vulnerable to the same attack form, either always taking full damage from it or always missing saving throws against it
- The Hero is magically bonded to a boy and can only appear when the boy summons him
- The Hero is rendered blind for 1d6 years
- The Hero is rendered mute for 2d4 years
- The Hero loses his hand permanently
- The Hero's face is horribly scarred and loses 3 CHA points permanently



Expanded Attack Tables

Table 10: Fighter Attack Progression

AC (Descending System)	9	8	7	6	5	4	3	2	1
[AC] (Ascending System)	10	11	12	13	14	15	16	17	18
Level 1-2	10	11	12	13	14	15	16	17	18
Level 3	9	10	11	12	13	14	15	16	17
Level 4-5	8	9	10	11	12	13	14	15	16
Level 6	7	8	9	10	11	12	13	14	15
Level 7	6	7	8	9	10	11	12	13	14
Level 8	5	6	7	8	9	10	11	12	13
Level 9	4	5	6	7	8	9	10	11	12
Level 10-11	3	4	5	6	7	8	9	10	11
Level 12	2	3	4	5	6	7	8	9	10
Level 13-14	1	2	3	4	5	6	7	8	9

Table 11: Magic-User Attack Progression

AC (Descending System)	9	8	7	6	5	4	3	2	1
[AC] (Ascending System)	10	11	12	13	14	15	16	17	18
Level 1-3	10	11	12	13	14	15	16	17	18
Level 4-5	9	10	11	12	13	14	15	16	17
Level 6-7	8	9	10	11	12	13	14	15	16
Level 8-9	7	8	9	10	11	12	13	14	15
Level 10	6	7	8	9	10	11	12	13	14
Level 11-13	5	6	7	8	9	10	11	12	13
Level 14	4	5	6	7	8	9	10	11	12

Table 12: Mysterymen, Superhero Attack Progression

AC (Descending System)	9	8	7	6	5	4	3	2	1
[AC] (Ascending System)	10	11	12	13	14	15	16	17	18
Level 1-2	10	11	12	13	14	15	16	17	18
Level 3-4	9	10	11	12	13	14	15	16	17
Level 5-6	8	9	10	11	12	13	14	15	16
Level 7-8	7	8	9	10	11	12	13	14	15
Level 9	6	7	8	9	10	11	12	13	14
Level 10-11	5	6	7	8	9	10	11	12	13
Level 12	4	5	6	7	8	9	10	11	12
Level 13-14	3	4	5	6	7	8	9	10	11

Damage by Weapon Type: In **Men and Magic**, all weapons available to starting Heroes were said to do d6 damage. In **Mobsters and Trophies**, several weapons were introduced that did greater damage. Extrapolating on this, the following table offers more variety of weapon damage and supersedes the damage ranges listed in the aforementioned volumes. This table is optional and may not be desirable while low-level Heroes are being played.

Table 10: Damage by Weapon Type

Weapons	Damage Die
Dagger, knife, war dart	d4
All weapons not named elsewhere on this list	d6
Crossbow, longbow	d8
Revolver, bolt-action rifle	d10
High-power revolver, semi-automatic pistol, semi-automatic rifle, shotgun	d12
HP semi-automatic weapons, automatic weapons	d8, d6
HP automatic weapons, machine pistols	2d8
Sub-machine guns	3d6
Machine guns	5d4

If the above table is used, it is strongly recommended that the increased damage reflect the chance of being hit by multiple bullets instead of multiple chances to hit. Thus, weapons with a high rate of fire would have to be distributed between multiple targets as no more than one attack could be made against the same opponent.

Powers

Level 1

Blast I

Super-ventriloquism

Wreck at Distance

Level 3

Blast III

Dexterity Boost

Exceptionally Lucky

Identity Confusion

Sap Strength

Trouble Magnet

Level 5

Control Earth

Control Electricity

Control Water

Super-Super Punch

Level 2

Blast II

Chick Magnet

Control Fire

Lucky

Strength Boost

Level 4

Control Air

Magnetism

Mass Paralysis

Simpler Explanation

Super Punch

Level 6

Disintegrate

Fly to the Moon

Move Mountain

Part Water

Super-Mega Punch

Teleport Other

Explanation of Powers:

Blast I

Power Level: 1

Range: 15 ft + 5 ft. per level

Duration: Instantaneous

The blast can be anything the player chooses – fire, lightning, concussive force, pure energy, **etc.** The blast does 2d6 damage, unless the target makes a successful saving throw against missiles, in which case damage is negated (the blast missed or was dodged).

Blast II

Power Level: 2

Range: 30 ft + 10 ft. per level

Duration: Instantaneous

This more powerful blast does 3d6 damage to everyone within a 5 ft. radius of the center of the blast (this will typically strike up to four human-sized targets in close fighting formation). A successful save against missiles reduces damage by half (round down).



Blast III

Power Level: 3
Range: 60 ft + 20 ft. per level
Duration: Instantaneous

This more powerful blast does 5d6 damage to everyone within a 15 ft. radius of the center of the blast (this could strike up to 26 human-sized targets in close fighting formation). A successful save against missiles reduces damage by half (round down).

Chick Magnet

Power Level: 2
Range: Self
Duration: 3 turns +2 turns/level

For the duration, the Hero has an aura of animal magnetism that drives women wild. The Hero enjoys a bonus of +4, +1 for each additional level past 1st, to supporting cast rolls whenever trying to recruit a member of the opposite sex.

Control Air

Power Level: 4
Range: 20 ft./level
Duration: 1 turn/level

The Hero can manipulate air in a volume of 5 sq. ft. per level. The Hero may choose a different effect each turn from the following:

1. The Hero turns the air stagnant within the area of effect. Anyone unable to leave the area of effect must make a saving throw against science each turn or take 1d4 points of poison damage from breathing the stagnant air each turn after the first turn.
2. The Hero creates a vacuum within the area of effect. The duration is halved if this option is chosen. All natural fire within the area of effect is extinguished while fire-based creatures take 3d6 points of damage and the same each following turn if they cannot leave the area of effect. All others take 1d8 points of asphyxiation damage each turn they cannot leave the area of effect.
3. The Hero can restore fresh air to replace stagnant air or to fill a vacuum.

Control Electricity

Power Level: 5
Range: 240 ft.
Duration: 1 turn/2 levels

The Hero can manipulate electricity within range for one of the following effects each turn of the duration:

1. The Hero can redirect lightning bolts, within range, at the rate of one per turn, including reflecting magical lightning back on its caster.
2. The Hero can shut off power to all electrical devices within a 240 ft. radius for the duration.

Robots are not shut down automatically, but must save against science each turn of the duration or be shut down until the duration ends.

Control Fire

Power Level: 2

Range: 120 ft.

Duration: 1 turn/level

The Hero can manipulate preexisting fire within range for one of the following effects each turn of the duration:

1. The Hero can cause fire to move or spread along combustible objects, doubling in size each turn up to a 120 ft. radius; or the Hero can cause fire to shrink at the same rate.
2. The Hero can cause someone or something already burning to stay burning, taking 2d6 damage each turn from it.

Control Water

Power Level: 5

Range: 20 ft./level

Duration: 2 turns/level or see below

The Hero can manipulate water within range for one of the following effects each turn of the duration:

1. The Hero can cause a whirlpool to form in any body of water lake-sized or larger. Anyone in the lake must save against science or be dragged by the whirlpool to the bottom of the body of water for however long the Hero actively maintains the whirlpool, plus 1d3 turns. Drowning is likely as a result. This effect is not limited to the normal duration of the power, but the Hero can be doing nothing else other than move within range of the body of water and maintain the whirlpool the whole time.
2. The Hero can cause a huge wave to form in any body of water lake-sized or larger. This wave can smash 1d4 opponents in the body of water or within 10 ft. of the body of water for 4d6 damage each turn.

Dexterity Boost

Power Level: 3

Range: Self

Duration: 2 turns/level

For the duration, the Hero can boost his Dexterity score by 2d4 points, up to a maximum of 18.

Disintegrate

Power Level: 6

Range: 30 ft. + 10 ft. /level

Duration: Instantaneous

The Hero can focus his powers to such intensity that he does not just wreck something, but reduces it to powder. The Hero can affect up to 20 cubic feet and, if the object is bigger than that, the Hero only disintegrates that much of it. A non-living object with hp, such as a robot, is still affected automatically. A magic object can be targeted, but the size of the object is greatly reduced – only five cubic feet in size or less. A living being can be targeted as well, but dodges or resists the effect with a successful saving throw against spells.

Exceptionally Lucky

Power Level: 3

Range: 5 ft.

Duration: 3 turns/level

For the duration, the Hero is so lucky that he receives a +2 bonus to all attack rolls, saving throws, and supporting cast member recruitment rolls. Alternatively, the Hero can transfer that luck to someone else within 5 ft. for the same length of time, or divide the luck between two people in the same range (a +1 bonus for each of them). Other people with luck transferred to them also enjoy +2 (or +1) to morale saves.

Fly to the Moon

Power Level: 6

Range: Self

Duration: 12 hours

Not only can the Hero fly at a speed of 10,000 MPH without suffering any ill effects and fly so effortlessly that he can continue without fatigue for up to 12 hours, but the Hero can fly through the vacuum of space just as easily. The Hero can circle the world in less than an hour or reach the Moon in just under 12 hours.

Identity Confusion

Power Level: 3

Range: 60 ft. + 10 ft./level

Duration: 6 turns + 1 turn/level

The Hero has become such an expert at misdirection and subterfuge that he can, just by dropping false hints about his true identity, cause others to lose interest in what they were doing and obsessively try to find out who the Hero really is. Some Superheroes get their kicks from using this power on female reporters.

The Hero can affect 1 person per level within range and select his targets. Should those targets miss their saving throws against plot, the Editor rolls 2d6 for each one. A result of 2-4 means the target continues his previously intended actions for 1 turn (and then the Editor re-rolls next turn), 5-8 means the target spends 1 turn mulling over the false clues (and then the Editor re-rolls next turn), and 9-12 means the target wanders off to go try and verify the false clues and will not come back until the duration ends.

The danger with this power, of course, is that it gives away that the Superhero even has a secret, second identity and that there is a cumulative 1 in 20 chance of the target stumbling upon the truth each subsequent time this power is used on the same person.

Lucky

Power Level: 2

Range: Self

Duration: 3 turns +1 turn/level

For the duration, the Hero enjoys a +1 bonus to attack rolls and saving throws.

Magnetism

Power Level: 4

Range: 60 ft. + 10 ft./level

Duration: 6 turns + 1 turn/level

The Hero has the power to attract up to 200 lbs of material per level towards him or repel up to the same weight limit away from him. Objects can be moved from the far end of the power's range to within 5 ft. of the Hero and vice versa. Since this power is based on comic book science, it is not limited to iron-based objects. The Hero can even affect multiple living targets, though living targets gain a saving throw against science to avoid being attracted/repulsed. The Hero can continue to move objects and/or people each turn until the duration ends.

Mass Paralysis

Power Level: 4

Range: 20 ft./level

Duration: 1d6 turns +1 turn/level

Through sheer will power, the Hero can immobilize up to one selected target per level within range for the duration.

Move Mountain

Power Level: 6

Range: 10 ft./level

Duration: Permanent

This more powerful version of the power Control Earth allows the Hero to literally move a mountain. The selected mountain can be moved in any direction, shifted over up to the maximum range of the power. Anyone in the path of the mountain and unable to move at, at least, a 30 ft. movement rate will be crushed by the mountain for 10d10 points of damage.

Part Water

Power Level: 6

Range: 120 ft. + 20 ft./level

Duration: See below

This more powerful version of Control Water allows the Hero to literally cause a body of water to split apart and leave a dry path in between that is 10 ft. wide. The range is the maximum length of the body of water, so nothing wider than a river or small lake is likely to be affected. The maximum depth

of the body of water to be parted must be no more than 10 ft. per level of the Hero. This effect lasts for however long the Hero does nothing but maintains it. Water pressure will build up while being held back – so much so that, when the parted water is released, anyone standing in the dry path will take 5d6 damage from being bludgeoned with water.

Sap Strength

Power Level: 2

Range: 10 ft./level

Duration: 1d4 turns + 1 turn/level

The Hero can appear so terrifying to those fighting him that his opponents feel the strength fade from their limbs. Up to one selected target per two levels of the Hero (1 at 3rd level, 2 and 4th level, 3 and 6th level, **etc.**) must save against magic or suffer a -1 penalty to attack and damage rolls (to a minimum of 1) for the duration. This power is particularly effective against other Superheroes (or supervillains). If focused on just one Superhero, the Superhero must save at -1 against magic or lose 2d6 points of true strength (see Table 6) for the duration.

Simpler Explanation

Power Level: 4

Range: 10 ft./level

Duration: Permanent

This power is effective only against magical or supernatural beings. If the Hero does not believe in something, the power of his disbelief may transform the thing into something more mundane. For instance, if the Hero encounters a basilisk and chooses not to believe in basilisks – and the basilisk misses a saving throw against science – it “turns out” to have been an ordinary (albeit large) snake mounted on mechanical legs “all along”. A spectre can “turn out” to have been an ordinary hoodlum wearing a sheet over his head. A dragon can turn out to have been a hollow statue with a flame thrower in its mouth. Granted, the more magical or supernatural effects the Hero has witnessed the creature perform, the more creative must be the explanation for how it was really something more mundane “all along”. The player may have great latitude in coming up with these explanations, but a creature can never “turn out” to be something else that would be worth more in Experience Points than it started out being.

This power can also work on magic items. If the Hero decides a magic item within range is not magical and the Hero makes a save against magic, then that magic item will never affect him. The Hero must have already seen the magic item. For instance, the Hero can decide that the wand a wizard is holding is not magical, but he cannot begin deciding that about objects that might be concealed on the wizard's person. The Hero cannot change his mind later if the item turns out to have beneficial effects, nor can the Hero benefit from any game mechanic bonus of the item disbelieved later (**i.e.**, if the Hero has disbelieved in a +1 Sword, then the sword acts as an ordinary sword for him with no bonuses). The magic item can still work just fine on everyone and everything else around the Hero, so the Hero may still be indirectly affected by the magic item (**i.e.**, the Hero has disbelieved in a Wand of Fire so the Hero takes no damage from a fireball launched from it; however, if the fireball catches the room on fire, the Hero may still take fire damage on subsequent turns).

Strength Boost

Power Level: 2

Range: Self

Duration: 2 turns + 1 turn/level

For the duration, the Hero can boost his own true strength (see Table 6) up 1d6 points + 1 per level of the Hero, to a maximum of 36.

Super Punch

Power Level: 4

Range: Self

Duration: 1 turn

The Hero can muster the strength for this one devastating punch that does 10d6 damage. The Hero must make a normal attack roll and, if he misses, the super punch is lost.

Super-Mega Punch

Power Level: 6

Range: Self

Duration: 1 turn

The hero can muster the strength for this one devastating punch that does 40d6 damage. The Hero must make a normal attack roll and, if he misses, the super-mega punch is lost.

Super-Super Punch

Power Level: 5

Range: Self

Duration: 1 turn

The hero can muster the strength for this one devastating punch that does 20d6 damage. The Hero must make a normal attack roll and, if he misses, the super-super punch is lost.

Super-Ventriloquism

Power Level: 1

Range: 120 ft.

Duration: 4 turns

The Hero can mimic any sound and make it appear to be coming from anywhere else within range. The sound can be as loud as a man shouting.

Teleport Other

Power Level: 6

Range: See below

Duration: Instantaneous

The Hero can transport others instantaneously anywhere on the Earth, over the Earth up to 5,000 miles high, or under the Earth down to 2,500 miles below the surface. The Hero can teleport up to 200 lbs of people per 3 levels of the Hero, though every targeted person is entitled to a saving throw against science to avoid being teleported.

Trouble Magnet

Power Level: 3

Range: Self

Duration: 6 turns + 2 turns/level

The Hero knows how to make trouble come to him – for as much of the duration as the Hero desires, the Editor must roll a wandering encounter roll each turn with a 2 in 6 chance of an encounter. It is to the Editor's discretion as to what encounter level to use, based on the location of the Hero. The encounters need not necessarily be hostile, but they will never be friendly.

Wreck at Distance

Power Level: 1

Range: 70 ft. + 20 ft./level

Duration: 1 turn/level

The Superhero can use his wrecking things ability, undiminished, up to the maximum range for the duration.

Spells

Level 1

*Magic Missile
Shield*

Level 3

*Mobster Summoning I
Prayer
Rope Trick
Speak with the Dead
Suggestion*

Level 5

*Extension II
Mobster Summoning III*

Level 2

*Darkness 15' Radius
Magic Mouth
Mirror Image
Pyrotechnics
Silence 15' Radius
Snake Charm
Strength
Web*

Level 4

*Extension I
Fear
Ice Storm
Mobster Summoning II*

Level 6

*Anti-Magic Shell
Control Weather*

Death Spell
Disintegrate
Geas
Invisible Stalker
Lower Water
Move Earth
Part Water
Projected Image
Reincarnation
Stone to Flesh

Explanation of Spells:

Anti-Magic Shell

Level 6
Range: Caster
Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

Control Weather

Level 6
Range: Editor discretion
Duration: Editor discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

Darkness 15ft Radius

Level 2
Range: 120ft
Duration: 1 hour

Darkness falls within the spell's radius, impenetrable even to darkvision. A Light spell or Dispel Magic can be used to counteract the darkness.

Death Spell

Level 6
Range: 240ft
Duration: Causes normal death

Within a 60ft radius, up to 2d8 creatures with fewer than 7 hit dice perish. NOTE: All Heroes must save against plot before casting such a wicked spell.

Disintegrate

Level 6

Range: 60ft

Duration: Permanent, cannot be dispelled

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw.

Extension I

Level 4

Range: Same as the spell being extended

Duration: See below

Extension I lengthens the duration of another spell by 50%. Only spells of level 1-3 can be affected by Extension I.

Extension II

Level 5

Range: Same as the spell being extended

Duration: See below

Extension II lengthens the duration of another spell by 50%. Extension II can affect only spells of level 1-4.

Fear

Level 4

Range: 240ft

Duration: 1 hour of fear

This spell causes the creatures in its cone-shaped path to flee in horror (if they fail the saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 240ft to a base 120ft across.

Geas

Level 6

Range: 30ft

Duration: Until task is completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in strength), and trying to ignore the geas causes death.

Ice Storm

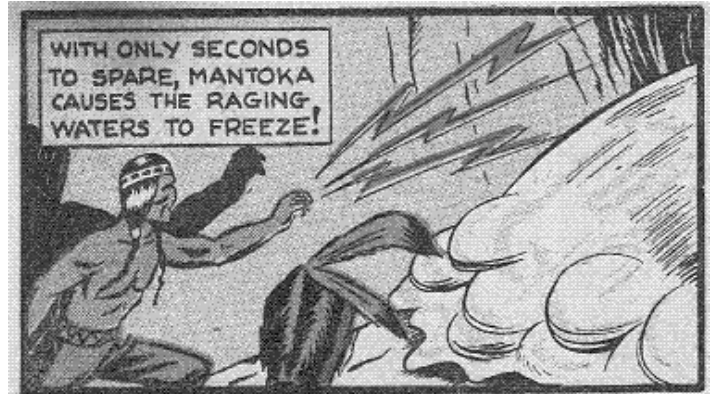
Level 4

Range: 120ft

Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Massive hailstones

inflict 3d10 hit points of damage (no saving throw applies) to all within the area. The spell can also be used to freeze water within the same range.



Invisible Stalker

Level 6

Range: Summoned near caster

Duration: Until mission is completed

This spell summons (or perhaps creates) an invisible stalker, an invisible being with 8HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of dispel magic; it must be killed in order to deter it from its mission.

Lower Water

Level 6

Range: 240 ft

Duration: 2 hours

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to one-half normal.

Magic Missile

Level 1

Range: 150ft

Duration: Immediate

A magical missile flies where the caster directs, with a range of 150ft. There are two versions of the magic missile spell, and your Editor will specify which version (one 30 or both) is available in his campaign: in the first version, the Magic-User must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage. In the second version of the spell, the missile hits automatically, doing 1d4+1 points of damage.

In either case, the Magic-User casts an additional two missiles for every 5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

Magic Mouth

Level 2

Range: Touch

Duration: Permanent until triggered or dispelled

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message may be up to 30 words long.

Mirror Image

Level 2

Range: Around caster

Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determine randomly). When a hit is scored upon one of the images, it disappears.

Mobster Summoning I

Level 3

Range: not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Table 11: Mobster Summoning I Results

Die Mobster Type Summoned

Roll (Chaotic casters may get the mobsters in parentheses, at the Editor's option)

1	1d6 giant rats
2	1d3 watch dogs
3	1d4 cowardly hoodlums
4	1d3 beat cops (1d3 slick hoodlums)
5	1d3 bandits (1d3 brigands)
6	1d6 giant vampire bats

Mobster Summoning II

Level 4

Range: Not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Table 12: Mobster Summoning II Results

Die Mobster Type Summoned

Roll (Chaotic casters may get the mobsters in parentheses, at the Editor's option)

1	1d2 detectives (1d2 yellow peril hoodlums)
2	1d4 skeletons
3	1d2 tricksters (1d2 mad scientists)
4	1d2 great men (1d2 master criminals)
5	1d6 beat cops (1d6 slick hoodlums)
6	1d4 giant (small version) centipedes

Mobster Summoning III

Level 5

Range: not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Table 13: Mobster Summoning III Results

Die Mobster Type Summoned

Roll (Chaotic casters may get the mobsters in parentheses, at the Editor's option)

1	1d4 great men (1d4 master criminals)
---	--------------------------------------

2	1d2 grey oozes
3	1d2 5 HD magma monsters
4	1d2 mermen
5	1 shadows
6	1d2 apes

Mobster Summoning IV

Level 6

Range: not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Table 14: Mobster Summoning IV Results

Die Mobster Type Summoned

Type (Chaotic casters may get the mobsters in parentheses, at the Editor's option)

1	1 gargoyle
2	1 ogre
3	1 sabre-toothed cat
4	1d2 shadows
5	1 werewolf
6	1 wight

Move Earth

Level 6

Range: 240ft

Duration: 1 hour, effects permanent

This spell can only be used aboveground. It allows the caster to move hills and other raised land or stone at a rate of 6ft per minute (60ft per turn).

Part Water

Level 6

Range: 1 hour

Duration: 120ft

This spell creates a gap through water, but only to a depth of 10ft.

Prayer

Level 3

Range: 30ft

Duration: The following melee round

The prayer spell seeks short-term favor from extra-dimensional beings of great power to help some other spell or attack to succeed. Prayer affects a 20x20ft area, causing a saving throw penalty to all beings in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th level Magic-User causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

Project Image

Level 6
 Range: 240ft
 Duration: 1 hour

The caster projects an image of himself, to a maximum range of 240ft. Not only does the projected image mimic the caster's sounds and gestures, but also any spells he casts will appear to originate from the image.

Pyrotechnics

Level 2
 Range: 240 ft
 Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Editor will decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

Reincarnation

Level 6
 Range: Touch
 Duration: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body.

Table 15: Reincarnation Table
 Die Roll Reincarnated As:

1	Ape
2	Bear
3	Caveman
4	Centaur
5	Dog
6	Gargoyle
7-10	Human
11	Lion
12	Giant Rat
13	Manticore
14	Merman
15	Ogre
16	Ogre mage
17	Sabre-Toothed Cat
18	Troll
19	Werewolf
20	Wolf



Rope Trick

Level 3
 Range: As far as you can throw a rope
 Duration: 1 hour + 1 turn/level

The caster tosses a rope into the air, and it hangs there, waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small other dimension. The rope itself can be

pulled into the pocket dimension, or left outside. If it's left outside, someone may steal it, though.

Shield

Level 1

Range: Cast upon self

Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class to 2 [17] against missile attacks and to 4 [15] against other (melee) attacks. If the caster's armor class is already better than the spell would grant, the spell has no effect.

Silence, 15ft Radius

Level 2

Range: 180ft

Duration: 12 turns

Magical silence falls in an area 15ft around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud.

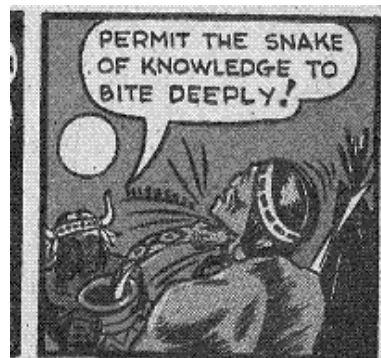
Snake Charm

Level 2

Range: 60ft

Duration: 1d4+2 turns

1 hit die of snakes can be charmed per level of the caster. The snakes obey the caster's commands.



Speak with the Dead

Level 3

Range: Close or touch (Editor discretion)

Duration: 3 questions

The caster can ask three questions to a corpse, and it will answer, although the answers might be cryptic. Only higher-level Magic-Users have enough spiritual power to command answers of long-dead corpses. Magic-Users lower than 8th level can only gain answers from bodies that have been dead 1d4 days. Magic-Users level 8-14 can speak to corpses that have been dead 1d4 months. Magic-Users of level 15+ can gain answers from a corpse of any age, including thousand-year old relics (as long as the body is still relatively intact). Take note that there's a die roll involved here: for example, a seventh level Magic-User attempting to speak with a 2 day old corpse might still fail – his d4 roll might indicate that he can only talk to a 1 day old corpse with this attempt at the spell.

Stone to Flesh

Level 6

Range: 120ft

Duration: Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a

statue (until the stone-to-flesh version of the spell is cast).

Strength

Level 2

Range: Touch

Duration: 8 hours (80 turns)

This spell may be cast upon a Fighter or a Superhero. For the duration of the spell, a Fighter gains 2d4 points of strength, and a Superhero gains 1d6 points of strength added to his true strength. Fighter strength cannot exceed 18 and Superhero true strength cannot exceed 36 unless the Editor chooses to allow additional bonuses resulting from the additional strength.

Suggestion

Level 3

Range: Up to shouting distance

Duration: 1 week

The caster speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

Web

Level 2

Range: 30ft

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20ft. It is extremely difficult to get through the mass of strands – it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through – perhaps 3-4 turns or longer at the Editor's discretion.

MOBSTERS AND TROPHIES

Below is an expansion of the categorical mobster reference table from **Mobsters and Trophies**. It includes corrections for the original table. The added column for damage per attack is recommended for if the Heroes are using Table 10 for damage by weapon type. New mobsters from this supplement are highlighted in boldface.

Table 16: Mobster Reference Table (Categorical)

Type	Numbers	AC [AAC]	Move	Hit Dice	Damage/Attack
Mobsters					
Cavemen	1d2	7 [12]	60 ft.	3	2d4
Savages	3d10	9 [10]	60 ft.	1	1d6
Nomads	2d12	9 [10]	60 ft.	1+1	1d6
Dervishes	1d20	9 [10]	60 ft.	2	1d8
Druids	1d8	9 [10]	60 ft.	1	1d6

Pirates	3d6	9 [10]	60 ft.	1	1d6
Bandits	1d20	9 [10]	60 ft.	1	1d6
Half-pints	1d10	9 [10]	45 ft.	½	1d3
Hoodlums, wimpy	1d8	9 [10]	55 ft.	½	1d6-1
Brigands	2d8	9 [10]	60 ft.	1	1d6
Robbers	1d8	9 [10]	60 ft.	1	1d6
Hoodlums, drunken	1d10	9 [10]	60 ft.	1+1	1d6
Anarchists	1d10	9 [10]	60 ft.	1	1d6/2d6
Vamps	1d3	9 [10]	60 ft.	1-1	1d6-1
Hoodlums, cowardly	1d20	9 [10]	60 ft.	1-1	1d6
Hoodlums, yellow peril	1d8	7 [12]	70 ft.	2	1d8
Corrupt politicians	1d2	9 [10]	60 ft.	1	1d6
Hoodlums, slick	1d12	8 [11]	60 ft.	1	1d6
Thugs	1d12	5 [14]	60 ft.	2	1d8
Mad scientists	1d2	9 [10]	60 ft.	2	1d8
Ogres	1d4	5 [14]	45 ft.	4+1	1d10
Master criminals	1d2	7 [12]	60 ft.	3+1	1d8
Napoleons	1	7 [12]	60 ft.	4+1	2d8
Ultra-mad scientists	1	9 [10]	60 ft.	4	1d10
Fu Manchus	1	8 [11]	60 ft.	5	1d10
Genghis Khans	1	7 [12]	60 ft.	5+1	1d12
Humanoids					
Gibbon men	2d10	7 [12]	60 ft.	1-1	1d6-1
Lizard men	5d4	5 [14]	30 ft./60 ft.	2+1	1d6/1d8
Gargoyles	1d3	5 [14]	45 ft./75 ft.	4	1d6/1d6/1d4
Aliens, Moon man	1d10	7 [12]	65 ft.	1-1	1d6
Lycanthropes, werewolf	1d8	5 [14]	75 ft.	3+3	2d4
Lycanthropes, wereboar	1d6	4 [15]	60 ft.	5	2d6
Lycanthropes, werelion	1d4	3 [16]	60 ft.	5+2	2d4/1d6
Aliens, Moon woman	1d2	5 [14]	90 ft./240 ft.	2+1	1d6
Bugbears	2d10	5 [14]	45 ft.	3+1	2d4
Doppelgangers	1d6	5 [14]	60 ft.	4	1d10
Aliens, Martian	1d8	6 [14]	90 ft.	1+1	1d6
Harpies	1d6	7 [12]	30 ft./90 ft.	3	1d3/1d6
Mermen	1d8	8 [11]	45 ft./90 ft.	3+1	2d4
Trolls	1d2	4 [15]	60 ft.	6+3	1d4/1d8
Centaur	1d4	5 [14]	90 ft.	4	1d6
Aliens, Venusian frog-man	1d6	4 [15]	120 ft.	4+1	1d10/2d4
Aliens, in general	1d2	3 [16]	150 ft.	3	2d4
Ogre mages	1	4 [15]	60 ft./90 ft.	5+4	1d12
Invisible stalkers	1	3 [16]	60 ft.	8	4d4
Salamanders	1d3	3 [16]/1 [18]	45 ft.	7+1	2d4
Giants, hill	1d6	4 [15]	60 ft.	8	2d8
Giants, stone	1d6	3 [17]	60 ft.	9	3d6
Giants, frost	1d6	4 [15]	75 ft.	10+1	4d6
Giants, fire	1d4	3 [16]	60 ft.	12	5d6
Giants, cloud	1d3	3 [16]	90 ft.	13	6d6
Giants, clawed	1d2	5 [14]	80 ft.	14	5d6
Giants, storm	1	4 [15]	75 ft.	15	7d6
Djinn	1	4 [15]	45 ft./120 ft.	7+3	2d8
Efreet	1	2 [17]	45 ft./120 ft.	10	3d8
Demon, Baalrogs	1	2 [17]	30 ft./120 ft.	10	1d12/4d6
Titans	1	Varies	varies	varies	varies
Undead					
Skeletons	1d10	8 [11]	45 ft.	1	1d6
Zombies	1d8	8 [11]	30 ft.	1+1	1d8
Shadows	1d10	7 [12]	45 ft.	3+1	1d4
Wights	1d8	5 [14]	45 ft.	3	1d6
Wraiths	1d6	3 [16]	60 ft./120 ft.	4	1d6
Mummies	1d4	3 [16]	30 ft.	5+2	1d12
Spectres	1d2	2 [17]	75 ft./150 ft.	6+1	1d8

Vampires	1	2 [17]	60 ft./90 ft.	7-9	1d10
Liches	1	0 [20]	45 ft.	12+	1d10
Constructs					
Androids	1	6 [13]	60 ft.	1+1	1d6
Robots	1d4	5 [14]	15 ft.	2	1d8
Robots, large	1d3	4 [15]	30 ft.	4	1d10
Robots, huge	1d2	3 [16]	45 ft.	7	2d6
Robots, giant	1	2 [17]	60 ft.	15	5d4
Golem, flesh	1	9 [10]	40 ft.	45 hp	2d8
Golem, iron	1	3 [16]	30 ft.	80 hp	4d10
Golem, stone	1	5 [14]	30 ft.	60 hp	3d8
Creatures					
Grey oozes	1d4	7 [12]	10 ft.	3+1	2d8
Gelatinous cubes	1	8 [11]	20 ft.	4	2d4
Floating eyes	1	5 [14]	/150 ft.	3	Nil
Blink dogs	2d4	5 [14]	75 ft.	4	1d6
Owlbears	1d2	5 [14]	60 ft.	5+1	2d4/1d10
Magma monsters	1d6	2 [17]	30 ft.	4-6	2d6
Cockatrices	1d2	6 [13]	30 ft./90 ft.	5	1d6
Barghests	1d4	4 [15]	60 ft.	4-7	2d4
Pegasi	1d2	6 [13]	120 ft./240 ft.	4	2d4
Manticores	1d2	4 [15]	60 ft./90 ft.	6+4	1d4/1d6/1d8
Black puddings	1	6 [13]	30 ft.	10	3d8
Will-o-the-Wisps	1	-8 [27]	90 ft.	9	2d6
Elementals, air	1	2 [17]	varies	varies	2d8
Elementals, earth	1	2 [17]	varies	varies	4d8
Elementals, fire	1	2 [17]	varies	varies	3d8
Elementals, water	1	2 [17]	varies	varies	3d10
Basilisks	1	4 [15]	60 ft.	6	1d10
Chimera	1	5 [14], 4 [15], 3 [16]	45 ft./90 ft.	9	1d6/1d6/2d4/3d4
Sea monsters	1	4 [15]	15 ft./75 ft.	15+	2d4+/2d6+/3d8+
Hydrae	1d2	5 [14]	45 ft.	5-12	1d6
Dragons, black	1	2 [17]	60 ft./120 ft.	6-8	1d8/3d6
Dragons, green	1	2 [17]	60 ft./120 ft.	7-9	1d8/2d10
Dragons, red	1	2 [17]	60 ft./120 ft.	9-11	1d8/3d10
Dragons, gold	1	2 [17]	60 ft./120 ft.	10-12	1d8/3d12
Plants					
Creeper vines	1d8	9 [10]	15 ft.	½	1d3
Venus fly-traps, giant	1d4	9 [10]	5 ft.	1-1	1d6
Jungle tree-vines	1d3	5 [14]	10 ft.	4-6	1d8
Trees, man-eating	1	2 [17]	30 ft.	varies	varies/1d6
Animals					
Slugs, giant sea	1d3	9 [10]	//30 ft.	2	1
Octopi, giant	1d2	7 [12]	//60 ft.	4	2d4
Purple worms	1	6 [13]	30 ft.	15	2d12/1d8/4d6
Centipedes, small giant	1d20	9 [10]	65 ft.	1/3	1
Centipedes, med. giant	1d20	5 [14]	75 ft.	2	1d6
Centipedes, large giant	1d20	0 [20]	90 ft.	4	2d6
Mosquitoes, giant	2d8	7 [12]	15 ft./90 ft.	½	1d3
Ticks, giant	1d4	4 [15]	30 ft.	1-1	1d4
Wasps, giant	1d12	8 [11]	/60 ft.	1+1	1d6
Beetles, small giant	1d20	5 [14]	60 ft.	1+3	1d8
Beetles, medium and large giant	1d20	Varies	varies	varies	varies
Scorpions, giant	1d10	5 [14]	60 ft.	1+1	1d6/1d6
Spiders, giant	1d20	Varies	varies	varies	varies
Spiders, giant phase	1d3	4 [15]	90 ft.	3+2	1d6
Crabs, giant	1d4	Varies	varies	varies	varies
Piranhas, giant	1d20	8 [11]	//60 ft.	2	2d4
Sharks	1d8	7 [12]	//90 ft.	6+1	1d10
Toads, giant	1d12	8 [11]	60 ft./45 ft.	1	1d3

Snakes, giant poisonous	1d12	8 [11]	40 ft.	2	1d4
Snakes, constrictor	1d4	9 [10]	30 ft.	3	1d8
Alligators	1d6	7 [12]	45 ft./60 ft.	4	2d6
Lizards, small giant	1d4	7 [12]	45 ft.	2	1d6
Lizards, med. giant	1d4	6 [13]	60 ft.	4	1d10
Lizards, large giant	1d4	5 [14]	75 ft.	8	3d6
Rocs	1	4 [15]	15 ft./150 ft.	12	3d12/3d6
Bats, giant vampire	1d20	8 [11]	15 ft./75 ft.	1/2	1d3
Rats, giant	2d12	7 [12]	60 ft./30 ft.	1/2	1d3
Otters, giant sea	1d8	6 [13]	60 ft./75 ft.	2	1d8
Dogs, watch	1d6	8 [11]	75 ft.	1+1	1d6
Wolves	2d6	8 [11]	75 ft.	2	1d6
Boars	1d8	7 [12]	75 ft.	3+3	3d4
Horses	1d8	9 [10]	90 ft.	2-3	2d4
Apes, medium	1d4	8 [11]	60 ft.	3+1	1d8
Apes, giant	1d4	6 [13]	90 ft.	7	2d6
Bears	1d4	6 [13]	60 ft.	7	1d8/2d6
Lions	1d4	7 [12]	75 ft.	4+1	1d4/2d4
Sabre-toothed cats	1d3	7 [12]	75 ft.	5	2d4/2d6
Boars, dire	1	5 [14]	90 ft.	8+3	4d6
Giant ground sloths	1	5 [14]	50 ft.	12	6d6
Woolly mammoths	1	4 [15]	60 ft.	10	4d6/8d6
Triceratops	1	2 [17]	45 ft.	20	1d8/6d6/14d6
Tyrannosaurus Rex	1	4 [15]	80 ft.	19	5d8/7d6/9d6

Aliens: While aliens in general are already covered in Book II, the following are specific alien races:

Aliens, Martian

Armor Class: 6 [13]
Hit Dice: 1+1
Attacks: weapon (1d6)
Special: none
Move: 90 ft.
HDE/XP: 1/40

Martians come from a militaristic culture that delights in periodically attacking their Earthborn neighbors, or least dropping by to scare people and then grab some souvenirs. Though individually not much smarter than Earthlings, Martian technology is highly advanced. There is a 70% chance of a Martian carrying a hi-tech item and a 30% chance of carrying two. Martians look almost identical to Caucasian Earthlings.

Aliens, Moon Man

Armor Class: 7 [12]
Hit Dice: 1-1
Attacks: weapon (1d6)
Special: none
Move: 65 ft.
HDE/XP: 1/40

Moon men are one of the puniest species in the whole solar system. Their culture was advanced, though still war-like, a millennium ago and has only deteriorated since. There is a 35% chance of a moon man having a hi-tech item and only a 50% chance of the moon man being able to use it properly. Most moon men not armed with advanced technology tend to employ clubs and spears. Moon men stand between four and five feet tall, have scaly blue hides, but smooth green faces, big

orange eyes, and horns.

Aliens, Moon Woman

Armor Class: 5 [14]
Hit Dice: 2+1
Attacks: weapon (1d6)
Special: flying
Move: 90 ft. (240 ft. flying)
HDE/XP: 2/80

Moon women were once Earth women genetically engineered to live on the Moon. They are not hostile, though they can arm themselves for their own defense. They are protective of the Earth and willing to aid Earthlings against Moon men and other aliens. Moon women look like Caucasian Earth women, but with large, functional, butterfly-like wings on their backs.

Aliens, Venusian Frog-Man

Armor Class: 4 [15]
Hit Dice: 4+1
Attacks: horn, (1d10), weapon (2d4)
Special: leaping
Move: 120 ft.
HDE/XP: 4/160

Though normally not especially hostile, under the leadership of a mad scientist or a pretty face Venusian frog-men can be whipped into an aggressive and organized military. Most frog-men prefer spears as weapons, but will use anything they are told to use. They are also capable of making 60 ft. running broad jumps; their high Move rate accounts for a combination of running and jumping. Their culture and technology are both more primitive than Earth's. Venusian frog-men stand between six and seven feet tall, bulky in build, mostly green, but with varying and colorful skin tone combinations, with single horns on top of their heads.

Anarchists

Armor Class: 9 [10]
Hit Dice: 1
Attacks: bomb (2d6), improvised weapon (1d6)
Special: none
Move: 60 ft.
HDE/XP: 2/80

Anarchists plot against the government, or at least one government they particularly don't like. Bundts, saboteurs, and spies might all be or be posing as anarchists. When encountered, an anarchist will have 1d6 homemade bombs hidden on his person. These bombs do 2d6 points of damage on a direct hit. Also, anyone else within a 5 ft. radius of these bombs when they detonate must save against missiles or take 1d6 damage.

Barghests

Armor Class: 4 [15]
Hit Dice: 4-7
Attacks: bite (2d4)
Special: breathe fire
Move: 60 ft.
HDE/XP: 4 HD (5/240), 5 HD (6/400), 6 HD (7/600), 7 HD (8/800)

Barghests are fire-breathing dogs from other dimensions. In addition to biting, they can breathe fire each round, inflicting 2hp damage per hit die (10ft range, saving throw for half damage).

Beetles, Giant

Listings are for: medium and large

Armor Class: 4 [15], 3 [16]
Hit Dice: 2+2, 7
Attacks: bite (2d6), bite (2d10)
Special: none
Move: 60 ft., 60 ft.
HDE/XP: 2/80, 7/600

Much rarer than the small variety of giant beetle found in **Mobsters and Trophies**, these larger variations grow to six and twelve feet long respectively. Their bites are so much more powerful because they are acidic – Heroes somehow impervious to acid take only half-damage.

Blink Dogs

Armor Class: 5 [14]
Hit Dice: 4
Attacks: bite (1d6)
Special: teleport
Move: 75 ft.
HDE/XP: 4/160

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn—in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses). Blink dogs, which are the size of Great Danes, are not a natural species. Those encountered are the product of mad science or visitors from other dimensions.

Boars, Dire

Armor Class: 5 [14]
Hit Dice: 8+3
Attacks: gore (4d6)
Special: continues attacking 3 turns after death

Move: 90 ft.
HDE/XP: 9/1100

Dire boars are found in hidden lands that time forgot. These prehistoric boars are 12 ft. long and weigh a ton.



Boars, Wild

Armor Class: 7 [12]
Hit Dice: 3+3
Attacks: gore (3d4)
Special: continues attacking 2 rounds after death
Move: 75 ft.
HDE/XP: 4/160

Boars continue to attack for two rounds after they are actually killed before they drop dead. Wild pigs this big are usually only encountered in the most remote wildernesses.

Bugbears

Armor Class: 5 [14]
Hit Dice: 3+1
Attacks: weapon or bite (2d4)
Special: surprise opponents (on 1-3)
Move: 45 ft.
HDE/XP: 3/120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even alert opponents with a roll of 1-3 on a d6 (50%). Bugbears stand about 8' tall, with gangly bodies, and swelled, round heads. All bugbears are non-indigenous to Earth and hail from other dimensions.

Crabs, Giant

Listings are for: small, medium, large

Armor Class: 5 [14], 4 [15], 3 [16]
Hit Dice: 1+1, 2+2, 4+4
Attacks: pincer: 1d6, 2d4, 3d4
Special: none
Move: 45 ft. (45 ft., 50 ft., 55 ft. when swimming)
HDE/XP: 1/40, 2/80, 5/240

These giant versions of the Japanese spider crab start at 4 ft. long bodies with 15 ft. long legs, while medium-sized giant crabs have 6 ft. long bodies with 20 ft. long legs, and the largest giant crabs have 8 ft. long bodies with 30 ft. long legs. Giant crabs tend to be rather wobbly and, when damaged, must save against science or topple over onto their backs with their legs flailing helplessly in the air.

Obviously, the largest giant crabs only come from the ocean depths or from mad scientists with really tall laboratories.

Doppelgangers

<i>Armor Class:</i>	5 [14]
<i>Hit Dice:</i>	4
<i>Attacks:</i>	claw (1d10)
<i>Special:</i>	see below
<i>Move:</i>	60 ft.
<i>HDE/XP:</i>	5/240

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (+5) against magic of all kinds. All doppelgangers are non-indigenous and hail from other dimensions.

Dragons

All dragons have a breath weapon of some kind, which can be used three times in a day. The Editor chooses when a dragon will use the breath weapon, or may roll a 50% chance in any given round. Do not roll hit points for dragons as normal. Instead, determine the age category of the dragon, and that will tell you both the dragon's hit points per die and how many points of damage per hit die the dragon's breath inflicts:

- *Very young dragon: 1 hit point per hit die, 1 hit point per die inflicted by breath weapon.*
- *Young: 2 hit points per hit die, 2 hit points per die inflicted by breath weapon.*
- *Immature: 3 hit points per hit die, 3 hit points per die inflicted by breath weapon.*
- *Adult: 4 hit points per hit die, 4 hit points per die inflicted by breath weapon.*
- *Old: 5 hit points per hit die, 5 hit points per die inflicted by breath weapon.*
- *Very Old (100 years old): 6 hit points per hit die, 6 hit points per die inflicted by breath weapon.*
- *Aged (100-400 years old): 7 hit points per die, 7 hit points per die inflicted by breath weapon.*
- *Ancient (400+ years old): 8 hit points per die, 8 hit points per die inflicted by breath weapon.*

Breath weapons come in three different types:

- 1 *A cloud-shape for gaseous exhalations.*
- 2 *A cone shape for fiery-type breath.*
- 3 *A line for spitting dragons. The dimensions of a dragon's breath differ according to the dragon's type.*

Dragons are more common on the planet Venus, though some types are not even from this dimension.

Dragon, Black

<i>Armor Class:</i>	2 [17]
<i>Hit Dice:</i>	6-8
<i>Attacks:</i>	bite (3d6), claw (1d8)

Special: spits acid
Move: 60 ft. (120 ft. when flying)
HDE/XP: 8/800, 9/1100, 10/1400

Black dragons spit a deadly, corrosive acid rather than breathing fire. The acid covers everything in a line 5 ft wide and 60 ft long. Black dragons are non-indigenous and hail from other dimensions.

Dragon, Green

Armor Class: 2 [17]
Hit Dice: 7–9
Attacks: bite (2d10), claw (1d8)
Special: breathes poisonous gas
Move: 60 ft. (120 ft. when flying)
HDE/XP: 9/1100, 10/1400, 11/1700

Green dragons breathe a cloud of poisonous gas, 50 ft in diameter. A successful saving throw indicates half damage. Green dragons are non-indigenous and hail from other dimensions.

Druids

Armor Class: 9 [10]
Hit Dice: 1
Attacks: weapon (1d6)
Special: animal empathy, spells
Move: 60 ft.
HDE/XP: 1/40

Druids are wild men, cultists who have renounced modern values. They prefer antiquated weapons like daggers and sickles, usually avoiding using guns entirely. They do get along well with animals, though. An animal will not attack a druid unless the druid attacks first or the animal is magically coerced. Druids tend to have well-trained animals with them. Every third druid is also a Magic-User of 1st-4th level.

Gelatinous Cubes

Armor Class: 8 [11]
Hit Dice: 4
Attacks: touch (2d4)
Special: paralysis, immune to lightning and cold
Move: 20 ft.
HDE/XP: 5/240

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns) for the cube to devour. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested. Gelatinous cubes are the product of mad science.

Giant, Storm

Armor Class: 1 [18]
Hit Dice: 15+5
Attacks: weapon (6d6)
Special: throw boulders, control weather
Move: 75 ft.
HDE/XP: 16/ 3200

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to control weather (as per the spell).

Gibbon Men

Armor Class: 7 [12]
Hit Dice: 1-1
Attacks: weapon (1d6-1)
Special: brachiation, leaping
Move: 60 ft. (120 ft. swinging through trees)
HDE/XP: >1/20

The gibbon men of Asia (and sometimes found in other lost world areas) are a missing link species. They stand between three and a half and four feet tall and are covered in fur. Their bodies resemble gibbons, their faces more closely resemble chimpanzees, but they are more intelligent than any apes other than man. They make and hunt with primitive weapons, including spears and blowguns. They almost never hunt game as large as man, but may attack humans while defending their territory. They are amazingly agile and can make leaps of up to 20 feet.

Golems

Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

Golem, Flesh

Armor Class: 9 [10]
Hit Dice: 45 hit points
Attacks: fist (2d8)
Special: healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells
Move: 40 ft.
HDE/XP: 12/2000

A creation stitched together from human limbs and other parts, like a Frankenstein monster. Damage inflicted by lightning heals the golem (per the movie), and it is slowed by fire and cold spells. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

Golem, Iron

Armor Class: 3 [16]
Hit Dice: 80 hit points
Attacks: weapon or fist (4d10)
Special: poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic
Move: 30 ft.
HDE/XP: 17/3500

Iron golems are huge moving statues of iron. They can breathe a 10ft radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect them. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Golem, Stone

Armor Class: 5 [14]
Hit Dice: 60 hit points
Attacks: fist (3d8)
Special: unaffected by +1 or lesser weapons, immune to most magic
Move: 30 ft.
HDE/XP: 16/3200

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by +2 or better weapons.

Harpies

Armor Class: 7 [12]
Hit Dice: 3
Attacks: talon (1d6), weapon (1d6)
Special: flies, siren-song
Move: 30 ft. (75 ft. when flying)
HDE/XP: 4/160

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a charm person spell (again, saving throw applies). Harpies are non-indigenous to Earth and are visitors from other dimensions or planets.

Hoodlums: There are now five varieties of hoodlums, each with some separate characteristics. Hoodlums are always Chaotic.

Hoodlum, Wimpy

Armor Class: 9 [10]
Hit Dice: ½
Attacks: 1 weapon (1d6-1)
Special: ineffectualness
Move: 55 ft.
HDE/XP: >1/15

For times when the Heroes need opponents that can be overcome in a jiffy, there are wimpy hoodlums. They make morale saves as if 1st-level Fighters, but are as effective as 12-year old boys in a fight. Wimpy hoodlums may carry weapons like baseball bats or even guns, but even these tend to be ineffectual (bats breaking, guns jamming or running out of bullets at opportune moments).

Horses

Horses are AC 7 [12], with riding horses having 2 HD and draft horses having 3 HD. Horses have a movement speed of 90 ft.

Hydrae

Armor Class: 5 [14]
Hit Dice: 5 to 12
Attacks: 5 to 12 bites (1d6)
Special: none
Move: 45 ft.
HDE/XP: 5 HD (7/600), 6 HD (8/800), 7 HD (9/1100), 8 HD (10/1400), 9 HD (11/1700), 10 HD (12/2000), 11 HD (13/2300), 12 HD (14/2600)



Hydrae are great lizard-like or snake-like creatures with multiple heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breathe fire or regenerate their heads or have poisonous bites are also known to exist. Hydrae with as few as three heads may be natural occurrences in remote jungles, while hydrae with eight or more heads are either to be found in magical places or the lairs of ultra-mad scientists.

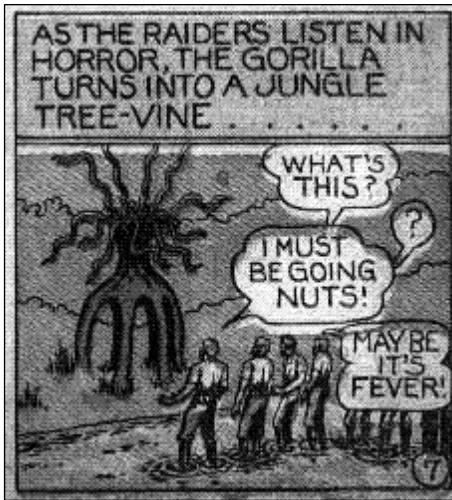
Invisible Stalkers

Armor Class: 3 [16]
Hit Dice: 8
Attacks: "bite" (4d4)
Special: invisible
Move: 60 ft.
HDE/XP: 9/1100

Invisible stalkers are generally only found as a result of the spell "Invisible Stalker." They are invisible beings created to follow a single command made by the caster.

Jungle Tree-Vines

Armor Class: 5 [14]
Hit Dice: 4-6
Attacks: 1d3 vines (1d8)
Special: constriction
Move: 10 ft.
HDE/XP: 4 HD (5/240), 5 HD (6/400), 6 HD (7/600)



Jungle tree-vines are very rare, bizarre trees that grow only in enchanted jungles. The jungle tree-vine has upright vines instead of branches (though they may look like branches from a distance) and tall, straight roots that grow at least partially above ground (sometimes up to 5 ft. above ground). The vines on a 4 HD jungle vine-tree have a 10 ft. reach, while 5 and 6 HD trees have 15 and 20 ft. reaches respectively. Any victim constricted takes damage automatically each turn until the tree is dead or magically compelled to release its victims.

Jungle vine-trees are capable of limited mobility, but need a full turn just to uproot themselves before they can move around.

Liches

Armor Class: 0 [20]
Hit Dice: 12+
Attacks: hand (1d10 + automatic paralysis)
Special: appearance causes paralytic fear, touch causes automatic paralysis, spells
Move: 30 ft.
HDE/XP: 12 HD (15/2,900), 13 HD (16/3,200), 14 HD (17/3,500), 15 HD (18,3800), 16 HD (19/4,100), 17 HD (20/4,400), 18 HD (21/4,700)

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as the original Magic-user (the same level as the liche's hit dice). A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.

Lizardmen

Armor Class: 5 [14]
Hit Dice: 2+1
Attacks: claw (1d6), bite (1d8)
Special: underwater
Move: 30 (60 when swimming)
HDE/XP: 2/80

Lizardmen are reptilian humanoids, usually living by subterranean rivers and lakes. Some can hold their breath for long durations (an hour or more), while other can actually breathe underwater. They are weaker cousins to subterranean gargoyles.

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but silver weapons might inflict additional damage. If any character is brought below 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

Lycanthrope, Wereboar

Armor Class: 4 [15]
Hit Dice: 5
Attacks: gore (2d6)
Special: lycanthropy
Move: 60 ft.
HDE /XP: 6/400

Wereboars are often found in the remote wilderness.

Lycanthrope, Werelion

Armor Class: 3 [16]
Hit Dice: 5+2
Attacks: claw (2d4), 1 bite (1d6)
Special: lycanthropy
Move: 70 ft.
HDE/XP: 6/400

Werelions are very rare, but when found are on remote plains or savannahs.

Mosquitoes, Giant

Armor Class: 7 [12]
Hit Dice: ½
Attacks: "sting" (1d3 + blood drain)
Special: drain blood 1d4/round
Move: 15 ft. (90 ft. when flying)
HDE/XP: 1/40

Giant mosquitoes grow up to seven inches long. They have a proboscis which they jab into their prey to drain blood. After a giant mosquito's first hit, it drains blood automatically at a rate of 1d4 per round. They can be found in remote jungles.

Otters, Giant Sea

Armor Class: 6 [13]
Hit Dice: 2
Attacks: bite (1d8)
Special: none
Move: 60 ft. (75 ft. when swimming)
HDE/XP: 2/80

Giant sea otters grow up to 10 ft. long. They tend to be more aggressive than playful, as normal-sized otters are known to be.

Owlbears

Armor Class: 5 [14]
Hit Dice: 5+1
Attacks: claw (2d4), bite (1d10)
Special: hug for additional 2d8 if to-hit roll is 18+
Move: 60 ft.
HDE/XP: 5/240

Owlbears have the body of brown bears, but the beak of an owl (with some feathers on the head and places on the body as well). On an attack roll of 18+ (natural roll), the owlbear grabs its victim and hugs it for an additional 2d8 points of damage. Because, really, what mad scientist doesn't want to graft a giant owl head onto a bear's body?

Pegasi

Armor Class: 6 [13]
Hit Dice: 4
Attacks: hoof (2d4)
Special: flies
Move: 120 ft. (240 ft. when flying)
HDE/XP: 4/160

Pegasi are winged horses. Some might have bat wings, some might be evil—at Editor's discretion. Pegasi are non-indigenous to Earth and hail from other dimensions.

Purple Worms

Armor Class: 6 [13]
Hit Dice: 15
Attacks: bite (2d12), sting (1d8), crush (4d6)
Special: poison sting, swallows whole
Move: 30 ft.
HDE/XP: 17/3,500

Purple worms are massive annelids that grow 40 ft and more in length, and sometimes exceed ten feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required to hit. They can swallow anything the size of a horse or smaller. In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist. Regardless, purple worms are not indigenous to Earth and come from other dimensions or planets.

Rocs

Armor Class: 4 [15]
Hit Dice: 12
Attacks: bite (3d12), claw (3d6)

Special: none
Move: 15 ft. (150 ft. when flying)
HDE/XP: 12/2,000

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

The eggs of rocs, if broken early, are filled with 1d8 larval rocs (they do not resemble birds until they hatch). Larval rocs look like big black tadpoles with two arms ending in pincers. They are AC 9 [10], have 1 HD, and do 1d3 damage with their pincers.

Rocs are native to the planet Venus.

Salamanders

Armor Class: 5 [14] (torso); 3 [16] (serpent body)
Hit Dice: 7+1
Attacks: touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6)
Special: heat, constrict
Move: 45 ft.
HDE/XP: 8/800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human and the lower body of a snake, and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d8 points of crushing damage per round (as the victim also writhes in the deadly heat of the serpentine coils). The salamander's human torso is AC 5 [14], and the armored serpent-tail is AC 3 [16]. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

Scorpions, Giant

Armor Class: 5 [14]
Hit Dice: 1+1
Attacks: pincer (1d6), sting (1d6)
Special: poison sting
Move: 60 ft.
HDE/XP: 2/80

This mutated version of the emperor scorpion is 3 ft. long. Anyone stung by a giant scorpion must save against poison or fall unconscious for 1d6 hours. If the victim fails a second save against poison at the end of that time (without being magically cured first), the victim dies.

Shadows

Armor Class: 7 [12]
Hit Dice: 3+1
Attacks: touch (1d4 + Str drain)
Special: drains 1 Str with hit, can only be hit by magical weapons
Move: 60 ft.
HDE/XP: 4/160

Shadows may or may not be undead creatures: they are immune to Sleep and Charm, but the Editor may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing, a manifestation perhaps, or a creature from another dimension (or gaps in the dimensions). Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a Strength of 0, he becomes a shadow. Strength points return after 90 minutes (9 turns).

Slugs, Giant Sea

Armor Class: 9 [10]
Hit Dice: 2
Attacks: bite (1)
Special: toxic cloud
Move: 0 ft. (30 ft. when swimming)
HDE/XP: 3/120

These 50-lb. slugs grow in the ocean depths where they move about via jet propulsion. The white ink they emit can be released in a 10 ft. diameter cloud. Anyone within that cloud must save against poison or be unable to do anything but rest for the next 1d8 hours.

Spiders, Giant Phase

Armor Class: 4 [15]
Hit Dice: 3+2
Attacks: bite (1d6) + poison
Special: poison (+1 save or die), phases
Move: 90 ft.
HDE/XP: 6/400

Giant spiders are aggressive hunters. Phase spiders can shift out of phase with their surroundings (can be attacked only by ethereal creatures), only to come back into phase later for an attack. Giant phase spiders are not indigenous to Earth and come from other dimensions or planets.

Ticks, Giant

Armor Class: 4 [15]
Hit Dice: 1-1
Attacks: bite (1d4)
Special: drains blood
Move: 30 ft.
HDE/XP: 2/80

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which will kill the victim in 2d4 days (Cure Disease spells will remove the infection). A giant tick can be forced off a victim by fire as well as by killing the beast. Found in remote wilderness, these ticks can grow up to two feet long.

Titans

Armor Class: 2 [17] to -3 [22]
Hit Dice: 1d6 HD+16 HD
Attacks: weapon (2d8)
Special: spells
Move: 105 ft.
HDE/XP: 17 HD (19/4,100), 18+ HD (Add 1 challenge level and 300 XP per additional HD over 17)

Titans are mythological creatures, almost as powerful as gods. A titan has 4 spells of each spell level from 1st to 6th level Magic-user spells. The Editor might choose to substitute other magical abilities for spells—these creatures vary considerably in powers and personalities from one to the next. One possible spell list for a titan might include the following Magic-user spells . . .

Magic-user: Charm Person (1), Light (1), Protection from Evil (1), Sleep (1), Hold Person (2), Invisibility (2), Mirror Image (2), Speak with Animals (2), Cure Disease (3), Dispel Magic (3), Fireball (3), Fly (3), Cure Serious Wounds (4), Neutralize Poison (4), Polymorph Other (4), Confusion (4), Conjure Elemental (5), Feeblemind (5), Finger of Death (5), Quest (5), Anti-magic Shell (6), Disintegrate (6), Invisible Stalker (6), Stone to Flesh (6).

Toads, Giant

Armor Class: 8 [11]
Hit Dice: 1
Attacks: bite (1d3)
Special: poisonous touch
Move: 60 ft. (45 ft. when swimming)
HDE/XP: 2/80

The mutated giant cane toad grows up to 1 ½ ft. long. Though its bite is not particularly dangerous, the poisonous secretions on its skin will cause anyone touching it with their bare skin to save against poison at +1 or be confused (as the Confusion spell) for 1d6 turns, at the end of which time the victim must make a second saving throw against poison at +2 or spend the next 1d4 days comatose.

Trees, Man-Eating

Armor Class: 2 [17]
Hit Dice: 1d6 HD + 6 HD
Attacks: strike (2d6, 3d6, or 4d6), bite (1d6)
Special: none
Move: 30 ft.
HDE/XP: 7 HD (7/600), 8 HD (8/800), 9 HD (9/1,100), 10 HD (10/1,400), 11 HD (11/1,700), 12 HD (12/2,000)

Man-Eating trees can be found in remote jungle areas or magical forests. *Depending upon their size, they have different hit dice and damage; man-eating trees of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, man-eating trees of 9–10 hit dice inflict 3d6 points, and man-eating trees of 11–12 hit dice inflict 4d6 points.* Their bite attack is relatively weak, regardless of size.

Triceratops

Armor Class:	2 [17]
Hit Dice:	20
Attacks:	bite (1d8), gore (6d6), trample (14d6)
Special:	none
Move:	45 ft.
HDE/XP:	41/10,400

Triceratops only exist in time-lost hidden valleys and the like. They are 25 ft. long, 10 ft. tall at the shoulder, and weigh about 8.5 tons. They are thankfully herbivores and not overly aggressive creatures. Because of their enormous size and mass, d12 is rolled for dinosaur hp instead of d6.

Tyrannosaurus Rex

Armor Class:	4 [15]
Hit Dice:	19
Attacks:	bite (5d8), tail swipe (7d6), trample (9d6)
Special:	swallow whole
Move:	80 ft.
HDE/XP:	40/10,100

Tyrannosaurs only exist in time-lost hidden valleys and the like. They are about 43 ft. long and weigh about 7.5 tons. A tyrannosaurus rex can swallow a man-sized victim whole on a bite attack roll of 18-20 (provided the dinosaur did not need that number to hit its target). A swallowed victim takes 10d10 damage per turn until the dinosaur is dead and gutted. These carnivores are fierce hunters and consider everything prey. Because of their enormous size and mass, d12 is rolled for dinosaur hp instead of d6.

Wights

Armor Class:	5 [14]
Hit Dice:	3
Attacks:	claw (1d6 + level drain)
Special:	level drain (1 level), can only be hit by magical or silver weapons
Move:	45 ft
HDE/XP:	5/240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels by a wight becomes a wight.

Will-o-the-Wisps

Armor Class:	-8 [27]
Hit Dice:	9
Attacks:	shock (2d6)
Special:	none
Move:	90 ft.
HDE/XP:	10/1400

Will o' the wisps are phantom-like shapes of eerie light, creatures that live in dangerous places and try to lure travelers into quicksand, off the edges of cliffs, etc. They usually inhabit swamps or high moors. They can brighten or dim their own luminescence, and change their shapes as well, to appear as a group of lights, a wisp of light, or in the glowing wraithlike shape of a human (often female). They will generally depart if the attempt to lead victims into danger fails, but if they are attacked they can defend themselves with violent shocks of lightning-like power. These creatures are intelligent, and can be forced to reveal the location of their treasure hoards. Will-o-the-wisps are non-indigenous to Earth and come from other dimensions.

Trophies

Below are new hi-tech and magic items that can be dropped into any H&H campaign. Some are best suited for high-level play, but such is up to the discretion of the Editor. The new items are in boldface and explained below expanded versions of the random tables found in **Book II: Mobsters and Trophies**.

Pills

Table 17: Pills

Roll	Result
01-04	Growth
05-08	Animal control
09-12	Diminution
13-16	Gaseous form
17-21	Giant strength
22-24	ESP
25-29	Invisibility
30-33	Enhanced senses
34-40	Healing
41-45	Sleeping
46-49	Polymorph (self)
50-54	Speed
55-58	Flying
59-63	Invulnerability
64-66	Intelligence boosting
67-70	Plant control
71-76	Antidote
77-83	Superheroism
84-87	Human control
88-91	Poison
92-96	Fire resistance
97-00	Extra-Healing

Enhanced Senses: For the next 1d6+6 turns, the swallower of the pill has enhanced senses and, hence, alertness. The pill decreases one's chance of being surprised to 1 in 10 and increases one's chance of hearing noises through a door to 5 in 6.

Extra-Healing: Like the potion, swallowing this pill gives the immediate relief of 3d6 hit points restored.

Intelligence Boosting: Swallowing this pill increases one's IQ for 1d6 turns. During this time, if the player cannot decide what is the best course of action for his Hero, the Editor can make a hint or

suggestion once per turn for as long as the pill lasts.

Hi-Tech Weapons and Armor

Table 18: Hi-Tech Weapons and Armor

Roll	Result
1	Defective armor
2-7	Gun
8	Defective gun
9-11	+1 armor
12-13	+2 armor
14	+3 armor
15	+4 armor
16	+5 armor
17	Heavy artillery
18-19	Anti-personnel weapon
20	Raygun

Armor descriptions: body armor of a +1 or +2 value is made from a thick nylon weave. Body armor of +3 value is a Kevlar-like material (predating actual Kevlar). Body armor of +4 or +5 value is ceramic.

Guns

Table 19: Gun Bonuses

Roll	Result
01-50	Gun +1
51-70	Gun +1, +2 vs. hoodlums
71-79	Gun +1, +2 vs. enchanted creatures
80-84	Gun +1, +3 vs. superheroes/villains
85-88	Gun +2
89-91	Gun +2, seeker
92-93	Gun +3
94-95	Gun +3, bleeder
96	Gun +4
97	Paragon's gun +5
98-99	Gun -1, cursed
00	Gun of dismembering

Gun bonus descriptions:

Bleeder: Anyone shot by this gun will continue to bleed 1 hit point per turn for 1d10 consecutive turns after being hit.

Cursed: The wielder of this gun develops an unhealthy psychological fixation on it – so much so that the wielder is unable to choose to use a different weapon than this one during any combat. The wielder will need to spend three weeks of game time with a psychiatrist (and spend \$100 for sessions) to rid himself of the gun.

Dismembering: This gun is so powerful it can literally shoot entire limbs off. On an attack roll of 20 (assuming this is at least 4 better than the shooter needs to hit his target) against a target within 40 ft. of the shooter, the gun utterly destroys a limb as follows:

Table 20: Dismembering

Roll	Result
1	Right arm
2-3	Right leg
4-6	Left leg
7-8	Left arm
9	Head
10	Shooter chooses body part (other than head)

Losing a limb reduces the victim to half his current hit points (rounded up), except for a headshot which means death for living targets and only halves hp for targets such as golems, robots, and undead.

This weapon has a +2 bonus to all attack rolls and does +4 damage to all hits beyond its short range of 40 ft. (at which point one rolls normally for damage instead of dismembering). Lawful Heroes must save against plot each time they wish to use this weapon on a living foe.

Paragon's gun: Any Lawful Hero wielding this gun gains all the benefits of being a Paragon (see under Alignment) for as long as the gun is in the Hero's hand. Further, a Hero who is already a Paragon gains the ability to use the power Invulnerability once per day.

Seeker: The wielder of this gun will instinctively know which, if any targets within 90 ft. could be taken down with one hit – that is, having 8 hit points or less.

Heavy Artillery

Table 21: Heavy Artillery

Roll	Result
1-2	Autocannon
3-4	Field gun
5	Howitzer
6-7	Mortar, light
8	Mortar, medium
9	Roll under Guns instead
10	Roll under Anti-personnel weapons instead

Heavy artillery descriptions: game mechanics-wise, there are similarities between much of the heavy artillery. If fired into a crowd, heavy artillery does a certain amount of dice of damage to everyone within a certain radius, with a saving throw halving damage. If fired against a specific individual, the weapon does more damage, without the blast radius. If fired against a building or other structure, the weapon wrecks as if a superhero of a certain level. Howitzers and mortars use indirect fire and suffer a penalty to attack rolls against specific individuals. All heavy artillery has only one chance to hit per turn, though they use up 1d3 shells per turn. The exception to all these things is the autocannon, which is basically like a large machine gun. All heavy artillery, including autocannons, require ballast. Often, the artillery will be anchored to a vehicle, or a trailer pulled by a vehicle, to make them more mobile. A Superhero with a high enough true strength can also hold and carry heavy artillery.

Heavy artillery cannot be used indoors.

Field gun: this weapon either is, or is equivalent to, the M2 gun still used by the U.S. Army. It has a short range of 800 ft. It does 2d6 damage in a 20 ft. blast radius, 5d6 damage against a single target, and wrecks as a 4th level Superhero. It requires at least 500 lbs of ballast.

Autocannon: This weapon does 4d6 damage, can make 4 attacks per turn, and has a short range of

600 ft. It requires at least 1,000 lbs of ballast.

Howitzer: Relics of WWI no longer in much use, the siege howitzer is still a dangerous weapon able to deliver shells to a short range of 500 ft. It does 4d6 damage to everyone in a 30 ft. blast radius, does 8d6 damage against a single target (and is -1 to attack rolls), and wrecks as if a 4th level Superhero. It requires at least 600 lbs of ballast.

Mortar, light: Another WWI relic. With the light mortar one drops a 3-in. diameter bomb into a 3 ft. long, vertically angled tube that launches the bomb into the air and can drop it at a short range of 300 ft. away. The bomb does 3d6 damage to everyone in a 15 ft. blast radius, does 8d6 damage against a specific target (at -2 to hit), and wrecks as if a 2nd level Superhero. It requires at least 200 lbs of ballast.

Mortar, medium: Another WWI relic, with double the size, fouble the range, and double the ballast requirement of the light mortar. It does 4d6 damage to everyone in a 25 ft. blast radius, does 10d6 damage to a single target (at -2 to hit), and can wreck a structure as if a 3rd level Superhero.

Anti-Personnel Weapons

Table 22: Anti-Personnel Weapons

Roll	Result
1-2	Bomb, hand-held
3-5	Dynamite, stick
6	Grenade, "pineapple"
7	Grenade, rifle
8	Landmine
9-10	Nitroglycerin, bottle
11	Shell, poison gas
12	Shell, smoke

Anti-personnel weapon descriptions: All of these weapons operate similar to each other. They all do damage to in a small blast radius, with a save against missiles for half-damage. Most can be thrown.

Bomb, hand-held: This is a hollow lead ball up to 1 ft. in diameter with a wick and an explosive charge inside. It can be thrown with a short range of 5 ft. (best thrown at medium or long range, though, since short range is within damage range) and does 2d6 damage to all within a 5 ft. radius.

Dynamite, stick: This wicked cylinder of TNT can be thrown at a short range of 10 ft. It does 3d6 damage to all within a 10 ft. radius.

Grenade, "pineapple": this WWI relic can be thrown with a 20 ft. short range and does 3d6 damage to all within a 10 ft. radius.

Grenade, rifle: meant to be fired from the end of a special grenade rifle, this type of grenade can be thrown with a short range of 20 ft. or launched from a rifle with a short range of 200 ft. This lighter grenade does 2d6 damage to all within a 5 ft. radius.

Landmine: This cluster bomb is not meant for throwing, though it could be hurled as accurately as a hand-held bomb. It is triggered by pressure and will go off automatically if dropped at least 5 ft. or even if held by someone taking damage. If buried and not too deep, there is a 5 in 6 chance of setting off a landmine just by stepping on it. It does 3d6 damage to the person stepping on it and 2d6



to everyone else in a 5 ft. radius.

Nitroglycerin, bottle: This small, glass hip flask of nitro can be thrown at a short range of 10 ft. Unfortunately, the bottle is highly volatile and there is a 1 in 6 chance of the bottle exploding when held for every point of damage the holder takes. It does 2d6 damage to everyone in a 5 ft. radius.

Rayguns

Table 23: Rayguns

Roll	Result
01-15	Electric
16-25	Freeze
26-30	Growth
31-45	Dazzle
46-60	Paralysis
61-70	Shrinking
71-75	Heat
76-80	Aging
81-83	Magnetic
84-85	Disintegrater
86-90	Fear
91-00	Radiation

Raygun descriptions:

Aging: Usually a motionless, floor-mounted machine 5 ft. on a side, only high-level ultra-mad scientists can make portable or hand-held versions of the aging ray. The “ray” is actually a cone 30 ft. long, ending at a base only 5 ft. wide. Any living target bathed in this ray for a full turn ages 10 years and ages 10 more years for each consecutive turn of exposure. This raygun is most useful for deathtraps as any mobile target would easily be able to avoid the full turn of exposure. Aging rayguns also usually have a reverse function that de-ages anyone exposed to it by 10 years for each consecutive turn of exposure.

Dazzle: This raygun is a small, rifle-like weapon with a top-mounted, light-absorbing panel that powers the weapon. The weapon fires a cone 40 ft. long and 10 ft. wide at its base. Any living being with sight within the ray must save against science or be mesmerized by the dazzling lights of the ray for however long the ray is kept on them, plus 1d4 turns afterward. The dazzle ray can be kept on for 10 turns (10 consecutive charges) before it turns off and needs 1 hour before it can be used again.

Fear: This rifle-like raygun is usually mounted on a tripod and attached via cables to a power pack that can be worn over one's back. The cone is 60 ft. long and 30 ft. wide at its base. All Heroes within this ray must save against science or flee from the raygun as fast as possible for 1 turn. Anyone else within this ray must make a morale save (with normal results from a failed save).

Radiation: A heavy, rifle-like weapon that is usually mounted on a tripod, the radiation raygun fires a barely-visible cone of radiation at a range of 60 ft., ending in a cone 5 ft. wide. Anyone within the cone is seared for 4d6 points of heat damage (save against missiles for half). There is a 5% cumulative chance per hit of temporarily gaining a power (determined randomly from those possible as if the target was a Superhero of the same level as his own class) for one use.

Transports

Table 24: Transports

Roll	Result
01-09	Airplane, antique biplane
10-17	Airplane, 2-seat fighter
18-24	Airplane, cargo
25-30	Autogyro
31-35	Blimp
36-44	Boat, sail
45-52	Boat, motor
53-56	Boat, yacht
57-65	Car, jeep
66-73	Car, air-conditioned
74-77	Car, super-charged
78-81	Car, armored
82-93	Motorcycle
94-98	Submarine, small
99-00	Tank, light

Transport descriptions:

Car, armored: an ordinary-looking car or truck (like a pickup truck) that has been upgraded with steel siding and bulletproof glass. The car weighs up to 3 tons more and cannot accelerate past 50 MPH, but everyone inside the car is AC 2 [17].

Submarine, small: this vessel is much smaller than military submarines. It is 34 ft. long, 8 ft. wide, and 7 ft. deep, weighing in at 38 tons. It can house a crew of 6 and travel at 17 MPH on the water's surface (roughly 14.5 knots) or 12 MPH (roughly 11 knots) up to 5 miles deep (approximately 5 knots deep). It can remain submerged and travel a distance of up to 50 miles before its diesel engine runs out of fuel. The submarine can also house and launch 2 torpedoes. The torpedoes, when they hit a target, do 3d6 damage to everyone within a 5 ft. radius (with a save against missiles for half damage).

Tank, light: this either is one, or equivalent to, a M2 light tank of the U.S. Army. It is 14 ft. long, 8 ft. wide, 8 ft. tall, and weighs in at 11 tons. It can hold a crew of 4. It can go up to 36 MPH for 200 miles before running out of fuel. Its main weapon is an anti-tank gun that functions like a heavy howitzer. Up to 5 machine guns can also be fired from inside the tank (with two facing rear and sides, one facing front-only, and two able to swivel between front and sides). Anyone inside the tank has an AC of -1 [20].

Mad Science

Table 25: Mad Science

Roll	Result	Roll	Result
1	Atom smasher	54-55	Ray reflector
2-6	Programmable computer	55-58	Gas gun
7-8	Beautification tube	59-61	Alien detector
9-11	Hydrophone	62-66	Flamethrower
12-14	Disruption engine	67-69	Environmental suit
15-18	Radio telescope	70	Indestructible costume
19-20	Energy drainer	71-72	X-ray goggles
21-24	Electron microscope	73-75	Electric crystal-encasing tank
25-27	Memory suppressor	76-78	Weightless belt
28-31	Invisibility field generator	79-80	Poisonous gas cloud ejector

32-35	Missile magnet	81-84	Remote controlling device
36-40	RADAR system	85-87	Weather controlling machine
41-42	Paralysis gas pump	88-89	Mind transfer machine
43-47	Two-way television	90-91	Molecular recombinater
48-50	Radio silencer	92-96	Image projector
51-53	Mind controlling machine	97-00	Utliity belt

Mad science descriptions:

Alien detector: this hand-held, Geiger counter-like device is powered by something of unearthly origin, like a small meteorite, inside. It makes an audible beep when within 60 ft. of an alien, the beeps increasing in frequency the closer it comes to the alien.

Atom smasher: this completely immobile machine consists mainly of a big dome surrounded by giant electrodes and banks of machines that, in total, take up a space 20 ft. on a side and 10 ft. high. The atom smasher is good for physics research, but its only practical purpose is being rigged to explode. An atom smasher will destroy an entire hideout, no matter how large it is, and do 10d6 damage to everyone in it. A mad scientist can easily set it to destruct in however much time he pleases. A Superhero can also cause an atom smasher to explode immediately by wrecking it (being rather delicate, it wrecks as a generator).

Beautification tube: this machine consists of an aluminum tube 7 ft. long mounted on a heavier base of machinery, with a glass window in a door on the top of the cylinder. At the flick of a switch on the base of the machine, the tube fills with a chemical mist. Anyone bathing in this mist will emerge with an 18 Charisma for 2 hours for every 1 hour the bather spent in the tube.

Disruption engine: this machine looks like a portable generator 4 ft. wide and 3 ft. high, weighing 200 lbs. It runs surprisingly quiet, sounding like no more than a hum when functioning. However, the engine is actually creating a disruption field around it that steadily grows in size until, after 1 hour, it can wreck whatever structure it is in as if an 8th level Superhero wrecking things.

Energy drainer: this machine is 8 ft. tall, 4 ft. wide, and weighs 600 lbs. Appearing at first to be no more than an over-sized filing cabinet, the machine has a control panel in the rear from which it can be worked. A plunger-like device can emerge from the front of the machine, affix itself to any prone person in front of it, and life energy is sucked from the victim through tubes attached to the plunger-like fixture. There is a 1 in 20 cumulative chance of losing 1 experience level to the machine per turn (20 on the first turn, 19-20 on the second turn, **etc.**) Less ideally, the machine can attempt to affix itself to a non-prone target, but the attack roll is made by the operator at a -5 penalty to hit and anyone with a 17 or greater Strength (or true strength) can remove the plunger.

Environmental suit: this full-body suit will protect the wearer from various environmental dangers. The wearer can safely descend as deep as 2,000 underwater or survive in the vacuum of space for 20 minutes. The suit also affords some protection from temperature extremes and the wearer takes half damage from fire and cold.

Memory suppressor: this immobile machine is 10 ft. long, 5 ft. wide, and 10 ft. tall. The main part of the machine looks vaguely like a printing press with an attached cone pointing towards a chair. Anyone strapped into the chair and bathed by rays from the cone must save against science once every 5 minutes until a save fails or the victim is freed/released. A failed save means the victim cannot remember how to gain any benefit or special ability from his character class for the next 2d6 hours (cumulative for each missed save).

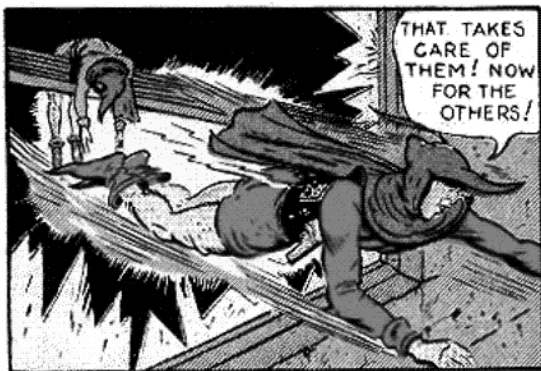
Missile magnet: this machine is an iron box, 5 ft. on a side, weighing 600 lbs, with a large magnet

affixed to the top of it. Any type of missile weapon with a trajectory within 100 ft. of the box has a -3 penalty to attack rolls. Any missing missile sticks to the magnet instead. It's also great for finding lost car keys and change in couches.

Paralysis gas pump: this machine, usually shaped as a 10 ft. cube and weighing 1,000 lbs., is operated by a simple valve on the side. When the valve is turned, the machine pumps out enough paralyzing gas into the air that everyone within a 1-mile radius not in an airtight enclosure must save against science or be paralyzed for 10-60 minutes. Because of the pressure behind the valve, it can only be turned by two people, or one person with at least a 15 Strength. It can only be used once unless an ultra-mad scientist makes more paralysis gas to reload it.

Radio silencer: this machine can jam any radio signals within a 1-mile radius, or can be used for broadcasting one's own message over any radio in the same radius. This immobile machine consists of many interconnected parts and needs a room at least 5 ft. wide and 10 ft. long to contain it all.

Ray reflector: this machine is 5 ft. high, 5 ft. wide, and weighs 500 lbs with a large dish mounted on top of it. The dish can catch any ray from a raygun fired at it and reflect it back instantaneously at the raygun (and its wielder). The reflector can only reflect one ray per turn.



Weightless belt: wearing this belt significantly decreases the pull of gravity on the wearer until he can function as if the Levitation spell had been cast on him. The effect is good for 10 minutes out of every hour. Some belts are activated just by putting them on, while others need some trigger, like pressing the buckle.

X-ray goggles: these especially thick glasses, with concentric rings on both lenses, allow the wearer to view objects hidden behind something else within a range of 20 ft. The wearer has a 5 in 6 chance of finding secret

doors, objects concealed on a person, and the like. Wearing the goggles is impossible past 30 minutes without triggering violent headaches (which do 1 hp of damage per turn after 40 minutes).

Minor Hi-Tech Trophies

Rather than reprint the entire minor hi-tech trophies table (it was already 100 entries long!) for the addition of a few extras, simply substitute a few of the following for minor trophies that have already been encountered often enough.

Balloon backpack: If opened before a fall, this balloon rig can lower someone safely up to 100 ft. of all fall from damage. If opened after a fall, it protects the wearer from harm for any distance between 40 and 100 ft., but does not open fast enough to protect the wearer from falls shorter than 40 ft. The advantage of the balloon pack over a normal parachute is its size – the wearer still has a normal chance of surprise while dropping in with a balloon pack and the balloon is small enough to help in enclosed spaces, like a 10 ft. wide shaft.

1d4 Exploding arrows: these arrows have a miniature explosive packed into the arrowhead. If fired from a bow, they do 2d12 damage to the target and 1d4 damage to everyone else in a 5 ft. radius.

Gliding cape: this stiff cape allows the wearer to fall unintentionally up to 10 ft. without harm, or jump down 20 ft. without harm.

Helium tank: good for a quick voice disguise, as well as blowing up balloons.

Infrared goggles: the wearer can see in the dark up to 10 ft. away, or follow an infrared beam farther

(see infrared scope), negating any penalty to attack rolls from darkness within that range.

Infrared scope: any weapon with this scope mounted on it pinpoints a target in what would normally be line-of-sight with an infrared beam. If combined with infrared goggles, it cancels out any penalty to attack rolls from darkness and gives a +1 bonus to attack rolls instead.

“Joy” buzzer: this child’s novelty item was accidentally (or not) made to deliver too much voltage. It has a one-time using of causing 1d4 points of electrical damage to anyone touched.

Periscope: this handheld device has a visual range of 2 miles and is, of course, good for seeing around corners.

Spring-loaded boots: at a push of a button, the wearer can make a 10 ft. standing high jump.

“Super” glue: this adhesive bonds so quickly and with such strength that anything touching it is bonded to the surface and the glue must be dissolved chemically or wrecked by a Superhero (though a person bonded by the glue might suffer 1d3 damage from the result!). This substance is usually found in small containers, only good for 1d4 applications.

Voice changer: this small electronic box, when held up or worn in front of the mouth, alters one’s speech so as to be unrecognizable.

Magic Items

Items in boldface are new to this supplement and detailed below. Items in italics are Swords & Wizardry-specific.

Potions Table

Table 26: Potions

Roll	Result
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	Ethereality
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>
49-54	<i>Poison</i>
55-57	Slipperiness
58-60	<i>Trophy Finding</i>
61-63	<i>Undead Control</i>
64-68	Extra-Healing
69-84	<i>Healing</i>
85-88	ESP
89-92	Polymorph (self)
93-96	Speed
97-00	Super-Heroism

Potion descriptions:

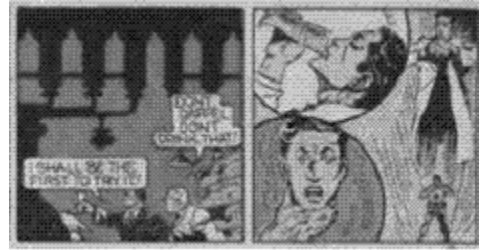
ESP: as per the 2nd level Magic-User spell, *Detect Thoughts*.

Ethereality: imbiber can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra-Healing: cures 3d8+3 hit points of damage.

Slipperiness: except for the soles of the feet and the palms of the hand, the character has a virtually frictionless surface.

Super-Heroism: imbiber temporarily gains 2 levels as a Superhero (cumulative with any other class levels the imbiber has).



Weapons and Armor

Table 27: Weapons and Armor
Roll Result

1	<i>Cursed armor or shield</i>
2-3	+1 missile weapon(s)
4-5	+1 shield
6-7	+1 melee weapon
8	+1 armor
9	<i>Cursed weapon</i>
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	<i>Unusual weapon</i>
20	<i>Unusual armor</i>

Cursed Armor and Weapons

Table 28: Cursed Weapons and Armor
Roll Result

1-3	-1 weapon or armor
4	-2 weapon or armor
5	Attracts missiles
6	Beserker
7	Backbiter
8	Vulnerability

Cursed weapons and armor descriptions:

Attracts missiles: even those fired at others nearby, and grants +1 to hit on such missiles.

Beserker: causes wearer to charge into combat.

Backbiter: this weapon will always, somehow, manage to hit and damage the wielder instead of anyone else.

Vulnerability: this weapon or armor has a -3 or -4 penalty, but the wearer cannot be convinced of that without the benefit of a Detect Magic spell. The wearer is convinced until then the weapon or armor has a +3 or +4 value.

Minor Abilities for Melee Weapons

Table 29: Minor Abilities for Melee Weapons

Roll	Result
1-4	Additional damage (+1)
5-6	Sheds light, 5 ft radius
7	Sheds light, 15 ft radius
8	Inflicts additional +4 damage against a particular opponent type (undead, dragons, demons, giants)

Unusual Armors

Table 29: Unusual Armors

Roll	Result
1	+4 armor (determine type randomly)
2	+4 shield
3	+5 armor (determine type randomly)
4	+5 shield
5	Armor of Arrow Deflection
6	Ethereal Armor
7	Fiery Armor
8	Re-roll, ignoring 8

Unusual Armor Descriptions

Armor of Arrow Deflection: +2 against missile fire.

Ethereal armor: +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, at which time it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is ethereal).

Fiery Armor: +1 armor that is surrounded by flames. These flames deal 1d3 damage to melee attackers.

Unusual Weapons

Table 30: Unusual Weapons

Roll	Result
1-5	+1 blunt weapon that destroys undead
6-11	Locate Object ability
12-17	+1 thrown weapon that returns to hand
18-22	+1 weapon, extra attack
23-28	+1, +2 vs. particular type of foe
29-34	+1, +3 vs. particular type of foe
35-40	+1, +4 vs. particular type of foe
41-45	+2, +3 vs. particular type of foe
46-48	+4 weapon
49-50	+5 weapon
51-55	Flaming weapon
56-61	Charm Person ability
62-67	Weapon of distance
68-70	Energy draining ability
71-72	Slaying Weapon
73-75	Dancing Weapon

76-79	Weapon of speed
80-85	Alignment
86-91	<i>Intelligent Weapon</i>
92	Weapon of purity
93-94	Freezing Weapon
95-96	Dragon Slayer
97-98	Weapon of sharpness
99-00	Vorpal Blade

Unusual Weapon Descriptions

+1 Blunt weapon that destroys undead: Can be a mace, hammer, sling, or staff (determine type randomly). Lesser types of undead don't get a saving throw, though more powerful types do.

+1 weapon, extra attack: This weapon grants 1 additional attack for the user once per day.
Weapon of distance: applying to missile weapons only, these weapons have twice their normal range.

Slaying Weapon: the weapon is designed to automatically slay a specific type of mobster or creature when hit. The weapon disintegrates after automatically slaying once.

Dancing Weapon: This dancing weapon fights beside its owner in the air after 3 rounds as a +1d3 weapon.

Weapon of speed: this weapon always gets to attack first, regardless of initiative or surprise rolls.

Weapon of purity: this is a +4 weapon in anyone's hands, but in the hands of a paragon, the weapon grants complete immunity to magic – so long as the weapon is only used for subdual damage. The moment a weapon of purity is used to kill, the paragon can no longer use it.

Freezing Weapon: Weapon is cold, inflicting additional 1d6 damage: roll 1d4-1 for to-bonus.

Dragon Slayer: normally a +2 weapon, against dragons this weapon does 6d6 damage per hit. Unlike the slaying weapon, the dragon slayer can be used any number of times.

Weapon of sharpness: normally a +2 weapon, if it hits an opponent with a 19, 20, or any lower roll as long as it is 4 or more better than needed to hit, it severs a body part. Roll on table 20 for the gun of dismembering.

Vorpal Blade: normally a +3 weapon, if it hits an 18-20, or 2 or more better than needed to hit, it cuts off the head. This automatically kills most things, but note that this does not stop undead or constructs and is meaningless to plant life and shapeless creatures.

Greater Rings

Table 31: Greater Rings

Roll	Result
1	<i>Human Control</i>
2	1d3 <i>Wishes</i>
3	<i>Regeneration</i>
4	<i>Djinni Summoning</i>
5	Shooting Stars
6	<i>X-Ray Vision</i>
7	<i>Telekinesis</i>
8	<i>Spell Turning</i>
9	<i>Spell Storing</i>
10	Water Walking
11	<i>Protection, +2</i>
12	Roll again, ignoring 12

Greater Ring Descriptions

Shooting Stars: Once per day, the ring can unleash 1d6 lightning bolts of 3d6 hp each.

Staves

Table 32: Staves

Roll	Result
1	Absorption
2	Healing
3	Beguiling
4-5	Commanding
6	Snake
7-8	Striking
9	Withering
10	Power
11	Wizardry
12	Roll again, ignoring 11-12

Staff Descriptions

Absorption: Absorbs up to 100 levels of spells directed at the holder before its absorption properties cease forever. The holder can cast spells from the staff in response to hostile spells, using the staff's stored levels, of the exact level of the hostile spell directed at the caster, but chosen from the entire list of spells the caster has prepared.

Beguiling: Foes within a 20 ft range must make a saving throw or consider the holder to be a loyal friend for 4d4 rounds.

Wizardry: The most powerful of staves. It is a staff of power with additional abilities. At the cost of one charge, it allows Invisibility, summoning elementals (calling 1d4 at a time), Hold Person, a Wall of Fire, Passwall, a Web spell, or Fly.

Misc. Magic Items

Table 33: Misc. Magic Items (Lesser Items)

Roll	Result
1	Bag of Holding
2	Arrow of Direction
3	Boots of Silent Movement
4	Bracers of Defense AC 6 [13]
5	Boots of Speed or Boots of Leaping (50%)
6	Chime of Opening
7	Cloak of Shadowy Hiding
8	Cloak of Protection +1
9	Cursed Item
10	Boots of Levitation
11	Decanter of Endless Water
12	Scarab of Protection from Magic-Users
13	Dust of Appearance or Disappearance
14	Dust of Sneezing and Choking
15	Gauntlets of Swimming and Climbing
16	Rope of Entanglement
17	Luckstone
18	Manual of Beneficial Exercise

19	Pipes of the Sewers
20	Rope of Climbing

Table 34: Misc. Magic Items (Medium Items)

Roll Result

1	<i>Amulet Against Scrying</i>
2	Bracers of Defense AC 4 [15]
3	Broom of Flying
4	<i>Carpet of Flying</i>
5	Cloak of Protection +2
6	<i>Cloak of Displacement</i>
7	Spade of Excavation
8	<i>Gauntlets of Ogre Power</i>
9	Figurine of the Onyx Dog
10	<i>Helm of Reading Magic and Languages</i>
11	Hole, Portable
12	<i>Medallion of ESP</i>
13	Horn of Valhalla, Bronze
14	Drums of Panic
15	Jug of Alchemy
16	Manual of Quickness
17	Mirror of Mental Scrying
18	Robe of Blending
19	Robe of Eyes
20	Robe of Wizardry

Table 35: Misc. Magic Items (Greater Items)

Roll Result

1	<i>Censer, Bowl, Brazier, or Stone of Controlling Elementals</i>
2	Beaker of Potions
3	<i>Crystal Ball</i>
4	Deck of Many Things
5	<i>Efreeti Bottle</i>
6	Figurine of the Golden Lions
7	<i>Girdle of Giant Strength</i>
8	Gauntlets of Dexterity
9	<i>Helm of Telepathy</i>
10	Gem of Seeing
11	<i>Helm of Teleportation</i>
12	Helm of Brilliance
13	<i>Horn of Blasting</i>
14	Horn of Valhalla, Iron
15	<i>Mirror of Life Trapping</i>
16	Lenses of Charming
17	Libram, Magical
18	Manual of Golems
19	Manual of Intelligence
20	Necklace of Fireballs

Miscellaneous Magic Item Descriptions (alphabetical)

Arrow of Direction: Points the direction of whatever the owner requests. Cannot be used more than seven times in a single week. Usable by: any class.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as the number of different potions it can produce. Usable by: all classes.

Bracers of Defense, AC 4 [15] or AC 2 [17] (50% chance): these bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level – there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: all classes.

Bracers of Defense, AC 6 [13]: These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level – there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: all classes.

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or wizard locked. Usable by: any class but Superheroes.

Cloak of Protection, +1: This cloak improves the wearer's armor class by 1, and grants a bonus of +1 on saving throws. Usable by: all but Fighters.

Cloak of Protection, +2 or +3 (50%): This cloak improves the wearer's armor class by 2 (or 3), and grants a bonus of +2 (or +3) on saving throws. Usable by: all but Fighters.

Cursed Item: See next table.

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstopped. Usable by: all classes.

Deck of Many Things: An ordinary-seeming deck of handpainted cards, this item bears tremendous and varied enchantments, one per placard in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results of the cards are as follows:

The Hearts

Ace: gain 50,000 xp.

King: gain a magic item from Table 35

Queen: gain 1d3 wishes

Jack: gain the ability to summon an 8HD warrior with +3 weapon, shield, and sword, to serve for a total of 1 hour.

The Clubs

Ace: The character's alignment is changed.

King: The character's most powerful magic item is sucked into the void and disappears.

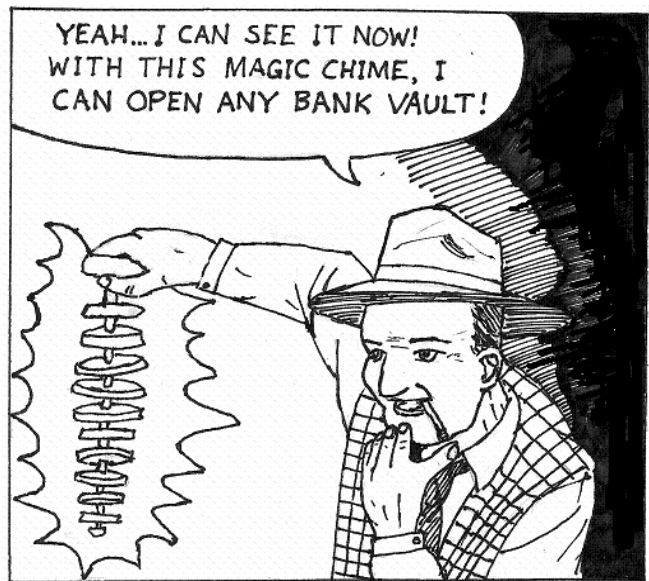
Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

The Spades

Ace: Lose a level of experience

King: A warrior with 9HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.



Queen: The character dies instantly.

Jack: A random mobster, with 1d4+6 HD, attacks the adventurers. The mobster gains one round of surprise, for it appears from thin air.

The Diamonds

Ace: gain a map to a very significant treasure

King: gain 5d6 items of jewelry

Queen: gain a scroll of seven spells, all 2nd level or higher

Jack: Add one point to a single attribute of the player's choice

The Joker: gain 25,000 xp OR choose to draw two more cards.

Dust of Appearance or Disappearance (50%): Dust of Appearance is tossed in a radius of 10ft around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20-30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10ft radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment. Usable by: all classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10ft, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: all classes but Superheroes.

Figurine of the Golden Lions: a small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. Usable by: all classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: all classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18). Usable by: all classes.

Gem of Seeing: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: all classes but superheroes.

Helm of Brilliance: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a wall of fire himself. Fighting-men wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-users wearing the helm can add +1 to each die of damage inflicted by a fireball or delayed blast fireball spell. Superheroes and mysterymen wearing the helm can ignite objects within 30ft at will, and may cast two light or continual light spells for each one actually prepared. The wearer of this ring is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. Usable by: all classes.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10ft deep – items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired – hence the name "portable." Usable by: all classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100ft long, and widens to a base of 20ft (the "point" of the cone, at the horn's mouth, is 10ft wide). Usable by: all classes.

Horn of Valhalla, Iron: Summons 2d4 berserk warriors (4HD) to assist the one who winded the horn. Usable by: Fighters.

Horn of Valhalla, Silver or Bronze (50%): Summons 2d4 berserk warriors (2HD) to assist the one who wined the horn. The warriors summoned by a bronze horn have 3 HD instead. Usable by: Fighters and Magic-Users.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than seven times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: all classes but Superheroes.

Lenses of Charming: these lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per a Charm Person spell). The saving throw against the power of the lenses is made at -2. Usable by: all classes but Superheroes.

Libram, Magical: Magical librums grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written. Usable by: varies.

Luckstone: This stone grants +1 to saving throws and attack rolls. Usable by: all classes.

Manual of Beneficial Exercise: Reading this tome increases the reader's strength by 1 point (to a maximum of 18). Usable by: all classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the magic-user class, enchanted to inflict damage or even the loss of a level. Usable by: Magic-Users only.

Manual of Intelligence: Reading this tome increases the reader's intelligence by 1 point (to a maximum of 18). Usable by: all classes.

Manual of Quickness: Reading this tome increases the reader's dexterity by 1 point (to a maximum of 18). Usable by: all classes.

Necklace of Fireballs: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: all classes but Superheroes.

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4x10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). Usable by: all classes.

Robe of Blending: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: all classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240ft, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Magic-Users only.

Robe of Wizardry: This robe grants the wearer the ability to cast Charm, Polymorph, and Hold with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-Users only.

Rope of Climbing: A 50ft length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: all classes.

Rope of Entanglement: This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: all classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard (27 cubic feet) per ten minutes (1 turn). Usable by: Fighters and Superheroes only.

Cursed Items

Cursed items come in many shapes and forms – most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the Editor is encouraged to create his own cursed items, the samples below should prove useful guidance:

Table 36: Cursed Items

1	Bag of Devouring
2	Censer of Hostile Elementals
3	Cloak of Poison
4	Crystal Ball of Suggestion
5	Dancing Boots
6	Flask of Stopped Curses
7	Horn of Collapse
8	Medallion of Projecting Thoughts
9	Mirror of Opposition
10	Robe of Feeble-mindedness

Cursed Item Descriptions

Bag of Devouring: Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

Censer of Hostile Elementals: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

Cloak of Poison: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: Does not function as a crystal ball, but implants a Suggestion (per the spell) in the viewer's mind. Powerful versions of this item might even implant a Geas.

Dancing Boots: These boots function as boots of elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately pavane.

Flask of Stopped Curses: This flask releases a curse of some kind when its seal is broken.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts: The wearer's thoughts can be "heard" by all nearby.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Robe of Feeble-mindedness: Anyone donning this cloak has his intelligence reduced to that of a garden snail.

UNDERWORLD AND METROPOLIS ADVENTURES

The following tables can be used to help plan hideouts, either mined for ideas or actually used for randomly designed hideouts.

Finding the Hideout

Table 37: Hideout Locations

Roll	Result
1	Hideout is in town, inside private, connected buildings
2	Hideout is under the town, in the city sewers
3	Hideout was built inside natural caves, found in some hills just outside of town
4	Hideout was built miles from town, hidden in a ravine that was then made into a lake to conceal the entrance
5	Hideout is a haunted mansion on the creepy side of town
6	Hideout is not in one fixed place, but is actually a magical site that follows a cursed circus around
7	Hideout is a giant submarine found off the coast
8	Hideout is on a new island raised through mad science from the bottom of the ocean or a nearby lake (no doubt causing local flooding at the same time)
9	Hideout is a giant floating platform held aloft by blimps
10	Hideout is a fortress-like stronghold built out in the middle of nowhere
11	Hideout is an ancient wizard's tomb
12	Hideout is an underground complex dug out underground, then concealed with a fake farm above it
13	Hideout was built inside an "extinct" volcano that could really start erupting again at any dramatic moment
14	Hideout is actually a private train (a bit linear, but...)
15	Hideout is deep in a forest, built into the treetops as a series of treehouses connected by bridges, ramps, and swinging ropes
16	Hideout is an actual European castle. If not in Europe, then a wealthy man had it moved overseas brick by brick
17	Hideout is inside an artificial iceberg
18	Hideout is located in catacombs under an old graveyard
19	Hideout is inside a step pyramid in a remote jungle (either authentic ruins or made to look that way)
20	Hideout is a downed Martian spaceship
21	Hideout is inside a magical pocket dimension reached through a magic portal
22	Hideout is under a pressurized dome on the ocean's bottom, fashioned by mermen
23	Hideout is a floating island that moves randomly through time and space
24	Hideout is in an abandoned church
25	Hideout is in an abandoned theater
26	Hideout is in an abandoned factory
27	Hideout is in an old shipyard; the ships are connected together underwater
28	Hideout is on a frozen mountaintop

29	Hideout is a “hidden floor” in a skyscraper that the elevators do not stop at
30	Roll twice and figure out a way to combine them!

Security Features for Hideouts

Table 38: Security Features

Roll	Result
1	All electrical power in the hideout can be cut by a master switch in the control room
2	Most rooms in the hideout are wired for sound
3	Major rooms in the hideout are monitored by television cameras
4	One-way secret doors allow security personnel to move quickly around rooms
5	Remote-controlled trapdoors in ceilings throughout the hideout act like old-fashioned murder holes in castles, dumping dangerous substances onto invaders
6	All major doors in the hideout have electronic locks that can be locked from the master criminal's command room
7	All doors in the hideout are kept locked (traditional locks), with only senior-ranking hoodlums having keys
8	The floors of major rooms in the hideout are metal and can be electrified from secret control panels located nearby
9	All major hallways are patrolled by hoodlums (possibly with guard dogs)
10	All major doors have glassed-in peepholes manned by sentries
11	Explosives are concealed around the hideout so the whole hideout, or sections of it, can be destroyed remotely
12	Sliding walls can be controlled remotely from a control room and used to seal off sections of the hideout
13	A series of glass pipes run through the hideout. Tiny creatures or people move through them to keep watch on different areas
14	A small hallway to a sensitive area shifts quickly, whisking an intruder elsewhere and depositing a pile of bones into the hallway in his place
15	There are no un-trapped doors; the hideout can only be safely entered via a window
16	All of the doors are too heavy to be opened by a normal person. The hoodlums have keys that activate machinery to open them
17	All the hoodlums wear distinctive uniforms; the Heroes cannot sneak around the hideout without wearing the same uniforms
18	Robots disguised as statues
19	Passwords required from sentries at checkpoints throughout the hideout
20	Rooms that are nothing but big traps that the mobsters know to avoid

Unusual Hideout Rooms

Table 39: Unusual Rooms

Roll	Result
1	A “living” room with mirrors on one whole wall; anyone reflected in the mirrors looks like an undead version of themselves
2	An indoor flower garden with talking faces on the flowers
3	A basement hangar that is actually a huge elevator with roof access

4	A bedroom closet that rotates when a secret button is pressed, revealing a hidden room
5	A trophy room full of “stuffed” animals that come to life when touched
6	A portrait gallery inexplicably full of paintings of all of the Heroes' major villains to date
7	An elevator that runs through a pressurized glass tube underwater
8	A sideways elevator, or sliding room, with buttons corresponding to hallways the room can connect to
9	A room that can be entered only by airlocks because the room contains an artificial (and poisonous!) atmosphere approximating that on Venus
10	A library with no exits; the secret to escaping must be read in the books
11	A funhouse-style shooting gallery with real guns and real innocent people as targets
12	A torture chamber with a great big wheel for strapping people to
13	A gambling casino where mobsters and innocent customers mingle (the games are all rigged, of course)
14	A recreation of a medieval dungeon, stocked with real (or mechanical) monsters!
15	An indoor chicken yard and henhouse (the chickens might be trained to attack)
16	A concert hall where the instruments play themselves
17	An indoor swimming pool (or a fish pond)
18	A giant room with a maze in it
19	An alchemical laboratory where only alchemical laws and not the laws of science govern
20	A temple room with a big idol the local mobsters worship (and will bow down to whenever they are in the room)

Combining Mobsters: Sometimes the Editor (or the Editor’s story, anyway) is best served by a small hideout with a certain type of mobster inside, like a 4-room farmhouse taken over by brigands or a single tomb with a wight inside it. More often, though, players will be more entertained by a larger hideout with a wider variety of challenges. Sometimes, mobsters may work together to pose a greater challenge. Using the categorical mobster table allows the Editor to group “like kinds” of mobsters together, but the following are some more specific examples of mobsters that would work well together:

- Cavemen serving as leaders for savages.
- Savages riding sabre-toothed tigers in a lost world.
- A napoleon of crime who fled the country years ago returning for revenge with a small army of dervishes from Arabia.
- Yellow peril hoodlums arriving at a foreign shore aboard modern-day pirate ships.
- A mad scientist who has fooled a group of druids into believing he has magic powers.
- A mad scientist piloting a giant robot from inside it.
- Half-pints serving as lookouts for cowardly hoodlums.
- A group of brigands arriving at a council of master criminals with a group of abducted vamps to sell in an auction.
- The town vamp has a forbidden romance with a vampire.
- A flesh golem with an undead skeleton inside it.
- Corrupt politicians invite werewolves to their town so they can become werewolves too.

- A gang of slick hoodlums has been infiltrated by doppelgangers.
- An ultra mad scientist has figured out a technological means of summoning invisible stalkers from outer space.
- A fu manchu who has, through magic and scientific means combined, transformed his followers into lizard men.
- Stone giants serving as leaders for gargoyles.
- Fu manchus have been gathered by an ancient, dying clawed giant who wants the fu manchus to engage in a contest to determine which will succeed him.
- Aliens, using harpies like guard dogs, have come to Earth collecting human women to transform into more harpies.
- Mermen coercing sea monsters into attacking towns near the ocean.
- An efreet is released from a defective magic bottle that allows him to attack instead of forcing him to grant a wish. The efreet then rubs a djinn lamp, releases the djinn, and the two genies attack together.
- An evil titan, riding a chariot pulled by two baalrog demons.
- Savages riding boars (or, if undead, pygmy mummies riding barghests).
- Spectres possessing androids.
- A floating eye inside a gelatinous cube (and somehow immune to the cube).
- Salamanders coercing magma monsters into attacking villages near a volcano.
- A will-o-the wisp luring people out of town to a brigand ambush.
- A man-eating tree surrounded by creeper vines (or literally growing on it).

Metropolis Wandering Crimes: When the Editor does not have something grander planned, or when players simply want to bash some random criminals between scenarios, the following would serve as a list of crimes Heroes might come across. Unless the Editor has a good reason to do otherwise, he should arrange it so the Heroes arrive in ample time to prevent the crime. The Editor should also be aware that some of these crimes are very dark indeed and may not fit the mood of the campaign. These crimes should only be used if the Heroes are sure to be able to stop them.

Table 40: Wandering Crimes

Roll	Result
1	Youth out past curfew/running away
2	Murder by negligence
3	Suicide
4	Accidental manslaughter
5	Justifiable homicide (self-defense)
6	Intentional murder
7	Aggravated assault
8	Rape
9	Robbery
10	Burglary
11	Larceny-theft
12	Motor vehicle theft
13	Arson
14	Prostitution
15	Selling drugs
16	Gambling

17	Drunken brawl
18	Child abuse
19	Jilted lover
20	Disorderly conduct/loud argument
21	Recruiting for a gang
22	Drunk driving
23	Vandalism
24	Vagrancy
25	Con/swindle

The metropolis was a dangerous place at this time, near the end of the Depression and the start of World War II. The following are the average number of crimes per year, by type, that really happened between 1939 and 1941:

- Murder, non-negligent manslaughter – 2,632
- Manslaughter by negligence – 1,978
- Rape – 4,286
- Robbery – 26,965
- Aggravated Assault – 21,864
- Burglary, breaking and entering – 143,313
- Larceny, theft – 388,30
- Auto theft – 84,293

Dealing with the Authorities: Almost all Heroes are, technically, vigilantes operating outside the law, which is illegal. Whether or not law enforcement is hostile, critical of, or supportive of their local Heroes tended to vary based on the needs of the plot in Golden Age stories. While the mysteryman has limitations at lower levels preventing them from being immediately accepted by law enforcement, all other Heroes should be allowed a Charisma-modified roll to determine their reaction – identical to recruiting supporting cast – every time there is new interaction with the local law.

Real-Life Plot Hooks: This Supplement covers the first half of 1940, which was a turbulent time for much of the world even though the U.S. was still largely isolated from the larger events. Still, perusing any history book of the time should give some ideas for how to work real-world events into game scenarios, such as the following:

Jan. 1940

- The whole northern hemisphere seems to be gripped in a particularly harsh winter. A record-breaking cold wave has swept through the U.S. and Canada and temperatures in northeastern Europe are so low that the cold has even ground the Soviet-Finnish war to a temporary halt. Could a group of mad scientists, working in tandem on multiple continents, be responsible? And to what purpose?
- Japan and China continue to battle indecisively in China's northern provinces. No doubt many mystic artifacts in long-guarded caves are in danger from this war. Would the Chinese be willing to allow foreigners to come in and retrieve the artifacts so they can be moved to safer places before the Japanese claim them?
- Britain is accused of allegedly opening the mail of U.S. citizens en route to neutral countries. Mermen Heroes would be good candidates to confirm or deny those allegations.
- For Heroes eager to fight the Nazis, the U.S. is frustratingly neutral, but neighboring Canada is sending the 1st Division of its Army to help defend England. Maybe some Heroes can sneak in...?
- FDR's State of the Union address calls on increased defense spending and warns against isolationism.

Will the War Resisters' League go too far protesting this almost-a-call-to-arms?

- Polish Jews are seeking asylum in the U.S. and elsewhere in droves. Might Nazi agents be following them and attempt to “finish the job”?
- Japan is seeking a most-favored-nation treaty with the U.S. Could those diplomats really be spies?
- The U.S. has appointed new ambassadors to Canada, Cuba, Belgium, Peru and, for the first time, Australia. Might those ambassadors need special protection for a special mission?
- Gold is practically flowing from war-torn countries to “safe” U.S. banks. Might this prompt a rash of bank robberies?
- Argentina and Uruguay have stopped negotiating trade agreements with the U.S. Do they have something to hide?

Feb. 1940

- Under State Secretary Sumner Welles is starting a tour of Europe to assess the war situation. Sounds dangerous. Maybe the government asks some Heroes to accompany and protect him?
- Senators Robert Wagner and Walter George are trying to pass legislation calling for \$10 million towards building new rural hospitals. Perhaps Heroes will rally to drum up support for a worthy cause?
- The U.S. Army is testing the Bell P-39, a new cannon-carrying pursuit plane, at Bolling Field in Washington, D.C. If something goes wrong with the tests, it would sure help to have Heroes nearby...
- Dr. James Collip, one of the co-discoverers of insulin, has devised a new therapy for diabetes. Might some villain want this secret for himself to sell or destroy?
- The international chess tournament is being held in Havana, Cuba. Will global politics lead to trouble at the tournament?
- FDR himself is one of the supporters of a \$1 million drive to save the Metropolitan Opera in New York. Will Heroes help in the fundraiser? And might it be a good means for novice Heroes to get to meet the President..?
- The American Youth Congress is accused of harboring Communists in its organization after it refuses to condemn Russia for invading Finland. Is it true that Communist spies lurk in the youth group or are the accusers up to something ...?
- The strike at the Chrysler Corporation goes into its 54th day. Will the Heroes be hired as strike-busters or save the strikers from overzealous strike-busters?
- Ambassador to France, William Bullitt returns to Washington, D.C. from France to speak to the President. What secrets might he have brought back from France and who would want to stop them from reaching the President's ear...?
- The World Jewish Congress convenes in Washington, D.C. Might pro-Nazi supporters wish to sabotage the event?

Mar. 1940

- Tornadoes sweep the Ohio and Mississippi river valleys. The death toll was historically low, but was that really because of Heroes intervening?
- State Under Secretary Sumner Welles meets with Hitler in Berlin. Good time for Heroes to be beside him, for a chance to smack der Führer!
- An ice storm sweeps New England from eastern Pennsylvania to Boston, Mass., causing enormous damage. Perhaps fallout from a magical duel between wizards?
- Bribery conspiracies come to light in the federal courts of Pennsylvania. Heroes might have uncovered the conspiracies or need to exonerate innocent judges accused of being part of the conspiracy.
- The German steamer, Hanover, is scuttled by the British Royal Navy near Puerto Rico, in American waters. Are American Heroes going to let the English get away with that?
- Many Americans fear FDR's unprecedented run for a 3rd term in office is an abuse of power. After FDR wins the New Hampshire primary, would that prompt some radical(s) to try to assassinate the President?

- U.S. newsman James Young is captured in Japan and tried for spreading rumors about the Japanese Army. Will Heroes brave sneaking into Tokyo and freeing him?
- The Mexican Communist Party accuses the U.S. of plotting to help General Juan Almazan in open revolt. If true, are Heroes working with him?
- Senator Thomas Connally of Texas threatens to lead a Southern filibuster against the anti-lynching bill in debate in the Senate. Is lynching so widespread in Texas that Heroes will have to do something about it?
- Mexico seizes 1.5 million acres of American-owned land in Chiapas. Is this political retaliation, or is there something of great value on that land that Heroes might have to safeguard...?

April 1940

- A solar eclipse occurs on April 6. Could it have mystical connotations?
- The University of California starts building the world's biggest cyclotron. What mad scientists might be drooling over the chance to steal it?
- The volcano Mauna Loa becomes active near Hilo, Hawaii. Could magma monsters be responsible?
- A Gallup poll reports that the disease most Americans are worried about is syphilis. Will Heroes organize to raise money to find a cure? Might this coincide with Dr. Paul Ehrlich's report five days later of a chemical treatment for syphilis?
- Japan issues a warning threatening the Dutch-controlled East Indies. Secretary of State Hull issues a stern reply. Will he back it up by sending Heroes to protect the East Indies?
- Goodyear-Zeppelin asks Heroes with weather-related powers/spells/items to help test their new dirigible design. Just in time for a criminal to try to steal it?
- The U.S. agrees to send some military aviation experts to advise Chile's air force. Maybe they send some flying Heroes along?
- The U.S. needs to pressure Britain and France into scaling back their blockades of neutral countries. A show of force from some Heroes aboard a U.S. naval ship might help, especially if the parlay between naval officers of the three countries happens to be interrupted by an attack from enemy U-boats...
- Terrorists are bombing American-owned newspaper offices in Shanghai. Is it part of a larger conspiracy Heroes will have to deal with?
- The Carnegie Institute offers a \$1 million bounty on Adolph Hitler. Any takers...?

May 1940

- A movement starts in Mexico to reclaim parts of El Paso, Texas. Will Heroes be needed to settle any border disputes?
- Press Wireless, Paris Office, debuts a new method of sending photographs via radio. Maybe the Heroes will need that for evidence in a mystery that started in Paris...?
- The U.S. Chamber of Commerce drafts a resolution asking Congress to keep the U.S. out of war. It might be a good PR stunt to have well-known and popular Heroes deliver the resolution to Congress...
- Even though the Spanish Civil War is largely over, the FBI has arrested people for trying to recruit Americans into the Spanish Loyalist Army. Did the FBI get them all? Should they?
- Doctors at the New York State Psychiatric Institute report using insulin along with shock treatment on mental patients. Perhaps they want some of the Heroes' arch-foes for test subjects...?
- The Prohibition Party, at its Chicago convention, sees its chance to become a major political contender by absorbing discontented Democrats and Republicans. Recruiting some Heroes as spokesmen might be just what they think they need to sway voters...
- The New York World's Fair opens. All Heroes should make a point of attending.
- FDR delivers a desperate appeal to Mussolini to keep Italy out of the war. Is he desperate enough to send Heroes to deliver the message...?

- The Museum of Modern Art opens an exhibit of Mexican art going back 2,000 years. Want to bet there are mystical artifacts on display...?
- Professor Albert Einstein tells the American Scientific Congress that “man is capable of solving the riddle of the universe’s origin”. That could lure a whole bunch of mad scientists out of hiding who think he knows more than he has let on...

June 1940

- Fearful of South American countries allying with the Axis countries, the U.S. might request a group of Heroes to find out why Chile has really withdrawn from the (admittedly floundering) League of Nations...
- House Un-American Activities Commission Chairman Martin Dies claims to have “evidence of espionage activity in the TVA”. Will Heroes be called in to stop saboteurs from wrecking the Tennessee Valley Authority...?
- A law is passed expanding the Navy Air Corps and “calling for 10,000 airplanes”. Will the aircraft industry now need protection from saboteurs as well...?
- Attorney General Jackson tells the House Appropriations Committee he needs more funds for fighting fifth column activities. Perhaps he just needs help from some Heroes...
- Dies’ Commission accuses the League for Peace and Democracy of being communists. Will the Heroes investigate this claim, and to defend it or refute it?
- Attorney General Jackson opposes the “formation of volunteer counter-espionage groups in the U.S.” Will this lead to a new policy of government opposition to costumed vigilantes...?
- FDR creates a National Defense Research Committee to “plan, coordinate and organize all scientific work on new weapons”. Will the committee need Heroes to help round up mad scientists and force their cooperation...?
- Congress passes the Alien Registration Act. Will Heroes help patrol U.S. borders and registering aliens? Could this also apply to aliens from outer space...?
- Westinghouse Laboratories discovers that gamma rays can release atomic energy from uranium. Sounds like expensive test subjects that crooks might want to steal...



Wandering Mobster LIST: The following lists are expanded from those found in Book III:

Table 41: *Challenge Level (HDE) >1*

Roll	Mobsters
1	Half-Pints
2	Cowardly Hoodlums
3	<i>Giant Rats</i>
4	Giant Vampire Bats
5	Creeper Vines
6	Gibbon Men
7-8	Wimpy Hoodlums

Table 42: *Challenge Level (HDE) 1*

Roll	Mobsters
1	<i>Giant (small) Beetles</i>
2	Vamps
3	Corrupt Politicians
4	<i>Bandits</i>
5	Mediums
6	Crooked Beat Cops
7	Slick Hoodlums
8	Drunken Hoodlums
9	Brigands
10	<i>Skeletons</i>
11	Giant Mosquitoes
12	Watch Dogs

Table 43: *Challenge Level (HDE) 2*

Roll	Mobsters
1	Thugs
2	Crooked Detectives
3	Magicians
4	<i>Giant (small) Spiders</i>
5	Anarchists
6	<i>Bad Men</i>
7	Lizard Men
8	<i>Giant (small) Centipedes</i>
9	Dervishes
10	Giant Ticks
11	<i>Wolves</i>
12	Yellow Peril Hoodlums

Table 44: *Challenge Level (HDE) 3*

Roll	Mobsters
1	Cavemen
2	Crooked Sergeants
3	Sages
4	Apes
5	Bugbears
6	Evil Great Men
7	Master Criminals
8	Mermen
9	Iron Robots
10	Tin Robots

Table 45: *Challenge Level (HDE) 4*

Roll	Mobsters
1	Blink Dogs
2	Ogres
3	Wild Boars
4	Evil Extraordinary Men
5	Crooked Lieutenants
6	Alligators
7	Harpies

8	Warlocks
9	Aliens
10	<i>Giant (medium) Centipedes</i>
11	<i>Lions</i>
12	Shadows

Table 46: *Challenge Level (HDE) 5*

Roll	Mobsters
1	<i>Werewolves</i>
2	Crooked Captains
3	Spellbinders
4	Evil Remarkable Men
5	<i>Centaur</i> s
6	Fu Manchus
7	Genghis Khans
8	<i>Grey Oozes</i>
9	<i>Owlbears</i>
10	<i>Giant (large) Spiders</i>
11	Magma (4 HD) Monsters
12	Wights

Table 47: *Challenge Level (HDE) 6*

Roll	Mobsters
1	<i>Giant (large) Centipedes</i>
2	Crooked Majors
3	Sorcerers
4	Evil Fantastic Men
5	<i>Gargoyles</i>
6	Barghests (5 HD)
7	Wereboars
8	Large Brass Robots
9	Giant Phase Spiders
10	<i>Wraiths</i>

Table 48: *Challenge Level (HDE) 7*

Roll	Mobsters
1	<i>Cockatrices</i>
2	Giant Apes
3	Barghests (6 HD)
4	Hydrae (5 HD)
5	Bears
6	<i>Mummies</i>

7	<i>Ogre Mages</i>
8	Giant (large) Beetles
9	Man-Eating Trees (7 HD)
10	Magma Monsters (6 HD)

Table 49: *Challenge Level (HDE) 8*

Roll Mobsters

1	<i>Basilisks</i>
2	Black Dragons (6 HD)
3	Barghests (7 HD)
4	Hydrae (6 HD)
5	<i>Manticores</i>
6	Salamanders
7	Man-Eating Trees (8 HD)
8	<i>Trolls</i>
9	Huge Bronze Robots
10	Giant (large) Lizards

Table 50: *Challenge Level (HDE) 9*

Roll Mobsters

1	<i>Djinn</i>
2	Black Dragons (7 HD)
3	Green Dragons (7 HD)
4	<i>Air Elementals (8 HD)</i>
5	<i>Earth Elementals (8 HD)</i>
6	<i>Fire Elementals (8 HD)</i>
7	<i>Water Elementals (8 HD)</i>
8	<i>Hill Giants</i>
9	Hydrae (7 HD)
10	Invisible Stalkers
11	<i>Specters</i>
12	<i>Vampires (7 HD)</i>

Table 51: *Challenge Level (HDE) 10*

Roll Mobsters

1	<i>Baalrog Demons</i>
2	Black Dragons (8 HD)
3	Green Dragons (8 HD)
4	<i>Stone Giants</i>
5	Hydrae (8 HD)
6	Man-Eating Trees (10 HD)
7	<i>Vampires (8 HD)</i>
8	Will-o-the-Wisps

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Appendix A: Index of Golden Age Heroes

Continuing from Book III, this list takes the index through the first half of 1940, by cover date. Boldface names are known not to be in the public domain.

Fighters

Abdul the Arab (Smash Comics #6-11)

Agent D-13 (Mystery Men Comics #6-11)

Air Ace "Speed" Bolton (Crackajack Funnies #19)

American Ace (Marvel Mystery Comics #3)

Angel (Marvel Mystery Comics #3-8)

Arrow (Funny Pages #33-38)

Bannon, Biff (Speed Comics #4-9)

Black X (Smash Comics #6-11)

Blue Streak (Crash Comics #1-2)

Bradley, "Slam" (Detective Comics #35-40, New York World's Fair #2)

Brady, "Wing" (More Fun Comics #52)

Bronson, "Biff" (More Fun Comics #51-56, All-Star Comics #1)

Burke, "Buck" (Crash Comics #2)

Captain Cook of Scotland Yard (Smash Comics #6-11)

Captain Danny/Denny Scott (Mystery Men Comics #6-8)

Captain Desmo (Adventure Comics #46, 47, More Fun Comics #53-56)

Captain Savage (Mystery Men Comics #6-11)

Carter, Chic (Smash Comics #6-11)

Carter, "King" (More Fun Comics #51-54)

Carter, "Smoke" (Speed Comics #4-6)

Carson, "Clip" (Action Comics #20-25)

Carson, Steve (Adventure Comics #48-51)

Carver, "Cotton" (Adventure Comics #46-51)

Christian, Jimmie (Smash Comics #9-11)

"Congo" Bill (More Fun Comics #56)

Conrad, Steve (Adventure Comics #47-51)

Crosby, Cliff (Detective Comics #37-40)

DA Steve Malone (Detective Comics #35-40)

Denton the Scientific Detective, Dean (Keen Detective Funnies v3 #1, [v4] #18-21)

Detective Sgt. Carey (More Fun Comics #51-56)

Dixon, Don (Amazing Mystery Funnies v3 #1)

Doll Man (Feature Comics #27-31)

Doc Savage (Shadow Comics #1-3, Doc Savage Comics #1-2)

"Ferret", Mystery Detective (Marvel Mystery Comics #4-8)

Finn the Daredevil, Barry (Amazing Mystery Funnies v3 #1)

Fulton, "Flash" (Smash Comics #6-11)

G-Man X-32, Ed Tracer (Crackajack Funnies #19-22)

Drake, Jane (Crash Comics #1-2)

Hammond, Ken (Jumbo Comics #11-16)
 Hardy, Chuck (Amazing-Man Comics #9-13)
Harrigan, "Hop" (All-American Comics #10-15)
 Hyper (Hyper Mystery Comics #1-2)
 Inspector Bancroft (Mystery Men Comics #6)
 Inspector Dan Dennis, F.B.I. (Amazing Mystery Funnies v3 #1, [v4] #18-21)
 Inspector Dayton (Jumbo Comics #11-16)
Ka-Zar (Marvel Mystery Comics #3-8)
 Law the Scientective, John (Smash Comics #6-11)
Logan, "Red" (Detective Comics #38-40)
Lt. Bob Neal (More Fun Comics #51-56)
 Lt. Drake (Mystery Men Comics #6-11)
 Lt. Jim Cannon (Speed Comics #6-9)
 Madame Fatal (Crack Comics #1-2)
 Marlin, "Spike" (Speed Comics #4-9)
Martin, "Bulldog" (More Fun Comics #51-55)
 Masked Marvel (Keen Detective Funnies v2 #18-20)
 Masked Pilot (Popular Comics #47-52)
Morgan, "Pep" (Action Comics #20-25)
Nelson, Bruce (Detective Comics #1-34)
 O'Day, Patty (Wonderworld Comics #9-14)
 O'Leary the Radio Newshawk, "Spark" (Keen Detective Funnies v3 #1, [v4] #18-21)
O'Neil, Barry (Adventure Comics #46-51)
 Parrish, Ted (Speed Comics #4-9)
Red, White, and Blue (All-American Comics #10-15, New York World's Fair #2, All-Star Comics #1)
Regan the Spy, Bart (Detective Comics #36-40)
 Richard, Kendell (Mystery Men Comics #6-11)
 Robinson, Richard G. "Gang-Buster"/"Mob-Buster" (Wonderworld Comics #9)
Saunders, "Speed" (Detective Comics #35-40)
Schuyler, "Skip" (Adventure Comics #46)
 Secret Agent Z-2 (Crash Comics #1-2)
Sgt. O'Malley of the Red Coat Patrol (More Fun Comics #51-56)
 Shangra (Crash Comics #1-2)
 Sheena (Jumbo Comics #11-16)
 Skyman (Big Shot Comics #1-2)
 Sky Ranger (The Funnies #42-43)
 Stevens, "Spark" (Wonderworld Comics #9-14)
Stone, Jimmy (All-American Comics #10-15)
Strong, "Socko" (Adventure Comics #46-51)
 Super-Midget/Minimidget (Amazing-Man Comics #9-14)
Tex Thompson (Action Comics #20-25)
 Turner, "Wing" (Mystery Men Comics #6-11)
 Veep, Philpot (Smash Comics #6-11)
 Wendall "Wings" (Smash Comics #6-11)
 Woman in Red (Thrilling Comics #1-5)
 ZX-5 (Jumbo Comics #11-16)

Magic-Users

Blazing Scarab (Champion Comics #3-5)
Dr. Fate (More Fun Comics #55-56)
 Ibis the Invincible (Whiz Comics #2-5)
Johnny Thunder (Flash Comics #1-6, New York World's Fair #2)
 Mantoka (Funny Pages v4 #1; #36-37)
 Sorceress of Zoom (Weird Comics #1-3)
Spectre (More Fun Comics #52-56, All-Star Comics #1)
 Yarko the Great (Wonderworld Comics #9-14)
 Zanzibar (Mystery Men Comics #6-11)

Zatara, Master Magician (Action Comics #20-25, New York World's Fair #2)

Mysterymen

Angel (Marvel Mystery Comics #3-8)

Batman (Detective Comics #35-40, Batman #1, New York World's Fair Comics #2)

Black Owl (Prize Comics #2-4)

Clock (Feature Funnies #3-20, Feature Comics #28-31, Crack Comics #1-2)

Cosmo, the Phantom of Disguise (Detective Comics #35-37)

Crimson Avenger (Detective Comics #37-40)

Cyclone (Whirlwind Comics #1)

Daredevil (Silver Streak Comics #6-7)

Eagle (Science Comics #1-5)

Face (Big Shot Comics #1-2)

Fox (Blue Ribbon Comics #4-8)

Green Falcon (Blue Ribbon Comics #4-8)

Mask (Exciting Comics #1-3)

Moth (Mystery Men Comics #9-11)

Owl (Funny Pages v4 #1)

Raven (Sure-Fire Comics #1)

Robin (Detective Comics #38-40, Batman #1, New York World's Fair Comics #2)

Sandman (Adventure Comics #46-51, New York World's Fair Comics #2, All-Star Comics #1)

Scarlet Avenger (Zip Comics #1-5)

Shadow (Shadow Comics #1-4)

Sphinx (Exciting Comics #2-3)

Spy Smasher (Whiz Comics #2-5)

Whip (Flash Comics #1-6)

Superheroes

Air Man (Keen Detective Funnies v2 #19-20)

Ajax (Doc Savage Comics #2)

Amazing-Man (Amazing-Man Comics #9-14)

Bird Man (Weird Comics #1-3)

Black Widow (Mystic Comics #4)

Blue Beetle (Mystery Men Comics #6-11, Blue Beetle #2-3)

Blue Blaze (Mystic Comics #1-4)

Blue Bolt (Blue Bolt #1)

Black Condor (Crack Comics #1-2)

Bob Phantom (Top-Notch Comics #3-7, Blue Ribbon Comics #3)

Bulletman (Nickel Comics #1-2)

Captain Future (Startling Comics #1)

Captain Marvel (Whiz Comics #2-5, Special Edition Comics)

Comet (Pep Comics #1-6)

Doc Strange (Thrilling Comics #1-5)

Dynamic Man (Mystic Comics #1-4)

Electro/Dynamo (Science Comics #1-5)

Electro, the Marvel of the Age (Marvel Mystery Comics #4-8)

Eye (Keen Detective Funnies v2 #18-20)

Fiery Mask (Daring Mystery Comics #1, 5, 6)

Flame (Wonderworld Comics #9-14)

Flash (Flash Comics #1-6, All-Star Comics #1)

Flash Lightning/Lash Lightning (Sure-Fire Comics #1)

Flexo (Mystic Comics #1-4)

Green Mask (Mystery Men Comics #6-11)

Hawkman (Flash Comics #1-6, All-Star Comics #1)

Hourman (Adventure Comics #48-51, New York World's Fair Comics #2, All-Star Comics #1)

Hugh Hazard and His Iron Man/Bozo the Robot (Smash Comics #6-11)

Human Meteor (Champion Comics #6-8)

Human Torch (Marvel Mystery Comics #3-8)
 Invisible Justice/Invisible Hood (Smash Comics #6-11)
 Iron Skull (Amazing-Man Comics #9-12, 14)
 Martan the Marvel Man (Popular Comics #47-52)
 Masterman (Master Comics #1-4)
 Mighty Man (Amazing-Man Comics #9-14)
 Samson (Fantastic Comics #2-7)
 Shark (Amazing-Man Comics #9-14)
Shield (Pep Comics #1-6, Top-Notch Comics #7)
 Shock Gibson (Speed Comics #4-9)
 Silver Streak (Silver Streak Comics #3-7)
 Speed Centaur (Amazing Mystery Funnies v2 #13-18)
 Stardust the Super Wizard (Fantastic Comics #2-7)
 Steel Sterling (Zip Comics #1-5)
 Strongman (Crash Comics #1-2)
Sub-Mariner (Marvel Mystery Comics #3-8)
 Sub-Zero Man (Blue Bolt #1)
Superman (Action Comics #20-25, Superman #4-5, New York World's Fair Comics #2)
Thin Man (Mystic Comics #4)
 White Streak (Target Comics #1-5)
 Wizard (Top-Notch Comics #2-7)

Appendix B: Comic Book Plots from 1940

In addition to real-world history, the comic books of the Golden Age are a wealthy source for plot ideas for H&H stories. The following continues Book III's appendix B through the first half of 1940 with examples from just one company:

- A runaway orphan alerts the Heroes to the crooked orphanage in town and its wicked superintendent (Superman #3).
- A woman confesses to knowing a smuggler. The smuggler frequents a night club in town and always has evidence of his smuggling ring on his person at all times. His gang is on a boat nearby (Superman #3).
- A Hero has a chance to save a celebrity who, when met again later, does not remember the Hero. The celebrity then announces his/her retirement and a retirement party he/she is throwing. The party is a ruse to take all of the guests hostage and transport them to an underwater hideout via submarine. The celebrity is revealed to be an ultra-mad scientist who transferred his mind into the celebrity's body (Action Comics #20).
- The Heroes face overwhelming numbers of savages in a jungle wilderness unless the strongest Hero can best the chieftain of the savages, or at least buy time for the other Heroes to escape (Action Comics #20).
- A moon woman approaches the Heroes and offers to lead them to the source of a poisonous mist that is killing people by the thousands. She leads them to the underwater hideout of a group of moon men who are releasing the mist into the surface atmosphere (Action Comics #20).
- A friend of a friend buys a ruby idol said to be cursed after the last owner died. Yellow peril hoodlums come to steal the idol and return it to their Chinatown hideout and their leader, who is secretly the previous owner in disguise (Detective Comics #35).
- The Heroes are hired as bodyguards by a man who is killed anyway in a barfight. The two killers flee the country by joining the French Foreign Legion. In Saudi Arabia, one of the killers becomes a sergeant and tries to order any Heroes after him into attacking Arab dervishes. The other killer is the prisoner of the dervishes (Detective Comics #35).
- A Hero pays a visit to an old friend and finds him and his wife murdered in their home. Later, the Hero spots a woman who looks just like the dead wife. She is the twin sister of the murdered woman and confesses to knowing the murderer – a counterfeiter who was forcing the old friend to work for him, then

murdered them both when they wanted to go legit (Adventure Comics #46).

- The Heroes are caught (or almost caught) in an explosion caused by an inventor who had accidentally set off his explosive new invention in his nearby lab. Shortly thereafter, the Heroes' arch-foe kidnaps the scientist and mounts his invention onto a plane and uses it to attack the metropolis. The plane takes off and lands from a hideout in a distant volcano. The scientist is being held prisoner there and is booby-trapped so that any attempt to free him will blow up the metropolis. The villain demands the Heroes steal for him so he will spare the inventor and the city. Doing so might be the only way to get close enough to the villain to save the inventor safely (Action Comics #21).
- An old colleague of a Hero summons him to his home to show a little wooden doll that looks just like the colleague, with a knife in it and a death threat attached. Unless the Heroes figure out that the doll is made from a rare wood found locally only on the neighbor's property, the neighbor will try to stab the colleague with a knife and kill him over some dispute (Action Comics #21).
- While visiting a rich friend, the Heroes discover a dead body. When they report the body to the local sheriff, the sheriff tries to arrest the Heroes for murder. The body was a trap to get the Heroes away from the rich friend so the rich friend can be killed by the corrupt sheriff and replaced with a double (Action Comics #21).
- A dying FBI agent gives the Heroes a notebook explaining a fog-generating invention. Just such an invention seems to be used to cover a series of robberies in the same town. The inventor is being held captive by the robbers, who must lead the Heroes back to their hideout so he can be freed (Detective Comics #36).
- The Heroes are hired to go to China and bring back an object from a temple. A Chinese woman will accompany the Heroes and describe the item to them only when they reach the temple. In China, the Heroes run into yellow peril hoodlums after the same thing and encounter them again in the trapped temple, while both sides vie for recovering an idol (Detective Comics #36).
- A Hero catches a woman in the act of trying to open a wall safe containing important evidence in a murder case. The woman is a professional safecracker raised in a "family" of safecrackers. Another family member is accused of murder in the aforementioned case. The woman is willing to trade information she has on the DA's daughter for her freedom. Shortly thereafter, the safecrackers try to abduct the DA's daughter to force him to close the case (Adventure Comics #47).
- The Heroes are either hired as war correspondents or asked to protect war correspondents in a European country currently at war (either fictitious or real). While on the steamer crossing the Atlantic, the Heroes have the chance to save a foreign actress from an assassin. If followed, the actress appears suspicious and could be a spy. The actress is supposed to meet some diplomats at a reception, but the reception is interrupted by a bombing raid. The actress uses the raid as cover to slip away. If followed, she leads the Heroes to a submarine plotting to attack a ship from a neutral country in port (Action Comics #22).
- A Magic-User confronts a "demon" (perhaps a vampire?) trapped on an otherwise deserted island. The "demon" wins the fight and returns to the mainland wearing the form of the Magic-User, but before the Magic-User dies he sends a letter to the Heroes warning them about the "demon" and including with it a magic talisman that will help them fight it (Action Comics #22).
- The Heroes have the chance to save a wealthy banker from being poisoned. Another attempt on his life follows. A mobster disguises himself as the banker to steal money from his bank. If that fails, the mobster disguises himself as one of the Heroes to collect a reward from the banker (Action Comics #22).
- A Hero breaks up a robbery at a fur store, upsetting the master criminal who controlled the robbers. The criminal has the Hero and a supporting cast member kidnapped. The Hero has to free himself from a death trap (such as being sealed in a barrel and dumped underwater), then save the supporting cast member, and then capture the mobsters. If the Hero fails to free himself from the death trap, perhaps the Hero miraculously comes back to life (More Fun Comics #52-53).
- A Hero hears screams coming from an old house. Inside, a man is being beaten by thugs. If the man is rescued, he attacks both the Hero and the thugs and possibly wins. The man is a foreign spy and his partner will try to kill him either now or later, behind the scenes. The partner, a foreign count, and his gang can either be tracked down by following the spy or clues on his person (Detective Comics #37).

- The daughter of a wealthy couple has been kidnapped and the kidnappers demand the ransom be delivered by an ex-partner of the father. The kidnappers can be followed back to their hideout and, if the Heroes are stealthy enough, will be able to nab their leader when he arrives without tipping him off. The leader is, of course, the ex-partner (Detective Comics #37).
- A wealthy old man a Hero once helped dies and leaves him a racehorse in his will. The man's daughter tries to steal the horse back. If the horse races again, a crooked gambler takes an interest in the horse as well, first attempting to drug the horse and then, if that fails, to blackmail the jockey into throwing a race (Detective Comics #37).
- A wife seeks out the Heroes because her husband has joined a gang. She can warn the Heroes that the gang plans to steal pearls at a party later that night. If the robbers are caught or followed, the Heroes can learn the whereabouts of the hideout where the rest of the gang, and the husband, are (Adventure Comics #48).
- The DA invites the Heroes onto a cruise because he believes a passenger plans to kill him on the cruise. One passenger tries to knock him overboard and, as a back-up, a doctor on board will try to kill the DA if that fails. Both men work for a high society matron who is secretly a racketeer being investigated by the DA (Adventure Comics #48).
- A truce in the war in Europe (again, it can be between real or fictional countries depending on how closely you want to follow real world history) is broken and the Heroes go there to investigate it. The general who broke the truce can be found entering a secret cave and speaking to a face in a wall there. The face outlines their plan for attacking a neutral country (and can fire rays from its eyes too!). The face is controlled remotely by a master criminal responsible behind the scenes for inflaming the war in Europe. The Heroes might confront him on his dirigible-lifted aerial hideout if they follow planes carrying kidnapped reporters there (Action Comics #23).
- The Heroes investigate an earthquake that hit the metropolis and learn an inventor was responsible. A robber attempts to steal the earthquake machine, but is killed by a remotely detonated explosion before he can reveal who or where his boss is. The master criminal makes a two-pronged assault, simultaneously sending mobsters to kidnap the scientist and steal the invention at different locations. So long as the Heroes stop at least one attempt, the master criminal reveals himself and challenges the Heroes to compete with him in tests designed to favor something each Hero is good at. The challenges are just a ruse, of course, while more mobsters make second attempts at the professor and/or his invention (Superman #4).
- The Heroes investigate coastal flooding and discover a dome-topped city on an island that has risen out of the ocean. Flying monsters try to bring down the Heroes on the island's beach. The Heroes' arch-nemesis has somehow raised the island, is holding prisoners, and threatens the prisoners to try to force the Heroes into fighting monsters in the arena of the ancient city (Superman #4).
- A sociologist wishes for the Heroes to come speak to him about fifth column saboteurs. An attempt is made on the sociologist's life. Robbers later enter the sociologist's home to look for evidence. The killers and the robbers work for a master criminal coordinating sabotage in several industries. The sociologist has guessed where each group of saboteurs is going to strike and he or his notes can lead the Heroes to them. The master criminal in turn works for a businessman with international ties (Superman #4).
- A mobster tries to force his way into the local truck driver's union by kidnapping the daughter of the union leader. The mobster can be caught when the Heroes learn of the kidnapping, but his slick hoodlum gang wants the Heroes to join them instead of fight them (Superman #4).
- Engine trouble forces the traveling Heroes to seek help at an old house that happens to have a mad scientist living in it. The mad scientist has a pretty woman held hostage and wants to capture the Heroes too. He basically is just lonely and wants people to gloat to about his latest fiendish invention (Action Comics #23).
- An old associate of one of the Heroes seeks him out to help follow a map to jewels hid in an old, eccentric architect's tower. The mad architect is still alive and made the map to lure greedy people to his tower so he can kill them (Action Comics #23).
- A daughter seeks out the Heroes to help prove to her mother that her psychic advisor is really a fake.

The Heroes can easily deduce that the advisor is really a slick hoodlum, but this hood also has a mob large enough to trouble the Heroes and it seeks revenge on the Heroes, the mother, and finally by attempting to abduct the daughter (More Fun Comics #54).

- Hoodlums try to force a protection racket onto a circus owner and, when he refuses, they sabotage the acts. One or more hands from that circus might want to help the Heroes get revenge on the hoodlums responsible, who next move on to trying to damage a construction site to extort money from its owner (Detective Comics #38).
- The Heroes receive a tip as to which mob robbed a local jeweler. While cleaning out the mob's hideout, the Heroes might uncover that the jeweler had hired the mob himself to cheat his insurers (Detective Comics #38).
- The Heroes arrive on the scene of a burning building and are needed to help rescue people trapped inside. While in the burning building, the Heroes might find evidence that proves the janitor set the fire (Detective Comics #38).
- The Heroes are contacted by the daughter of a kidnapped scientist. The kidnappers can be trailed to their hideout, but by the time they find it the kidnappers might have the daughter in their clutches as well (Adventure Comics #49).
- One of the Heroes witnesses a murder. The victim is the second assistant of a doctor to be killed. The doctor has made an advance in medical science, but mobsters are pressuring him by killing his assistants into giving them the secret so they can sell it. The mobsters next intend to kidnap the doctor, which the Heroes are now in a position to stop (Adventure Comics #49).
- A killer announces his intended victims over the radio, cleverly carrying them out despite police protection and then robbing the victims. Mobsters take exception to this, being in their territory, and stage a trap for the killer themselves. The Heroes land on the trail of the killer just in time to join the melee. If anyone escapes, the Heroes can track the mobsters to their hideout or the killer to his next victim (Batman #1).
- The Heroes learn of ogres robbing banks in town and one of the Heroes has a chance to intercept one or follow it back to its lair. The ogres are coming from a mad scientist's hideout (possibly a mad scientist the Heroes have met before) and the hideout is full of more, plus traps that might inject the Heroes with the serum that will turn them into ogres. They must find the mad scientist and his antidote in time (Batman #1).
- The Heroes are needed to guard a valuable necklace on a cruise. One of the passengers manages to steal the necklace. While the Heroes investigate the mystery, robbers board the cruise ship intent on stealing the necklace themselves. This helps flush out the real thief (Batman #1).
- An arch-enemy of the Heroes escapes from jail and goes on such a widespread crime spree that the Heroes just happen to stumble across him in mid-robbery. If the villain escapes, the Heroes can bait a trap for him and he'll surely fall for it and arrive (Batman #1).
- A newspaper ad calls for help from the Heroes, sent by a rich, dying businessman with a wayward son. The man asks the Heroes to help set the son straight. The Heroes learn that the son is a gambling addict with a huge debt to a loan shark. The old man dies and, soon thereafter, the loan shark dies and the son is accused of murder. The Heroes must bring in the son, while at the same time finding evidence that a criminal rival of the loan shark was the true murderer (Action Comics #24).
- The Heroes are investigating the disappearance of three reporters on an island, but fall victim to traps on the island left by a mad scientist. Any captured Heroes are taken to the mad scientist's dungeon where they find the reporters, one of whom is secretly a detective and may be able to help the Heroes escape (Action Comics #24).
- The Heroes must rescue a woman from a hired killer. If saved, the woman reveals that the killer works for a gypsy magician of power greater than any Magic-User among the Heroes. The woman is the assistant of a stage magician who is also a true Magic-User and takes the Heroes to one of his shows. After the show, the magician can lead the Heroes to where the gypsy magician holds his séances and challenge him to a duel (Action Comics #24).
- The Heroes are called in to investigate an embezzlement scheme at a bank. The Heroes can find clues or use other means to divine that the bookkeeper is responsible. The bookkeeper has two hoodlums

working for him as back-up, but more dangerous is the fact that a powerful creature (perhaps a baalrog?) lurks on the bank building as a gargoyle and is awoken by the chaos inside (More Fun Comics #55).

- A mind-controlled pawn tries to kill a supporting cast member close to the Heroes. The Magic-User responsible can be tracked down, but has means to imperil the same cast member if it looks like he might lose the duel (More Fun Comics #55).
- When two millionaires are kidnapped, the Heroes receive a tip from a contact in Chinatown that a gang of yellow peril hoodlums is responsible. The contact is murdered, but not before leaving the Heroes a clue as to which pier (or other location) to look for the gang. While investigating, the Heroes are attacked and, if captured, made to fight members of the gang gladiatorial style (Detective Comics #39).
- A Navy ship is destroyed in port and a lone sailor is accused of sabotage. Looking into the crime, the Heroes find evidence of a remote-detonated mine and track down the saboteurs who set it and framed the sailor (Detective Comics #39).
- The Heroes are hired to guard a gem from thieves. When the thieves cannot get at the gem, they kidnap the gem's owner and leave a ransom note for the gem. The Heroes are lured into a trap by the thieves but, if they escape, the owner reveals he is actually an agent of the French government and the "thieves" work for him – it was all a test. The French government now wants the Heroes to fly to France and guard a jewel shipment coming to America by steamer. However, if the Heroes arrive in France, they are attacked by real robbers and robbers disguised as the Heroes try to steal the jewels (Detective Comics #39).
- A race horse owner contacts the Heroes and asks for protection – mobsters looking to take ownership of his prize racehorse beat him up. If the horse is too well-protected for the mobsters to steal, they bet against the horse and try to fix its next race (Adventure Comics #50).
- The Heroes must stop a runaway car, only to find the driver is dead. The DA knows the driver was on a jury that recently convicted two well-connected mobsters. Now the mob is threatening the DA next. The DA does not want the Heroes' help, but will need it when he is attacked (Adventure Comics #50).
- Bank messengers are turning up with amnesia, the money they were supposed to deliver missing. A reporter suspects hypnotism and directs the Heroes to a well-known local hypnotist. If confronted, the hypnotist tries to use the reporter as a hostage and escape. He even has picked out a cargo plane for a quick escape, knowing a gold shipment is on it (Action Comics #25).
- While in the wilderness, the Heroes come across an amnesiac man. Investigation reveals the man is a kidnap victim and the kidnappers soon show up looking for him (Action Comics #25).
- The police commissioner of the metropolis asks the Heroes for help with a new crime wave. The master criminal behind it is hard to track down because he uses amnesia gas on anyone who might give the Heroes a clue as to where he is. Only magic or powers can track him down (Action Comics #25).
- A weak bomb goes off in a department store and the prime suspect is a business rival who swears his innocence. Next, mobsters try to hijack shipments coming to the store and, lastly, another, stronger, bomb attempt is made in the store. Ultimately, these attacks can be traced back to the rival, who really is responsible (More Fun Comics #56).
- The Heroes are alerted by mystical portents that a magic-using arch-foe of theirs still lives and, in his mountain hideout, has a machine that can alter the Earth's magnetic fields. This will disrupt magic cast by anyone else and make him the most powerful remaining sorcerer on Earth, unless the Heroes stop him (More Fun Comics #56).
- A supporting cast member of one of the Heroes is chosen to star in a movie. On the set, a recreation of a gothic castle, someone tries to kill cast members one by one. The killer turns out to be the make-up artist, himself an ex-actor jealous that he was not cast in the movie (Detective Comics #40).
- An electrical ray is paralyzing everyone in local banks while men in rubber suits, protected from the ray, rob the banks. The ray can be traced back to its source, a mad scientist's hideout (Detective Comics #40).
- One of the Heroes witnesses a murder, but has no way to catch the killer himself. The police catch the killer later, but need the Hero as a witness. The killer's mob tried to kill the Hero to silence him and,

failing that, to kidnap a supporting cast member close to the Hero (Detective Comics #40).

- Banks are being robbed by two figures who appear to be famous men from history. The Heroes learn that wax statues of both men were stolen before the crime wave started. The Heroes can set a trap by advertising a new wax museum. The mad scientist who can animate wax statues shows up to steal a third (Adventure Comics #51).
- The Heroes track down stolen emeralds to a pawnbroker's shop where they were hidden by the robber. Another robber tracks the Heroes and tries to steal the emeralds back from them. The original robber turns up as well, trying to get the emeralds back from the Heroes (Adventure Comics #51).

For more Hideouts & Hoodlums, see <http://sites.google.com/site/HideoutsandHoodlums/>

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