

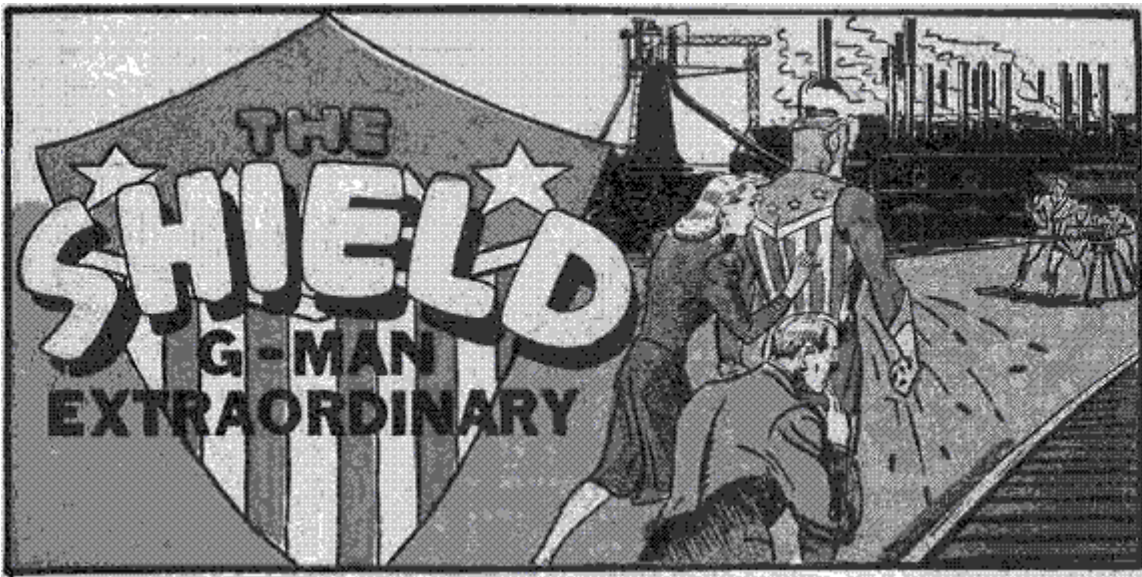
HIDEOUTS & HOODLUMS

By Scott Casper (after Dave Arneson)

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Supplement II: All-American



Hideouts & Hoodlums 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. All S&W material remains in italics and indented. This supplement also includes d20 Open Content magic items not found in S&W. This additional material is in a distinct font.

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

Temple of the Rooster God playtested by: Megan Griffin, Jeremy Best, Gerry Weinberger, Ronny Serio, Ned Martell, David Nishball, and Eric Medders.

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Foreword

I sure didn't know what role-playing games were back in 1975, being too young at the time to read and all (I only asked Mom for Batman comic books so I could skim the pictures). I understand, though, that the early games were spread like a disease, to paraphrase Gary Gygax. You were likely introduced to the game by someone you knew. The symptoms were an affection for funny-shaped dice, an obsessive need to collect those hard-to-find early gamebooks, and a command of the English language so proficient you knew what “dexterity” and “initiative” meant. And if you had those symptoms, that meant you got it.

If you didn't get it, you were immune, but if you got it...if the strange combinations of words and numbers all made sense to you, then you realized that you “got it” and that must have been a really special feeling back then. Nowadays, the mechanics of role-playing games are embedded in the ubiquitous video game culture and everybody knows them even if they don't recognize them, but back then – then, if you “got it” you were in on a secret language maybe a few other hundred people in the whole world knew.

Is HIDEOUTS & HOODLUMS ever going to catch on like a disease? Sadly, the words “I wish” come to mind. In 1975 you could count the number of RPGs on your fingers, but today there are tens – maybe hundreds -- of thousands of games all sharing some variation on the same secret language. There's hundreds of thousands of different ways to “get it” now and HIDEOUTS & HOODLUMS is just one of them. And that's okay with me. It's been 28 years for me since I learned my first RPG and now I finally have my own self-published RPG, a campaign for a dedicated group of gamers playing my own game who have been crawling through hideouts and tackling mobsters for about a year and a half now, and a small audience of game enthusiasts who may not have ever played H&H yet, but still “get it” and appreciate it. The proper simile is no longer like a disease, but more like a lottery. If you're that lucky 1 person in 500,000 who picks up this supplement and “gets it” -- congratulations! You win!

S. Casper
H&H Editor
Hanover Park, Illinois
30 June 2010

MEN AND MAGIC

CHARACTER CLASSES: The Hit Dice columns below show both the original Hit Dice progression and the optional HD progression from the **National Supplement**. The following table expands the Magic-User class to include levels 15 and 16:

Magic-Users

Table 1: Magic-user Advancement

Level	XP	HD	BHB	ST
15	2,140,000	6d6+4 or 12d4+3	+6	5
16	2,440,000	6d6+5 or 12d4+4	+6	5

Table 2: Magic-user Spell Advancement

Level	Spell Level							
	1	2	3	4	5	6	7	8
15	5	5	5	4	4	4	1	-
16	5	5	5	5	5	5	2	1

Counterspelling at Higher Levels: If the Magic-User is at least 6th level and at least twice the level of the opposing Magic-User, the defending Magic-User can counterspell and disrupt a spell on a roll of 4-6 on 1d6.

Presented here are also two new classes. The first is a “sub-class” of Superhero called the **Speedster** that any player can use. The second class is a Non-Hero class – this means it is meant for the Editor's use and, in rare circumstances at the Editor's discretion, can be played – called the **Villain**.

Speedsters: Superheroes who sacrifice the variety of powers available to the Superhero class for a special set of speed-based powers are Speedsters. Examples are the Flash, Silver Streak, Hurricane, and Quicksilver.

Superheroes with a Constitution and Dexterity score of at least 15 in each, and a Strength score of at least 12, may opt to become Speedsters. Only humans can be Speedsters. When a Superhero opts for the sub-class, no abilities of the Superhero class are retained and all Experience Points already earned are applied to the Speedster sub-class. The Speedster has no Prime Requisite and cannot trade points in ability scores.

Speedsters want nothing to slow them down, so they wear no armor and can only use light melee weapons (those that do d4 or d6 damage according to the **National Supplement**). Their AC [AAC] and damage increase gradually as they advance in level and move even faster.



Saving Throws: Speedsters make saving throws against science and plot at +1, against poison at +2, and against missiles at +4.

Table 3: Speedster Advancement

Level	XP	HD	BHB	ST	Level Title	Move Ft./ Turn (MPH)	AC [AAC]	# of. Att	Dmg./ Att
1	0	1d6 or 1d4	+0	14	Prompt	90 (2)	9 [10]	1	1d6
2	2,000	2d6 or 2d4	+0	13	Brisk	130 (3)	9 [10]	1	1d6
3	4,000	3d6 or 3d4	+0	12	Rapid	190 (4)	8 [11]	1	1d6
4	8,000	3d6+1 or 4d4	+1	11	Fleet	275 (6)	8 [11]	1	1d6+1
5	18,500	4d6 or 5d4	+1	10	Swift	400 (9)	7 [12]	2	2d4

6	37,000	5d6 or 6d4	+2	9	Speedy	590 (13)	7 [12]	2	1d10
7	74,000	6d6 or 7d4	+2	8	Quick	840 (19)	6 [13]	2	1d12+1
8	148,000	6d6+1 or 8d4	+3	7	Fast	1,220 (27)	6 [13]	3	1d12+2
9	246,000	7d6 or 9d4	+4	6	Fast	1,720 (39)	5 [14]	3	4d4
10	417,000	8d6 or 10d4	+5	5	Very Fast	2,660 (60)	5 [14]	3	2d8+2
11	600,000	8d6+1 or 11d4	+6	5	Very Fast	3,700 (84)	4 [15]	4	3d6+1
12	850,000	8d6+2 or 12d4	+7	5	Very Fast	5,680 (129)	4 [15]	4	1d20+2
13	1,100,000	8d6+3 or 12d4+1	+8	5	Very, Very Fast	7,700 (175)	3 [16]	4	1d20+3
14	1,400,000	8d6+4 or 12d4+2	+9	5	Very, Very Fast	10,520 (239)	2 [17]	5	4d6
15	1,750,000	8d6+5 or 12d4+3	+10	5	Very, Very Fast	14,000 (318)	1 [18]	5	2d12+3
16	2,500,000	8d6+6 or 12d4+4	+11	5	Very, Very Fast	19,000 (431)	0 [19]	5	5d6

Hit Dice: Which HD the Speedster will use will conform to the HD for the rest of the campaign, either the original d6 with modifiers system or the class-specific HD system.

Movement: The movement rate listed above for the Speedster is his casual cruising speed, which at first comes out to be no more than a few miles per hour. Speedster's can move much faster, but these bursts of speed are reflected in the set powers they gain as they advance in level.

Bear in mind that the laws of physics do not apply strongly to Speedsters. They do not have trouble breathing while moving fast, nor do they suffer from friction, or burn calories proportionate to the amount of energy their bodies expend at super-speed. When punching someone at super-speed, the velocity of their punches increases the damage they do, but does not harm themselves. When moving faster than sound, they do not break the sound barrier, but lose density so that they do not strike the air with enough force to create a sonic boom.

Damage/Attack: Speedsters do the same damage with any weapon, attacking with extra velocity with lighter, normally d4 weapons.

There are occasions when physics will catch up with a Speedster, such as the Speedster being tricked into running into a wall at high-speed, when he will take damage equal to what he can dish out according to his level.

Speedsters also have the following special abilities:

Starting at 1st level, Speedsters have the Stealth ability of Mysterymen without the limit of needing dim light or less (their high speed allows them to become effectively invisible). The chance is 1 in 8 at 1st level, 1 in 4 at 3rd level, 4 in 10 at 5th level, and 2 in 4 at 7th level.

Also starting at 1st level, Speedsters who make saving throws that normally allow for damage to be halved will take no damage instead if they successful save (because of their better ability to dodge). Further, if a Speedster makes a successful saving throw against missiles, the Speedster can opt to catch said missiles – even bullets – in mid-air.

Starting at 3rd level, Speedsters have increased chances at surprise because they arrive so fast. They surprise on a 3 in 6 at 3rd level, 5 in 8 at 5th level, and 7 in 10 at 7th level.

Also at 3rd level, Speedsters gain the ability to look for things faster. They can make checks to find concealed or secret doors or other objects twice in 1 turn. They can make 3 checks per turn at 5th level, and 3 checks per turn at 7th level.

Starting at 4th level, Speedsters gain the ability to fool others with persistence of vision optical illusions, appearing to be in more than one place at the same time, equivalent to the Mirror Image spell, usable once per day.

Starting at 6th level, Speedsters can use the Gust of Wind power, as per Superheroes, once per hour. At 10th level, Speedsters can use it twice per hour.

Starting at 7th level, Speedsters can move underwater at the same speed as they move on land (presumably, because of their lower density at high speed).

Speedsters are only handicapped by their slower level advancement (compared to Superheroes), the fact that they cannot use pills or potions (their hyper-metabolisms burning out both of them immediately), and a strange compulsion to race each other. When Speedsters meet each other, they must save against plot to avoid or delay engaging in a race on the spot. If both Speedsters fail to save, the race will last 1d10 combat turns. A race between two Speedsters of the same level will be determined by the minuscule difference between their cruising rates – add 1d6 to each Speedster's Move for each turn of the race, with the higher total declaring the winner.

Speedsters can also not invent things (see **Book II: Mobsters and Trophies**).

Villains: If the Editor is amenable to a campaign of non-Heroic activity the players may opt to play this class, though it is best used as a foil for the Heroes under the Editor's control. There are too many examples from comic books to list them all here, but some obvious examples are the Claw, Luthor, the Joker, Dr. Sivana, and (very early in his career) even the Sub-Mariner.



The Editor may, however, wish to use the villain class for mobsters only. Levels in the villain class can be added on to established mobsters, especially those who have survived earlier run-in(s) with the Heroes – for example, a Master Criminal/3rd-level Villain, a Napoleon/2nd-level Villain, or a Fu Manchu/5th-level Mysteryman/4th-level Villain (see **Book II** for stacking levels onto mobsters).

The Prime Requisite of the villain is Intelligence, which must be 12 or better, though Strength must also be 12 or better. Wisdom cannot be higher than 17. Villains may be of any race, but must always be of Chaotic Alignment. They may wear any armor, use any weapons, and any magic items a Mysteryman can employ.

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

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

Table 4: Villain Advancement

Level	XP	HD	BHB	ST	Level Title	Survival Chance	Disguise Chance
1	0	1d6	+0	15	Apprentice Villain	10%	25%
2	1,500	2d6	+0	14	Bully	25%	40%
3	3,000	2d6+1	+0	13	Thief	40%	55%
4	6,000	3d6	+1	12	Mugger	55%	70%
5	12,000	4d6	+1	11	Burglar	70%	85%
6	24,000	5d6	+2	10	Arranger	85%	90%
7	48,000	6d6	+2	9	Racketeer	100%	90%
8	100,000	6d6+1	+3	8	Cutthroat	100%	95%
9	175,000	7d6	+3	7	Killer	100%	95%
10	275,000	8d6	+4	6	Villain	100%	95%
11	400,000	9d6	+4	6	Arch-Villain	100%	96%
12	550,000	10d6	+5	5	Arch-Villain	100%	96%
13	750,000	10d6+1	+5	5	Arch-Villain	100%	96%
14	1,500,000	10d6+2	+6	5	Arch-Villain	100%	96%

The main special ability of the Villain is the ability to survive events, such as falling a great distance or drowning, that would normally even kill Heroes. If the Villain is reduced to 0 hp by something that

should be capable of killing him, but makes a successful survival roll, then the Villain somehow survived. The Editor may have to get creative with an explanation for how the Villain survived (the Villain was caught on a tree branch no one saw in the ravine and was saved from the fall, the Villain found an underwater air-filled cave before drowning, **etc.**), but may not need the explanation ready until the Villain is next encountered.

Villains also have the ability to disguise themselves. If given enough time and materials to prepare (typically 1d6 days and 1d6x10 dollars) a villain can disguise himself to look like anyone. The disguise does not even need to be particularly clever. Normally, a rubber mask would not fool anyone, but on the face of a villain, a rubber mask is astonishingly realistic until removed. The villain may even be wearing a second mask (or even glasses!) underneath it.

A Villain can “monologue” at any time in the presence of a Hero. So long as the Villain is talking (or the Player playing the Villain is talking), any Heroes wishing to act must successfully save against plot to interrupt. Any pause in the monologue allows the Heroes to act normally.

A Villain may also “attach” himself to a Hero and become his nemesis. When in direct conflict with his nemesis, the Villain is equal level to the Hero. For example, a 3rd level Villain is the nemesis for a 7th level Hero. On the first turn of a combat, the Villain attempts to pistol whip a Supporting Cast Character (SCC), so he attacks as a 3rd level Villain. On the following turn the Hero shows up, so the Villain sprays multiple bullets (two per turn, being an automatic pistol), choosing both the SCC and the Hero as targets. The Villain now can make both attacks as a 7th level Villain, and even has extra HD (additional hp rolled on the spot) for the Hero's counterattack. On the third turn, the Villain fails his morale save and flees. Because the Villain is no longer directly confronting the Hero, he only has his normal HD for when the Hero pounces on him from behind.

A Villain cannot un-attach himself from a living Hero once a nemesis is chosen, even if the Villain becomes higher in level than the Hero. If the Hero actually dies, the Villain may choose a new nemesis after a year of game time has passed.

Villains can invent temporarily-functioning hi-tech items, just as Fighters, Superheroes, Mysterymen, and (non-Hero) mad scientists can, as per **Book II: Mobsters and Trophies**.

Starting at 8th level, Villains may establish hideouts and attract mobsters to them. When the Villain is being played by a Player, the details of the hideout must be worked out by the Player and approved by the Editor.

A Villain can never kill a Hero directly. If a Villain should defeat a Hero, the Villain **must** place the Hero into a death trap from which there is a chance (however slim) to escape. No saving throw against plot is allowed to circumvent this rule. If a Villain is being played by a Player, the Player must invent the details of the death trap, including describing how the Hero could possibly escape from it. The Player and Editor together must then agree on how likely the Hero's chance of escaping is (typically between a 1 in 6 or 3 in 6 chance) and the Editor will roll for it.

Villains have difficulty resisting the urge to boast in front of Heroes. Every time a Villain encounters a Hero, he must save against plot or reveal his planned intentions to the Hero(es) present.

Starting at 10th level, Villains must begin competing for territory. There can only be one Villain of 10th level or higher claiming a territory no smaller than 2,500 square miles. If there already is an established Villain claiming the desired territory, the new Villain will have to fight the old one until one of them is forced to leave or is killed.

COMBAT

Hit Locations: In many cases, the Editor may wish for the creative freedom to describe combat results as he sees fit. Perhaps 1 hp in damage is a scratch, a bruise, or simply muscle fatigue for a

Hero with many hp. For a novice Hero with just a few hp, that 1 hp of damage could be a serious injury. There are some occasions when damage should have a more serious impact, whether it be a scar, a slight limp, or maybe a concussion. On these occasions, the Editor may wish to leave such decrees to the fate of the dice rather than arbitrary choice.

When a modified attack roll is 18 or higher, damage is 6 or higher, and the damage will drop the victim to 7 hp or less remaining, the hit is significant enough that its location should be determined. The following table assumes the victim is human or man-shaped, since the majority of combat in **H&H** is likely to be man-to-man. Roll 1d20 and consult, based on the direction of the attack.

Table 5: Hit Locations

Location	Attack is from the	front	side	back
Head		1-3	1-4	1-5
Torso		4-10	5-10	6-14
Arm		11-16	11-16	15-16
Leg		17-20	17-20	17-20

Each section of the body has its own portion of the victim's total hp, according to the following breakdown:

- Head 20%
- Torso 70%
- Arm 20%
- Leg 20%

If an attack does enough damage to reduce the victim's total hp to 0 or less, the victim is obviously unconscious. If the damage only reduces the hp portion to that one body section to 0 or less, the victim must save against science or suffer an effect from the tables below.

Table 6: Head

Roll	Result
1-2	Vision blurs; victim is -1 to attack rolls for the next 1d8 turns
3-4	Victim is dazed and disoriented, losing initiative for the next 1d8 turns
5	Victim is stunned and cannot act for 1d4 turns; depending on the mood of the campaign, chirping birds or stars may appear around the victim's head
6	Victim suffers amnesia for 1d12 turns, unable to use any class-based abilities for the duration

Table 7: Torso

Roll	Result
1-2	Pain causes the victim a -1 penalty to attack rolls for the next 1d8 turns
3	Victim doubles over onto the ground and cannot stand up for 1d3 turns
4	Victim has "the wind knocked out of him"; stunned and cannot act for 1d6 turns

Table 8: Arm

Roll	Result
1-2	Arm goes numb and cannot be used for 1d4 turns
3	Arm is sprained and cannot be used for 1d6 hours
4	Arm is broken and cannot be used for 1d6 days

Table 9: Leg

Roll	Result
1-2	Leg goes numb and cannot be used for 1d4 turns; Move slowed by -10 ft.
3	Leg is sprained and cannot be used for 1d6 hours; Move slowed by 1/3
4	Leg is broken and cannot be used for 1d6 days; Move slowed by 1/2

SUPPORTING CAST MEMBERS (SCMs): Many SCMs already have an obvious class – policemen, G-Men, or soldiers as Fighters. Many SCMs – businessmen, informants, politicians – probably need

no class, interacted with only when they are occupationally needed. Some SCMs may interact with Heroes more steadily, more likely to encounter danger with them, and be more liable to earn XP in their company. Here are presented some notes on two of the most common ones – reporters and sidekicks.

An ordinary reporter with no special background may start with the equivalent of -100 XP or lower. When a male reporter reaches 1 XP or higher, he may opt to become a Fighter. A female reporter could too, though there would be societal roadblocks and general lack of opportunity for any kind of training. A female reporter would probably start at -100 XP writing agony columns. At 1 XP, she would be given serious reporting work. For each 100 XP she has, she may have a useful contact of her own, even beat cops or underworld stoolies. At 1,000 XP or higher, she will have the power of Trouble Magnet (a 3rd level Superhero power from **Supplement I**) usable once per day. Naturally, at some point, reporters of either gender will take an interest in the true identity of any Heroes concealing theirs.



Many Heroes enjoy a healthy interest in taking a boy between the ages of 8 and 12 and putting them into dangerous situations. The obvious benefit is having a SCM automatically involved in each scenario for the 100 XP such is worth. Chaotic Heroes may appreciate their value as living body shields. Whatever the Hero's motivation, luckily there are plenty of boys wanting to run around with superheroes. A boy sidekick is essentially a half-pint (see **Book II**) with -100 XP to start. At 1 XP, the sidekick becomes whatever character class his Hero is.

EXPERIENCE POINTS: The following are two optional rules for XP:

XP for Items: In the second part of this supplement is a table of XP values for hi-tech items and magic items. The Editor may choose to award XP for such items but, since hi-tech and magic items by their nature make challenges easier for the Hero(es), it is strongly encouraged that the Editor also thereafter enforce an XP penalty on awards, based on how many XP-valued items the Hero(es) carry. If a Hero wants full XP for an encounter, he need merely divest himself of his items first. Trophies stored off the Hero's person and inaccessible for the encounter do not count against the totals below. Further penalties can be extrapolated from the amounts below for the high-level Hero with a great many trophies.

Table 10: XP Penalties by Trophy XP
 XP Total for Trophies Carried XP Penalty

Up to 3,000	None
Up to 6,000	-10%
Up to 12,000	-20%
12,000+	-30%

XP for Keeping It Fun: Mobsters should become easier to beat as Heroes rise in level, but there's usually no need to hurry in taking them down unless innocent lives are in danger. For every turn a Hero intentionally delays in ending a combat, the Editor may award him 10-20 extra XP. A Fighter staying behind cover so he can “monologue” before ending a fight, a Magic-User counter-spelling just to show his superiority in a magical duel, or a Superhero letting a mobster get in extra licks just to show how tough he is would be worth 10 XP per turn. The Superhero stopping to juggle mobsters instead would be worth 20. Likewise, anything a player does that makes the rest of the players laugh should be worth a similar amount for his Hero, at the Editor's discretion.

XP for Mobsters: At the Editor's discretion, XP awards for mobsters can be doubled if the Hero(es) deliver both the mobsters and enough evidence to the police to ensure their conviction.

XP for Non-Violence: Based on the type of mood the Editor wishes to establish, completing an entire scenario without resorting to violence could be worth up to 1,000 XP.

XP for Teams: The rules currently encourage each Hero to keep his own trophies separately from the group, but in all likelihood most campaigns are not for solo Heroes and cooperation should be encouraged at every level. If a Hero team has a name, XP awards for trophies can be shared equally by all members of the named team and not just claimed by one member.

COMBAT: The following table is for when a Class-based attack table does not seem appropriate (such as when animals attack):

*Table 14: Target Armor Class [Ascending Armor Class]
Attack Roll (d20) Required to hit Opponent's Armor Class*

<i>Hit</i>	9	8	7	6	5	4	3	2	1	0	-1
<i>Dice</i>	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]
<1 HD	10	11	12	13	14	15	16	17	18	19	20
1 HD	9	10	11	12	13	14	15	16	17	18	19
2 HD	8	9	10	11	12	13	14	15	16	17	18
3 HD	7	8	9	10	11	12	13	14	15	16	17
4 HD	6	7	8	9	10	11	12	13	14	15	16
5 HD	5	6	7	8	9	10	11	12	13	14	15
6 HD	4	5	6	7	8	9	10	11	12	13	14
7 HD	3	4	5	6	7	8	9	10	11	12	13
8 HD	2	3	4	5	6	7	8	9	10	11	12
9 HD	2	2	3	4	5	6	7	8	9	10	11
10 HD	2	2	2	3	4	5	6	7	8	9	10
11 HD	1	2	2	2	3	4	5	6	7	8	9
12+ HD	1	1	2	2	2	3	4	5	6	7	8

Bullets: During a firefight, keeping track of bullets fired can be a real hassle. The following are two methods the Editor can use to help make it easier.

One is to roll 1d6 at the start of each combat for each gun involved. That gun can fire for that many turns before going empty.

Another alternative is to use missed attack rolls to reflect ill-fortune with a weapon other than just a miss. In this case, a roll of 1 means the gun has jammed and is unusable for the remainder of the battle and a roll of 2-4 means the gun is out of ammo and the shooter must take 1 turn to reload (if extra bullets are available).

POWERS: The following are additional Powers available to Superheroes:

- | | |
|---------------------------------|------------------------------|
| Level 2
Sense Friend in Need | Level 3
Empower Sidekick |
| Level 4
Mass Wrecking | Level 5
Scientific Genius |

Explanation of Powers:

Empower Sidekick

Power Level: 3
Range: 20 ft.
Duration: Length of bestowed power +1d4 turns (if not instantaneous)

The Hero using this power can transfer a power he has chosen for the day to his sidekick (or, with the Editor's approval, to another SCM). The sidekick can use the power at the same level of ability as the Superhero bequeathing it has. The sidekick does not even need to use the power immediately, holding onto it until it is needed, but the empowerment elapses if a full day passes and the power was not used.

Mass Wrecking

Power Level: 4
Range: 10 ft. per level
Duration: 1 turn/3 levels

The Hero can wreck alright – in a short burst of power the Hero can try to wreck everything in a 10 ft. radius. At 4th level and higher, the Hero can try to wreck everything in a 15 ft. radius and the radius goes up to 20 ft. at 10th level or higher. For the most part, the Hero can make a single roll representing the most common category in the area, or the average of those categories. A small room with nothing tougher than its own interior walls in it would qualify for the generator category, while a mass wrecking in a parking lot might require a roll on the car category. The Editor may require additional rolls for items in the area of effect that would require a roll two or more levels higher than the average category. Perhaps the Hero aims to wreck at a corner of a brick wall hallway with two doors, one with a robot behind it. The middle category between all the options of door, robot, and brick wall is the generator category. However, the Editor may ask for a separate roll for the walls, being two categories higher than generator.

Scientific Genius

Power Level: 5
Range: 0 ft.
Duration: 1d12 turns -1 turn/2 levels (to a minimum of 1 turn)

Though Superheroes always have the option of inventing temporarily effective hi-tech items, the scientific genius Superhero can invent permanent items as per the Ultra-Mad Scientist (see **Book II**). Androids can now be built and robots can be constructed with up to 1 HD per level of the Superhero. Whatever is constructed does not need to adhere to actual scientific or mechanical principles, but neither can the Superhero create a hi-tech item in an empty room – there must be **some** tools and materials present. The turns spent on building must be 4-hour rest-turns; the Superhero cannot create items while exploring or in combat.

Sense Friend in Need

Power Level: 2
Range: 1 mile/level
Duration: 1 turn/level

The Hero will know if, during the duration of the power, any of his own Supporting Cast Members are in imminent danger of harm. The Hero will even have an instinctive notion of the location of the SCM

(though how specific the notion is should be left to the Editor's discretion).

SPELLS: The following are additional powers available to Magic-Users:

<i>Level 6</i>	<i>Level 7</i>
<i>Blade Barrier</i>	<i>Aerial Servant</i>
<i>Conjure Animals</i>	<i>Charm Plants</i>
<i>Find the Path</i>	<i>Delayed Blast Fire Ball</i>
<i>Legend Lore</i>	<i>Earthquake</i>
<i>Mobster Summoning IV</i>	<i>Extension III</i>
<i>Repulsion</i>	<i>Limited Wish</i>
<i>Word of Recall</i>	<i>Mass Invisibility</i>
	<i>Mobster Summoning V</i>
	<i>Permanency</i>
	<i>Phase Door</i>
	<i>Power Word Stun</i>
	<i>Restoration</i>
	<i>Reverse Gravity</i>
	<i>Simulacrum</i>
	<i>Symbol</i>
<i>Level 8</i>	
<i>Astral Spell</i>	
<i>Clone</i>	
<i>Holy Word</i>	
<i>Mass Charm</i>	
<i>Mind Blank</i>	
<i>Mobster Summoning VI</i>	
<i>Polymorph Object</i>	
<i>Power Word Blind</i>	
<i>Resurrection (Raise Dead Fully)</i>	

Explanation of Spells:

Aerial Servant

Level 7
Range: Not applicable
Duration: Until task completed or insanity

This spell summons a powerful creature from the elemental planes of air, do fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him.

Animate Object

Level 6
Range: 60ft
Duration: 1 hour

The cleric "brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the cleric's commands, attacking his foes or performing other actions on his behalf. The GM must determine the combat attributes of the objects, such as armor class, speed, hit dice, and to-hit

bonuses on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [18], attack as a creature with 7-9HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

Astral Spell

Level 8
Range: 100 miles (above ground) 100 yards (below ground)
Duration: 2 hours

The caster projects his astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The spell has a duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond; and if the caster's body is underground, it need only be moved 100 yards before the connection is broken. The astral form is capable of casting spells, but there is a 4% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Blade Barrier

Level 6
Range: 60ft
Duration: 12 turns

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient, at a radius of 15ft. The barrier inflicts 7d10 points of damage to anyone trying to pass through.

Charm Plants

Level 7
Range: 120 ft
Duration: Until dispelled

If the plant fails a saving throw (and it need not be intelligent), it will obey the caster to the extent of its ability. The spell affects one large tree, six man-sized plants, twelve plants three feet tall, or twenty-four flower-sized plants.

Clone

Level 8
Range: Short
Duration: Permanent

By this eerie and disturbing spell, a piece of flesh, taken from a living person, is grown into an exact duplicate of the person at the time the flesh was removed (whether this requires a laboratory and how much time is required to re-grow the clone depend upon the spell formula and the Editor's discretion). If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane.

Conjure Animals

Level 6

Range: 30ft
Duration: 1 hour

The Magic-User conjures up normal animals to serve as his allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.



Delayed Blast Fireball

Level 7
Range: 240ft
Duration: Chosen by caster, up to 10 minutes

This spell creates a normal fireball, but the blast can be delayed for a period of up to 10 minutes. The burst radius, per a normal fireball, is 20ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas.

Earthquake

Level 7
Range: Editor's discretion
Duration: Immediate

In an area 60x60ft plus an additional 10ft (in both length and width) per three levels above 17th, the Magic-User causes a powerful earthquake. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

Extension III

Level 6
Range: Same as the spell being extended
Duration: See below

Extension III lengthens the duration of another spell by 50%. Only spells of level 1-4 can be affected by Extension III.

Find the Path

Level 6
Range: Caster
Duration: 1 hour (+10 minutes/level), 1 day outdoors

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate (such as a labyrinth). In the outdoors, the spell has greater power, lasting a full day.

Holy Word

Level 7
Range: 40 ft radius
Duration: Immediate

The speaking of a holy word dramatically affects all those within the range of its divine power. Creatures of fewer than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9–12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected but probably impressed.

Legend Lore

Level 6
Range: Caster
Duration: See below

Over the course of long and arduous magical efforts (1d100 days), the caster gains knowledge about some legendary person, place, or thing. The spell's final result may be no more than a cryptic phrase or riddle, or it might be quite specific.

Limited Wish

Level 7
Range: Editor's discretion
Duration: Changes reality

This spell is an extremely weak version of the "wish" spell. Limited wish is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present.

Mass Charm

Level 8
Range: 120 ft
Duration: Until dispelled

This spell operates in the same manner and with the same restrictions as Charm Person. However, it affects a total of 30 HD of creatures, in any combination. All saving throws are made with a penalty of -2.

Mass Invisibility

Level 7
Range: 240 ft
Duration: See below

This spell makes 1d3 hundred man or horse-sized creatures (or objects) invisible, as if they had been affected by a single invisibility spell. The spell can also affect up to 6 creatures of giant size. As with

the invisibility spell, the enchantment lasts until dispelled or until the creature makes an attack.

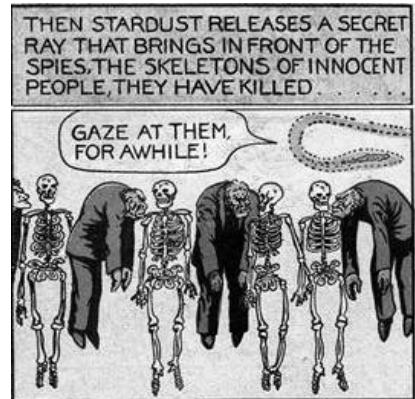
Mobster Summoning IV

Level 6
 Range: N/A
 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 IV

Roll	Mobster Type Summoned
1	1 gargoyle
2	1 ogre
3	1 lion
4	1 sabre-toothed cat
5	1 giant (medium-sized) lizard
6	1d2 shadows
7	1 werewolf
8	1d2 wights



Mobster Summoning V

Level 7
 Range: N/A
 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 V

Die	Mobster Type Summoned
Roll	(Chaotic casters may get the mobsters in parentheses, at the Editor's option)
1	1 cockatrice
2	1d2 centaurs
3	1 fantastic man (1 Fu Manchu)
4	1 major (1 Genghis Khan)
5	1d2 grey oozes
6	1 4-5 HD magma monster
7	1 ogre mage
8	1d2 wraiths

Mobster Summoning VI

Level 8
 Range: N/A
 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: *Monster Summoning VI*

Die Mobster Type Summoned

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

1	1d2 bears
2	1d3 giant (large variety) centipedes
3	1 djinn
4	1 8 HD air elemental
5	1 hill giant
6	1 giant (large variety) lizard
7	1 6 HD magma monster
8	1d2 manticores
9	1 mummy
10	1 huge robot

Permanency

Level 8

Range: See below

Duration: Permanent until dispelled by an opponent of twice the caster's level

This spell makes the effect of another spell permanent—unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. Considerable Editor discretion is required for the use of this spell: many spells should not be subject to being made permanent.

Phase Door

Level 7

Range: 10 ft from caster

Duration: Seven uses

The phase door is an invisible portal about 7 feet high, 10ft wide, and 10ft deep, accessible only to the caster. A barrage of dispel magic spells can close the passage, but only if the combined level of the dispelling casters is twice that of the portal's creator.

Polymorph Object

Level 8

Range: 240 ft

Duration: Editor's discretion

An object can be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an alien, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. Determining how long a proposed use of the spell will last is the province of the Editor; it is important to remember that this is an eighth level spell of considerable power—but not as powerful as a ninth level wish spell.

Power Word, Blind

Level 8

Range: 120 ft

Duration: 1d4 or 2d4 days (see below)

The caster speaks a word of power to a particular creature. If that creature has fewer than 40 hit points, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit points, it is blinded for 1d4 days. If the creature has more than 80 hit points it is not affected by the spell. No saving throw applies.

Power Word, Stun

Level 7
Range: 120 ft
Duration: 1d6 or 2d6 turns (see below)

The caster speaks a word of power to a particular creature. If that creature has fewer than 35 hit points, it is instantly stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points it is not affected by the spell. No saving throw is permitted.

Repulsion

Level 6
Range: 120 ft
Duration: 1 hour

Any creature trying to move toward the caster finds itself moving away, instead.

Restoration

Level 7
Range: Editor's discretion
Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows an evil Magic-User to drain a level from his target. The "good" version of the spell is exhausting to the caster, incapacitating him for 2d10 days. It is in the discretion of the Editor to allow this spell to restore lost points of ability scores as well as lost levels.

Resurrection

Level 7
Range: Editor's discretion
Duration: Immediate

This spell (also called "Raise Dead Fully") raises the dead back to life, in the same manner as the Raise Dead spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death, and suffers no other penalties. An evil "reversal" of the spell can also be cast, which causes death with no saving throw.

Reverse Gravity

Level 7
Range: 90 ft
Duration: 1 round (minute)

The spell reverses gravity in a cubical area approximately 30x30x30 ft in size. Anything in the area falls upward, and then when the spell ends they fall back down again.



Simulacrum

Level 7
Range: Touch
Duration: Permanent

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead is an acceptable means). A Limited Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30–60% (use a d3) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. It is worthy of note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a detect magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

Symbol

Level 7
Range: Editor's discretion (according to symbol)
Duration: Varies (depends upon symbol used)

A symbol spell creates a deadly magical trap, written into the shape of a divine rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

Symbol of Death: Deals 80 hit points of damage

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as per a Power Word, Stun.

Symbols cannot be crafted in such a way that would cause a permanent effect (such as insanity) upon those affected.

Word of Recall

Level 6
Range: Indefinite
Duration: Immediate

The Magic-User teleports without error back to his prepared sanctuary.

MOBSTERS AND TROPHIES

New Mobsters:

Ankylosaurs

Armor Class: -1 [20]
Hit Dice: 14

20

Attacks: trample (8d6) or tail swipe (4d6)
Special: wreck things
Move: 45
HDE/XP: 22/5000

This 6+ ton giant prehistoric ancestor of the armadillo is not a meat-eater, but it has no qualms about trampling even large-sized opponents in front of it or swinging its club-like tail at opponents behind it. Because of their great size, their Hit Dice are d12 instead of d6. They can wreck as if 3rd level Superheroes. They can only be found in the remotest of lost worlds.

Ants, Giant Martian warrior

Armor Class: 5 [14]
Hit Dice: 1-1
Attacks: bite (1d6-1 + poison)
Special: none
Move: 70
HDE/XP: 1/40

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 5:1. The poison of a warrior ant does 1d6 points of damage if a saving throw is failed, no damage if the saving throw succeeds. All Martian ants are pale in color and blind, sensing by vibration. Though the worker ants are only 4 inches long and mostly harmless, the warrior ants can grow to a foot in length. Their hives are common on Mars, but "colonies" can also be found in remote rainforests on Earth.

Athatches

Armor Class: 3 [16]
Hit Dice: 12
Attacks: weapon (4d6), bite (1d10)
Special: see below
Move: 75
HDE/XP: 16/3200

The offspring of demons and giants, athatches are monsters that stand about 14 ft. tall, weigh about 2 tons, have 1d3 eyes, 1d3 arms, and 1d3 legs. An odd-numbered eye is located in its forehead, an odd-numbered arm is located in the middle of its chest, and an odd-numbered leg is located behind its haunch. It is ambidextrous with two or more arms and can wield a weapon in either hand (though it still is only entitled to one attack per turn). A 1d6-type weapon like a club scales up to 4d6 damage if sized for an athatch's hands. An athatch cannot normally bite opponents man-sized or smaller in melee, but may (if victory seems likely) toy with its victims by grasping and lifting an opponent with a free hand (an attack roll is still required) and then biting on the following round. The poisonous spit of the athatch requires a save against poison at -2 or be helplessly nauseous for 1d3 turns. Alternatively, an athatch can spit this poison up to 10 ft. away.

Because of their demonic heritage, athatch can see in complete (non-magical) darkness to a range of 60 ft., have innate empathy (to a range of 30 ft.), and the following spell-like abilities they can use once per hour: Dark I, Levitate, and Phantasmal Force. Once per day an athatch can Polymorph into the form of another giant. Athatches take 1 point of damage less per die from cold, fire, gas, and lightning. Because of their size, their Hit Dice is d8 instead of d6.

Aurochs

Armor Class: 7 [12]

Hit Dice: 5
Attacks: gore (2d6)
Special: none
Move: 60
HDE/XP: 8/800

Aurochs are huge, prehistoric ox-like bovines that are 6 ft. tall at the shoulder, weigh over one ton, and have long, forward-curving horns. They are difficult to domesticate because the males are so aggressive. Because of their great size, their Hit Dice are d10 instead of d6. Because they are not built for combat, any damage they sustain halves their movement rate until they have healed. There are four female aurochs for every male. Females are half the size (and HD) of males and do not gore, though they can kick for 2d4 damage. Males have black fur while females have red fur.

Badgers, Giant

Armor Class: 5 [14]
Hit Dice: 3
Attacks: claw (1d6), bite (1d6+1)
Special: none
Move: 45
HDE/XP: 3/120

These subterranean predators are the size of a full-grown human, and quite aggressive when defending their territory. They are the size of large dogs and can be found in lost world areas of Asia.

Banshees

Armor Class: 0 [19]
Hit Dice: 7
Attacks: claw (1d8)
Special: magic or silver to hit; magic resistance 49%; shriek of death; Immune to enchantments
Move: 60
HDE/XP: 11/1700

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the Editor's discretion, such creatures might be undead rather than fey-folk, and are considered Type 9 undead for turning purposes.

Basilisks, Desert

Armor Class: 3 [16]
Hit Dice: 5+1
Attacks: bite (1d4+1d12)
Special: gaze, spit
Move: 45
HDE/XP: 8/800

Desert basilisks appear to be fat cobra snakes, about 20 ft. long, 2 ft. in diameter, with four skinny legs that help it propel itself along the ground, and horns all around the top of its head. These basilisks are

extremely poisonous—so much so that even the gaze of a basilisk inflicts 1d6 points of damage unless its line-of-sight victims save vs. poison. Anyone who makes the save will know to look away, but attacks the basilisk with a -4 penalty to hit and damage; the only way to negate this penalty is to risk the basilisk's glance.

In addition, a basilisk can spit its poison up to 20 ft. as a missile attack for 1d12 points of poison damage. The bite of a basilisk does 1d4 points of physical damage and the poison does an additional 1d12. Anyone who purposely comes into physical contact with a basilisk's hide (**e.g.**, making a touch attack) automatically takes 1d6 points of poison damage.

Any weapon that strikes a basilisk is envenomed and does an additional 1d12 points of poison damage to the next target hit.

Basilisks are indigenous to desert regions, but are sometimes transported elsewhere by wizards looking for exotic guardians.

Demon, Lemure

Armor Class: 7 [12]
Hit Dice: 5+1
Attacks: claw (1d6)
Special: regenerate (1hp/round)
Move: 15
HDE/XP: 6/400

Lemures are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. They are lower forms of demons, the fleshly manifestations of lost souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

Dragon, Blue

Armor Class: 2 [17]
Hit Dice: 8 to 10
Attacks: claw (1d8), 1 bite (3d8)
Special: spits lightning, wreck things
Move: 45 (120 fly)
HDE/XP: 10/1400 (8 HD), 11/1700 (9 HD), 12/2000 (10 HD)

Blue dragons spit a blast of electric lightning in a line 5ft wide and 100ft long, affecting everything in its path. A saving throw indicates half damage. Blue dragons can wreck things as if Superheroes of at least 1st level.

Dragon, White

Armor Class: 2 [17]
Hit Dice: 5 to 7
Attacks: claw (1d8), 1 bite (2d8)
Special: breathes cold
Move: 45 (120 fly)
HDE/XP: 7/600 (5 HD), 8/800 (6 HD), 9/1100 (7 HD)

White dragons are usually found in cold regions, where they can camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70ft and a base of 30ft.

Eels, Giant

Armor Class: 8 [11]
 Hit Dice: 3
 Attacks: bite (1d8)
 Special: none
 Move: (60 swimming)
 HDE/XP: 3/120

These giant conger eels grow up to 15 ft. long and weigh over 200 lbs. They think fish and sharks taste great. Some people think they taste great.

Elasmotherians

Armor Class: 3 [16]
 Hit Dice: 16
 Attacks: gore (5d6), trample (10d6)
 Special: wreck things
 Move: 75
 HDE/XP: 25/5900

This giant prehistoric cross between a rhinoceros and a horse, the elasmotherium, measures over 8 ft. tall at the shoulder, 20 ft. long, weighs over 7 tons, and has one giant horn up to 6 ft. long. It has a short coat of fur all over its body. Because of the size of the elasmotherium, its Hit Die is d12 instead of d6. It can wreck as if a 5th level Superhero. Luckily, this beast is only found grazing on lost world tundras.

Elasmosaurs

Armor Class: 5 [14]
 Hit Dice: 13
 Attacks: bite (4d8) or tail slap (2d6)
 Special: swallow prey, wreck things
 Move: (120 swimming)
 HDE/XP: 20/4400

These 2+ ton marine dinosaurs grow 45 ft. long, have long necks and tails, and flippers. Though they prefer to dine on whales and giant squids, elasmosaurs can swallow man-sized prey whole on a 20 (with swallowed opponents taking 1d8 damage per turn until rescued). Because of the size of the elasmosaurs, their Hit Dice is d10 instead of d6. They can wreck as if 1st level Superheroes. Elasmosaurs still lurk in the deepest depths of the ocean.

Giant, Two-Headed

Armor Class: 3 [16]
 Hit Dice: 11+1
 Attacks: claw (4d6), bite (2d8)
 Special: throw boulders, wreck things
 Move: 60
 HDE/XP: 11/1700



Solely the product of tasteless mad science, two-headed giants are the hideous abominations and also the dumbest of giants, having roughly ape-like intelligence. They are 14 ft. tall with green skin, one giant eye in each head, over-sized mouths full of fangs, clawed hands and feet with 3-4 fingers and toes on each limb, and shaggy brown fur all over their bodies below the necks. They can wreck things as if 4th level Superheroes, but are relatively clumsy giants and only throw boulders

up to 75 yards for 3d6 damage.

Glyptodonts

Armor Class: 0 [19]
Hit Dice: 10
Attacks: trample (3d6) or tail swipe (3d6)
Special: none
Move: 60
HDE/XP: 14/2600

Glyptodonts are prehistoric 1-ton crosses between beavers and armadillos. Because of their size, their Hit Dice are d10 instead of d6. They can wreck as if 1st level Superheroes. They tramp across lost worlds eating anything no more than half their size (which should include all Heroes).

Golem, Wax

Armor Class: 8 [11]
Hit Dice: 25 hit points
Attacks: fist (1d10)
Special: half damage from nonmagical weapons, slowed by cold, double damage from fire, half damage from all other spells
Move: 30 ft.
HDE/XP: 6/400

Wax statues that have been brought to life through magic or a combination of mad science and magic become wax golems. Wax golems may have been sculpted to resemble specific people and, if so, may display some characteristics of that person's personality (a wax golem of Napoleon wanting to take charge, a wax golem of Florence Nightingale wanting to help people, a wax golem of Thomas Edison wanting to run machinery, **etc.** They can be left to perform simple tasks on their own, but are not intelligent and cannot speak.

Gorgosaurs

Armor Class: 4 [15]
Hit Dice: 14
Attacks: bite (4d8), trample (4d6), or tail swipe (3d6)
Special: wreck things
Move: 70 ft.
HDE/XP: 20/4400

Smaller cousins of the tyrannosaurus rex, gorgosaurs are up to 30 ft. long (including tail) and weigh well over 2 tons. Their Hit Dice are d10 instead of d6. They can wreck as if 2nd level Superheroes. They are some of the most voracious meat-eaters found in lost worlds.

Gorilla-Lions

Armor Class: 5 [14]
Hit Dice: 6+1
Attacks: bite (1d6), claw (1d8), rend (1d10)
Special: none
Move: 75 ft.
HDE/XP: 6/400

The product of mad scientific grafting, these creatures have the upper bodies of gorillas mounted on

the bodies of lions in a centaur-like fashion. They are no smarter than regular gorillas though, probably due to the fact that they have most of a lion attached to them, they tend to be even more aggressive than normal.



Griffons

Armor Class: 3 [16]
Hit Dice: 7
Attacks: claw (1d8), 1 bite (2d8)
Special: flies
Move: 60 (135 when flying)
HDE/XP: 8/800

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They nest in high mountain aeries, where they lay their eggs and hunt their prey. Other times they are found in magical places, serving as guardians.

Hoodlum, Elite

Armor Class: 7 [12]
Hit Dice: 3
Attacks: weapon
Special: none
Move: 60 ft.
HDE/XP: 3/120

These are the pros, the hoodlums that the master criminals know by name and hold back for the Heroes to fight last. They have a 30% chance of wearing flak jackets (AC 5) instead of bulletproof vests and a 75% chance of having hi-tech guns.

Hoodlum, Superstitious

Armor Class: 8 [11]
Hit Dice: 1-1
Attacks: weapon
Special: magic tricks
Move: 60 ft.
HDE/XP: >1/20

These hoodlums are characterized by an over-dependence on good luck charms and omens that actually do seem to work for them, accounting for their slightly improved AC and a +1 bonus to saving throws. But they are also deathly afraid of magic and automatically fail all morale saves when magic is involved. One in five superstitious hoodlums can also work a magic trick. These tricks are never as powerful as a spell; they may distract someone with light or noise, mesmerize a Supporting Cast Member (never a Hero) for a few turns, or some other minor effect. They tend to fight with knives, but there is a 40% chance of each having a revolver as well.

Irish Elks

Armor Class: 7 [12]
Hit Dice: 4+1
Attacks: 1 butt (2d4), 1 hoof (1d10)
Special: none
Move: 60 ft.

HDE/XP: 5/240

The giant prehistoric elk is over 6 ft. tall at the shoulder, 10 ft. long, with an antler span of 12 ft. Because of its large size (and without equal fighting skills), the elk has d8 HD instead of d6. Because they are not built for combat, any damage they sustain halves their movement rate until they have healed.

Lycanthrope, Werebear

Armor Class: 2 [17]
Hit Dice: 8+3
Attacks: claw (1d6), 1 bite (2d4)
Special: lycanthropy
Move: 50
HDE/XP: 9/1100

Werebears are often found in temperate forests.

Minotaurs

Armor Class: 6 [13]
Hit Dice: 6+4
Attacks: Head butt (2d4), bite (1d4) and weapon (1d8)
Special: never get lost in labyrinths
Move: 65
HDE/XP: 6/400

The minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair. Most are not particularly intelligent.

Ochre Jelly

Armor Class: 8 [11]
Hit Dice: 6
Attacks: acid-laden strike (3d4)
Special: lightning divides creature
Move: 15
HDE/XP: 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a raise dead spell impossible.

Pachycephalosaurs

Armor Class: 3 [16]
Hit Dice: 9
Attacks: head-butt (3d6) or trample (4d6)
Special: wreck things
Move: 75
HDE/XP: 12/2000

Pachycephalosaurs are plant-eating dinosaurs that grow up to 16 ft. long, including tail, and weigh over a ton, with large bony skulls. They can ram opponents over 8 ft. tall, but any opponents smaller they can only trample. Because of their size, their Hit Dice is d10 instead of d6. They can wreck as if 2nd level Superheroes.

Plesiosaurs

Armor Class: 6 [13]
Hit Dice: 10
Attacks: bite (3d8) or tail slap (1d10)
Special: wreck things
Move: (110 swimming)
HDE/XP: 12/2000

These giant marine reptiles, are smaller cousins of the elasmosaurs, weighing only a ton and averaging about 14 ft. long. Besides the ocean's depths, some plesiosaurs might be hanging out in places like Scottish lochs. Because of their size, their Hit Dice is d8 instead of d6. They can wreck as if 1st level Superheroes. They mainly eat sharks.

Pteranodons

Armor Class: 7 [12]
Hit Dice: 2+1
Attacks: bite (1d6)
Special: fly
Move: 30 (120 when flying)
HDE/XP: 2/80

Pteranodons are flying reptiles with 30 ft. wingspans. Though they prefer fish, they can also hunt intruders in lost world regions.

Roosters, Giant carnivorous

Listings are for small, medium, and large:

Armor Class: 9 [10], 8 [11], 7 [12]
Hit Dice: 1/2, 1+1, 2+1
Attacks: bite: 1d3, 1d6, 2d4
Special: none
Move: 60, 65, 70
HDE/XP: >1/20, 1/40, 2/80

The products of mad science, these killer roosters stand 3, 6, or 9 ft. tall, have teeth-lined beaks, and a taste for human flesh.

Snakes, Winged

Armor Class: 7 [12]
Hit Dice: 2+1
Attacks: bite (1d6)
Special: poison, fly
Move: 30 (90 when flying)
HDE/XP: 3/120

These snakes resemble 10 ft. long asps with feathered wings and a wingspan of 15 ft. Though sometimes the product of mad science, winged snakes are more likely to be of alien origin. The bite from one requires a save against poison, the potency of which kills in 1 turn per level of the victim unless a successful save against poison is made.

Stingrays, Giant

Armor Class: 8 [11]
Hit Dice: 6
Attacks: sting (1d6 + poison)
28

Special: poison
Move: (100 swimming)
HDE/XP: 7/600

These stingrays are 10 ft. wide and weigh 1,000 lbs. The poison from their sting kills in 1d3 days if a save against poison is missed and no medical or magical attention is available. These rays can be found in deep freshwater environs where they typically hunt prey smaller than humans, but could make exceptions.

Squids, Giant

Armor Class: 6 [13]
Hit Dice: 11
Attacks: 1d3 tentacles (1d10)
Special: constrict, ink cloud, wreck things
Move: (90 swimming)
HDE/XP: 14/2600



Giant squids grow up to 60 ft. long and weigh up to 1 ton. Because of their size, giant squids have d8 instead of 6d HD. Giant squids can wreck boats and submarines as if 4th level Superheroes or simply snatch 1d3 crewmen, hold them fast, and drown them. Tentacles can be severed by 8 hp of damage each. If a giant squid flees from combat, it leaves a 30 ft. diameter cloud of ink in the water to cover its retreat.

Styracosaurus

Armor Class: 1 [18]
Hit Dice: 10
Attacks: bite (1d10), gore (5d4), trample (6d6)
Special: wreck things
Move: 50 ft.
HDE/XP: 16/3200

In lost worlds, nothing has more horns around its frill than the styracosaurus. This miniature cousin of the triceratops is a plant-eating dinosaur 18 ft. long and weighs over two and a half tons. Because of its size, it has d12 HD instead of d6. They can wreck things as if 2nd level Superheroes.

Titanotheres

Armor Class: 2 [17]
Hit Dice: 12
Attacks: gore (3d6), trample (6d6)
Special: wreck things
Move: 70 ft.
HDE/XP: 19/4100

Another cross between a rhinoceros and a horse, though more like a rhino than the elasmotherium, is the titanotheres – a 15 ft. long, 8 ft. at the shoulder, beast weighing 2 tons, with a distinctive T-shaped horn. Because of its size, it has d12 HD instead of d6. They can wreck things as if 3rd level Superheroes.

Vultures, Giant

Armor Class: 8 [11]
Hit Dice: 1+1

Attacks: bite (1d6)
Special: fly
Move: 30 (180 flying)
HDE/XP: 1/40

Not prehistoric, but merely an aberration found in remote places like the Andean Mountains. Also known as giant condors, they have a wingspan of 36 ft.

Woolly Rhinoceroses

Armor Class: 4 [15]
Hit Dice: 9
Attacks: gore (2d6), trample (4d6)
Special: wreck things
Move: 60 ft.
HDE/XP: 13/2300

This is the one-ton ancestor of the modern rhino. They have d10 HD instead of d6 because of their size. They can wreck things as if 1st level Superheroes.

Yellow Mold

Armor Class: n/a
Hit Dice: n/a
Attacks: 1d6 damage if touched
Special: poisonous spores
Move: 0
HDE/XP: 2/80

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10ft in diameter. Failing a saving throw against the spores means that the character is rendered comatose for 1d3 days, at the end of which time the Hero must, unless hospitalized or the recipient of a Cure Disease spell first, must make a second saving throw against poison or die. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

New Trophies: The following are offered without updated lists of randomized trophies. Rather, insert these new items to replace ones that have already turned up too frequently in campaign play.

Pills

Happy Pills: For 1d6+6 turns, the swallower will be incapable of taking any overtly, directly hostile action without making a save against plot at -4.

Headache Pills: The swallower of this pill will be so overcome with a migraine headache for 1d6 turns that there is a 3 in 6 chance he will be unable to act in any meaningful way each turn.

Impressionable Pills: The swallower of this pill will be vulnerable to every spoken suggestion for 1d6+6 turns. Every suggestion made necessitates a save against science or be treated as if the spell Suggestion. Actual magical attempts at coercion, such as the Suggestion or Charm Person spells, are saved against at a -6 penalty during the duration.

Weight Control Pills: The swallower of this pill can, for the next 1d6+6 turns, either double his body mass and weight or reduce his body mass and weight by one-fourth, or any point in between. Neither extreme affects body size and shape at all, but mass can be altered each turn if desired. Doubled body mass increases Strength by 2 (or True Strength by 4 for Superheroes), while one-fourth body mass decreases Strength by 2 (or True Strength by 2).

Machines

Fighting Machines: This machine is a metal box 8 ft. tall and 9 ft. wide, weighing 900 lbs. At the press of a button, six robotic arms telescope from one side, ending in boxing gloves. The machine houses an analytical computer that controls the arms and makes them block and jab in random patterns. Anyone sparring with the fighting machine for 1 hour will enjoy a +1 bonus to attack with his fists for the following 1d8 turns. However, there is a 5% chance per use of the machine malfunctioning and attacking as if a 3 HD mobster and doing 1d6 damage to anyone within 5 ft. until the machine is deactivated and fixed.

Flying Machines: This machine is a metal box 5 ft. tall and 8 ft. wide, weighing 500 lbs. At the press of a button, the machine unfolds into a working, one-man autogyro. The flying machine can fly at a Move of 600 ft. and at an altitude up to 800 ft. It cannot fly in winds over 15 MPH, nor for longer than a half-hour.

Time Machines: This machine has a metal frame 5 ft. wide and 10 ft. long, weighing 750 lbs. It has a seat mounted in the center with a control panel and a 10 ft. diameter spinning fan-like wheel at the rear. The machine can transport one person in the seat 1d6 turns into the past or 1d3 turns into the future.

War Machines: This machine is used primarily in traps. It is a machine 10 ft. high and 10 ft. wide, able to swing two axes and fire 3 darts per turn at any opponents in front of it. It can also roll forward on wheels at the rate of 10 ft. per turn. Simpler in function than a robot (and one category more wreckable), it can be programmed only for the simplest tasks, like rolling back to a certain point after it cannot roll any further forward.

Guns

Bulletless Guns: If loaded this gun fires normally with no benefit, but if unloaded the wielder only needs to point and make sound effects like “bang” or “pow” and the gun can shoot someone as if loaded for 1d6 damage within line of sight, at normal chances to hit.

Rayguns

Evil Rayguns: This gun projects a cone 60 ft. long and 10 ft. wide at its far end. Anyone caught in the ray must save against science at -2 or become Chaotic in Alignment and intentionally villainous in behavior for 3d4 hours.

Armor

Powered Armor: This exoskeleton not only provides an AC of 4 [15], but increases the wearer's Strength by 2 (up to 18)

Powered Armor, Greater: In addition to an AC of 3 [16] and increasing the wearer's strength by 4 (up to 18), the wearer takes only half damage from fire/heat, ice/cold, and electricity.

Riot Shield of Defense: In addition to being treated as hard cover (-2/+2 to AC/AAC), the riot shield also grants the combined benefits of a Ring of Invisibility and a Ring of Spell Turning.

Robotic Armor: This is a large robot that someone can actually ride in side and pilot. The robot is most likely a brass or copper robot (50/50). Any damage is taken by the robot first, the wearer only taking damage when the robot is reduced to 0 hp.



Transports

Moon Rockets: These ships may be giant phallic symbols with fins, round spheres, or saucer-shaped, but all are capable, once per day, of the superpower Fly to the Moon (how they are capable of it can vary too).

Miscellaneous Mad Science

Amnesia Gas: Anyone subjected to this gas must save against science at -2 or forget who they are. The victim will not be able to intentionally use a class-based ability until someone else suggests that he try to do so. The victim will be vulnerable to any suggested action during the duration, like the Suggestion spell, and may act opposite his Alignment. The gas lasts 1d12 hours.

Mechanical Hands: These devices typically replace one's own hands, though an ultra-mad scientist may devise other methods of incorporating these devices, like into robots. The hands are an improved version of mechanical gauntlets (see Book II: Mobsters and Trophies), doing 1d10 damage when grappling others and wrecking as if a 2nd level Superhero (or +1 to level if already a Superhero).

Mechanical Hands, Greater: This improved version of mechanical hands can do 2d8 damage when grappling and wrecks as if a 4th level Superhero (or +2 to level if already a Superhero).

Saltification Device: This metal box with a filter on both ends can, when left in pure drinking water can turn 100 gallons of water into salt water per hour. If reversed, the device can de-salt saltwater into pure drinking water at the same rate, but with a cumulative 5% chance per hour of being jammed by salt in the gears.

Shock-Cable Grenade: If this grenade strikes a single target (normal attack roll applies), it explodes into a mass of thin cables that entangle the target and holds him prone and unable to attack until the cables are wrecked. The cables are strong enough that they must be wrecked as if machines/chains. In addition, the victim takes 1d8 points of electrical damage per turn until the cables are removed.

Silence Device: This device, small enough that it can be worn as a backpack, creates white noise wherever there is sound within a 15 ft. radius so that nothing spoken can be understood.

Web Grenade: If this grenade strikes a single target (normal attack roll applies), it explodes into a mass of artificial webbing that entangles the target and holds him prone and unable to attack until the webbing is wrecked. The webbing is strong enough that it must be wrecked as if a car/brick wall.

Magic Items

Rings

Ring of Freedom of Movement: This gold ring allows the wearer to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis spells such as Slow or Web, or any mundane attacks such as wrestling. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

Ring of Swimming: This silver ring allows the wearer to move underwater at his regular movement rate, so a Hero with a Move of 60 would be able to move 120 ft. per turn instead of 30 ft.

Miscellaneous Magic

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the cloak of the manta ray adheres to the individual, and he appears nearly identical to a manta ray (as the Polymorph spell, except that it allows only manta ray form). He

gains an AC of 7 [12] (unless he already has better), the ability to breathe underwater, and a swim Move of 60 feet, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the helm of underwater action creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

Necklace of Water Breathing: The wearer of this pearl necklace can activate the Water Breathing spell twice per day on himself.

UNDERWORLD AND METROPOLIS ADVENTURES

Temple of the Rooster God

This is an introductory scenario for 4-8 Heroes of 1st-2nd level.

Background: Deep in the backwaters of northern Minnesota is a little, out-of-the-way township in Lake County called Lakeland. Accessible from the city of Duluth only by a long, lonely dirt road, the people of Lakeland had been riding out the Great Depression in isolation and obscurity. However, there was already someone in their midst working to change that.

As early as 1935, a local man named Steve Roderick, known for being a kook, started his own religion based on worshiping a nameless rooster god. His following was small at first, but Roderick was acquiring money from somewhere and money showing up in a poor township made him a lot of friends. When he started hiring to build a temple dedicated to his rooster god for rates better than anyone else in the township had ever seen, the enthusiasm for the town kook and his crackpot religion increased. By 1937, the Church of the Everlasting Rooster God supplanted the Lutheran church in Lakeland, after the local Lutheran minister went missing under unexplained circumstances, and was distributing pamphlets to neighboring townships, explaining how rooster parts could solve everything from one's love life to his job prospects and even more disturbing material about the End of Days and poultry inheriting the Earth.

This might have all stayed unnoticed by anyone outside Lake County had the Sheriff of Highland Township not heard rumors late in '39 that human sacrifice was going on at St. Roderick's Temple of the Church of the Everlasting Rooster God. When the sheriff went to go investigate, he too went missing. And, around that time, rumors started coming from the area that said cultists were hiring mercenaries to bolster their numbers.

This finally brought the whole business to the attention of the FBI. They sent three agents on three consecutive reconnaissance missions to the temple and not one of them has reported in since. All the FBI knows is the previous information. They would gladly just move in and attack the cultists, like they did to the Bonus Army back in '32, but have direct orders from FDR not to do so yet. Roosevelt wants to avoid any public relations debacles that might hamper his preparations for war, so he has charged the FBI with recruiting some of the burgeoning vigilante population in the country and give them the task of dealing with delicate domestic crises like these. That is why the FBI has taken to contacting vigilante "heroes" from the Midwest by classified ad in the newspaper and asking for them to come to

Duluth, Minnesota to meet them. The FBI can give the Heroes the names of the three missing G-Men -- Andrew Morland, Rudy Malefor, and Vincent Meridan – and show a photo of each of them. They also have the name of a local man they believe is a low-level member of the cult -- Milo Haroldson – the Heroes can use to name-drop or try to contact if they choose to infiltrate the cult.

The FBI can offer to pay a bounty for the cult's leaders, they can offer to clear the Heroes of any criminal records in exchange for their help, they can give the Heroes a “get out of jail free card” for if they get into trouble in the future, and can further sweeten the pot by offering to equip the Heroes with up to three hi-tech healing pills. The reward need only be equal to the task of motivating the players.

Once the Heroes agree to the mission, the FBI will ask them to try to get recruited by the cultists, find the missing agents or find out what happened to them, and secure enough intelligence on the cult to let the FBI know if a full-scale raid is necessary or not. This last point is important to impress on new players, even if the Editor has to slip out of character to stress it – at any time that the players feel overwhelmed by the scenario, they can bail and turn it back over to the FBI.

Secret History: The Cult of the Rooster God started out as pure nonsense and Steve Roderick, its founder, was quite insane and harmless. All this began to change when Steve was out in the woods one day, trying to commune with his rooster god, and stumbled across the ruins of a time machine. The time traveler, who was supposed to be a deep cover plant sent to unobtrusively observe the build-up to WWII, instead was mortally injured when his time machine malfunctioned. Unable to save himself, the traveler downloaded his consciousness into the machine. When Steve found the machine and began tinkering with it, he released the traveler's consciousness prematurely and it was absorbed into his own. Driven even further mad, but now unnaturally intelligent, Steve began to see how he could really make something out of his cult. Breeding increasingly violent roosters and letting them loose on the township, Steve's prophecies of a poultry-related apocalypse began to seem less absurd to his neighbors. Steve was called in as an expert to deal with the crisis he had invented, gradually asking for and gaining powers that should have belonged to the township's supervisor and sheriff.

As much as the time traveler's side of his consciousness tried to urge him to fix the time machine, Steve found a more immediate use for it: vital components of the machine were large quantities of gold and platinum. By quietly selling off the components, Steve had become the richest man in the township. From there events unfolded much as the FBI knows them. The locals flocked to building him a temple just for the paychecks, but as Steve amassed more economic and political power, his cult became impossible to ignore. Now with an understanding of genetic engineering from his future half, Steve built for himself a laboratory in his temple where he could work on making even more deadly roosters. In the meanwhile, he took to employing “press gangs” to pressure people into coming to his temple instead of the Lutheran Church. Some of his gang members were just local riff-raff, but others were professional mercenaries he had recruited from out of the area. The professionals quickly became known as his “preachers”.

By 1939, “Saint” Steve Roderick had either driven out or usurped the powers of all other authority figures in the township. People flocked to his temple in the woods out of fear of reprisal for not doing so. Those who questioned his authority were visited by man-eating roosters. Yet grumblings remained, for the temple was built and Steve said he had no more work for people to do. The reality was that Steve had just run out of funds, having long since depleted his supply of gold and platinum and having milked the township's people for all they could spare. To grow, his cult would need an influx of cash from outside the township. But how to grow, when expansion into neighboring townships would undoubtedly draw too much attention to his illegal activities?

That was when Steve and his preachers came up with The Plan. The temple was already serving as their hideout, but what if they made it a good enough hideout that they could sell it to a master criminal? Emboldened by The Plan, St. Roderick asked his followers to leave the township and live in a new village built right around the temple. Sharing the details of The Plan with the people after they moved was a gamble, but by then enough people felt they had nothing else to lose that they went

along with it willingly. Everyone began training to be henchmen, brigands, and villains to serve the temple's next owner, while Roderick sent out feelers into the criminal underworld to see if any master criminals needed a fall-back hideout in the Minnesota wilderness.

By the time the Heroes become involved in this scenario, The Plan is already working. St. Roderick has a potential buyer coming soon to see the temple (the identity of the buyer is left to the Editor's discretion; it can be any comic book or pulp novel villain). The Heroes should be given plenty of time to try to infiltrate the cult, sneak around the village, or brazenly attack the temple as they see fit, but they should learn quickly about the impending visit without learning exactly when it will happen. It will be up to the Editor if or when the Heroes are ready for the final encounter or if it should happen behind-the-scenes.

Duluth: The City of Duluth may or may not figure into the Heroes' plans as a staging ground for their campaign against the cultists. It would be a good place to buy supplies, come back to heal, or bring back prisoners. It is also a useful place for doing random good deeds for the XP or trying to add Supporting Cast Members. There is a write-up of Duluth in Book III: Underworld and Metropolis Adventures and ideas for where to go in Duluth can be found there. Some suggestions for SCMs include the following:

- Officer James Claybrooke, Duluth Police Dept.
- Shirley Close, Nurse, St. Luke's Hospital
- Little Bobby Steiner, recovering pneumonia victim at St. Luke's and aspiring kid sidekick

Lakeland Township: It is a lonely stretch of gravel road that reaches northeast of Duluth, with dense forest all along the left side and Lake Superior staying within sight past the trees to the right. The road keeps going on and the only one else on the road are some farmers moving slow on old, rusty tractors. The townships become few and far between, pockets of civilization punctuating the spreading wilderness, with Palmers Township the last before entering Lake County. The townships are more like rustic farming villages now, each more rustic than the last. It's like going back in time past Knife River, Larson, Two Harbors, and Highland Township, until the Heroes turn onto a dirt road heading north from a wooden signpost that reads "Lakeland 12 miles" and it feels like turning into the 19th century. The whole trip is maybe 75 miles total, but driving it takes nearly two hours on the bad roads.

Lakeland Township itself appears to be a ghost town. What businesses there are have "closed," "out of business", or "gone fishing" signs on their doors. The only place that seems to be open is the Township Municipal Building, which also doubles as the post office. The Lakeland Lodge is the closest thing to a hotel in town, but it appears to be closed.

The lobby of the Township Municipal Building has old, weather-beaten furniture, a broken ceiling fan, and mounted fish and animal heads on the walls. Any Heroes entering the Municipal Building during daylight hours will encounter Morton Helms ("You can call me Mort"), Township Clerk and Postmaster (bespectacled, balding, round-faced, in his late 40s). He claims the township is not deserted and that the Heroes have just come at a "bad time", encouraging them to "come back in a week or two". He will deflect all evidence to the contrary and then, after he thinks the Heroes are gone, sneak back to his office to warn the temple via short-wave radio.

The Lakeland Lodge is an old, derelict building full of cobwebbed antiques, but it is also still being run by the owner, a tough-looking man with fiery red hair whose name is Jason Tenner. His wife is a tall, homely, quiet woman who Jason just calls "Woman" and never by name. The lodge has five rooms on two floors that can be rented by hunters, while Jason and his Woman live in an adjoining, smaller building. Jason will not rent rooms to strangers unless Mort or Milo tells him to do so. Jason also has a short-wave radio in the caretaker's house for use in forewarning the cult about strangers.

If the cult is alerted, five brigands – including Milo Haroldson (a short, scruffy, balding man) – turn up in the next 1d3 hours looking for the Heroes, see if they are mercenary recruits for the cult, and try to

chase them out of the township if they are not. If the Heroes are still in the township the next morning without having alerted or visited the cult, the brigands just show up looking for recruits anyway. The brigands will talk first before fighting, but they are not opposed to fighting at any provocation.

5 brigands: HD 1; hp 5, 4 (x2), 3 (x2); AC 9 [10]; Atk 1 Winchester bolt-action rifle (x3, 1d10), 1 hunting bow (x2, 1d8); Move 60; XP 40.

Jason Tenner, ex-beat cop: F 1; hp 6; AC 9 [10]; Atk 1 Colt revolver (1d10); Move 60; XP 40.

Anyone captured will give up the location of the temple, 18 miles north of the township center, out in the woods. Even if the Heroes decide to head off into the wilderness first without finding clues, they have a 1 in 6 chance per mile of finding the trail to the temple for as long as they are heading north.

Route to the Temple: The first leg of the journey follows Barleycorn Creek upstream to Lake Misty. This first leg is still through farmland, though it is not being maintained as it ought. After skirting the lake, the trail heads into some wooded hills. Visibility, which had been seven miles before, drops to half a mile at best in the hills. The second leg is through these wooded hills, covered in a dense forest of 70 to 90 ft. tall evergreens. Eventually, 18 miles from Lakeland, the trail empties onto a large clearing amongst the Minnesota pines.

Roostertown: The majority of the clearing is taken up with what the displaced villagers call "Roostertown." The shacks mostly appear to have been thrown together from chunks of aluminum siding, though log cabins are scattered amongst them. On the west side of the clearing are about 30 shacks. On the east side are shacks and cabins, a dozen of each, with a fenced-off area behind them containing a half-dozen more cabins. Between these two sides is the temple itself. It is a two-story stone building set within a 10 ft. high metal fence. The fence is then surrounded by a moat about 8 to 10 ft. wide. The only entrance to the fenced enclosure is a wooden bridge leading through a brick gatehouse and leading into the gardens from both the west and east sides. The gardens are also enclosed in a high fence that runs down the length of the clearing all the way to a pair of three-story tall watchtowers. The watchtowers are on the shore of a large pond at the edge of the clearing. The pond is about 60 ft. in diameter and can be walked around in either direction. The whole clearing can be circled around while remaining in the forest behind cover.

If "Roostertown" is observed for any length of time during the day, the Heroes will learn that the men spend their time throwing horseshoes, heading down to the pond to fish, or openly gambling. Kids run around chasing cats and dogs and throwing rocks at each other. The women spend most of their time indoors. Later, a game of lawn darts might break out, only to be interrupted when a supervisor comes around to start organizing the idle men into a work crew to come to the temple. Based on observations and the number of buildings, Heroes could guess that Roostertown has 100 residents.

The wooden watchtowers each have two guards in them at all times. Each watchtower has a spotlight. The guards look bored and do not carry any weapons visible from below.

The gardens are busiest, with at least ten people tending to or patrolling the gardens at any time. Some of the patrol members are carrying rifles.

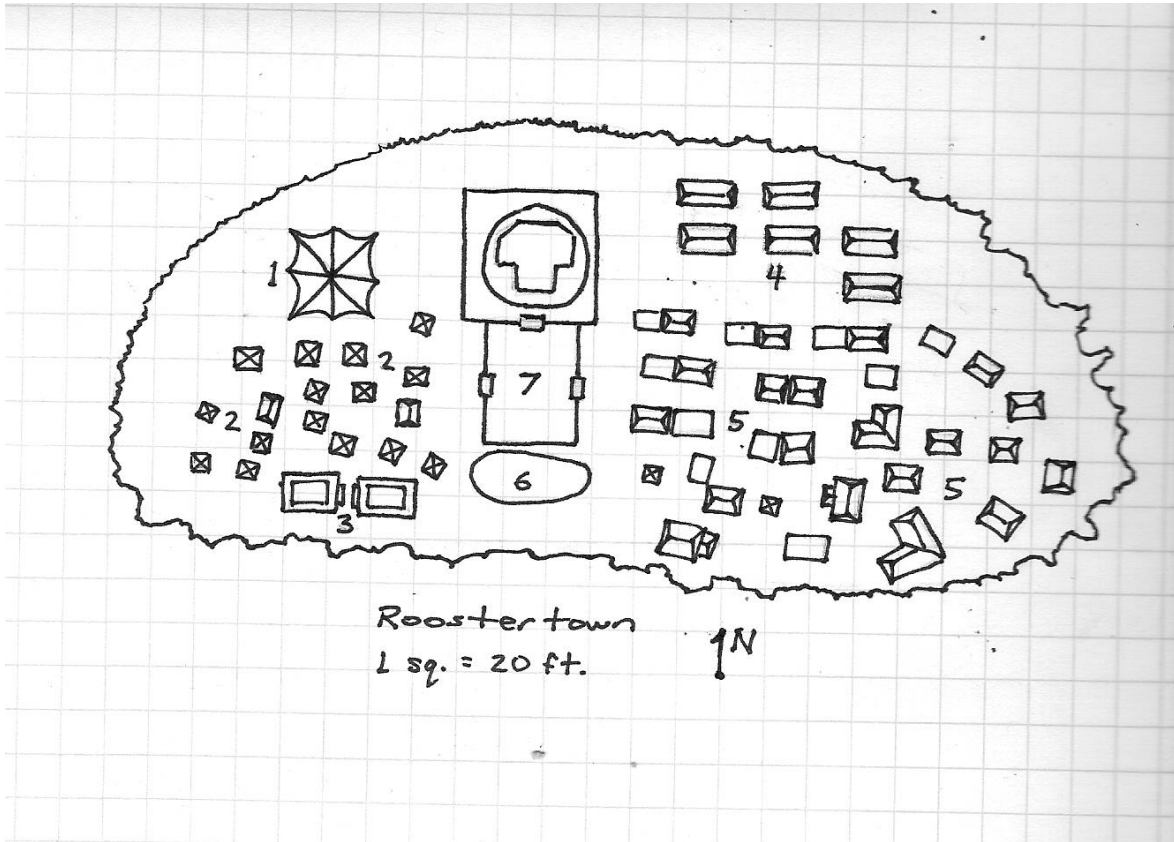
The temple can be seen, from closer up, to have a 5 ft. tall bust of a rooster -- and a pretty angry-looking rooster at that -- perched up on the roof over the entrance. The temple has narrow, high windows on the ground floor and larger windows on the upper floor.

The gatehouses that control entrance to the garden and from the garden to the temple courtyard are also manned, though the guards there vary from 2 to 4 at any given time. Though the fence around the temple and the gardens is 10 ft. tall uniformly along its length, only a shorter 4 ft. barbed wire fence runs under the watchtowers to the shore of the pond.

As dusk falls over the town, bonfires are lit all over to provide light. Men and women gather around the bonfires, drinking and carousing in an increasingly raunchy manner. In the gardens, the people

tending it leave and soon even the guards seem to have all left the gardens for the night. The seeming lack of security there is because eight giant carnivorous roosters (the relatively smaller kind) are loosed into the garden at night and devour any intruders, while crowing to alert the watchtowers.

8 giant (small) carnivorous roosters: HD ½; hp 3 (x2), 2 (x3), 1 (x3); AC 9 [10]; Atk beak (1d3); Move 60; XP 20.



Infiltrating Roostertown: If the Heroes appear here out of costume, dressed like rural types, and do nothing conspicuous, there could be as high as a 4 in 6 chance of them remaining unnoticed in Roostertown per hour spent there. Any closer inspection of Roostertown reveals that it can be broken down into the following sections:

1. This is a huge outdoor tent in the northwest corner of the town's clearing. The land had been, until very recently, been used for gardening and some rows of dying plants lead right up to the edge of the tent. Inside, there are 50 folding chairs facing a wooden platform with a lectern on it and a bloody tub in front of the platform. There is a big, rolled up carpet in a corner. This tent is used for special outdoor services and it is also where (the Heroes can learn this from interrogating a preacher) St. Roderick plans to welcome their guest supervillain.
2. The shacks on the west side are entirely inhabited by former residents of Lakeland Township. The 50 residents here are not devout followers of the cult, but remain here because there is no money anywhere else. They will share general information about the cult with strangers and, for a bribe/fee of \$20, will sketch a crude map of the ground floor of the temple. Reinforcements will not be summoned unless the Heroes begin injuring people.
2. This area in the southwest corner contains the two largest brick buildings in Roostertown. The two brick buildings are warehouses where all the food and drink is kept under lock and key. The preachers have the keys to the warehouses, which allows them to control the distribution of both. The

warehouses also each contain 1d4+2 minor hi-tech items and a 50% chance of one random major hi-tech item. The buildings are not actively guarded, but each has a burglar alarm that rings loudly if anyone breaks in a door.

3. The six nicer cabins in the northeast corner of Roostertown are reserved for the “preachers”, or hired guns. There is a 1 in 6 chance of meeting a preacher (note that there are more preachers than just the named leaders listed below) at one of these cabins during the daytime and a 5 in 6 chance of meeting 1d4 of them there at night. The cabins are always kept locked. They each contain \$1d4x100 worth of trophies. The odds of Heroes remaining inconspicuous in this fenced-in enclosure drop to 1 in 6 each per hour. Unless discovered by a preacher, the Heroes will be ratted on by a suspicious cultist who sees them from outside the enclosure. Reinforcements would arrive swiftly. The cabins are the only buildings other than the temple wired for electricity and powered by buried cables leading from the temple.

4. The east side of Roostertown is a more dangerous mix of 25 noncombatant locals, but also 10 brigands, 8 cowardly hoodlums, and 7 wimpy hoodlums. The odds of Heroes remaining inconspicuous on the east side of Roostertown are 3 in 6 each per hour. If things turn hostile, the brigands and hoodlums will show up in numbers of 1d4 per turn. Initially overconfident due to numbers, they will never fight back as strong as the Heroes attack them, **e.g.**, fists answered by wrestling, clubs answered by fists, guns answered by clubs. Remember, though, that cowardly and wimpy hoodlums have terrible morale saves and will probably flee quickly; their real danger is their ability to summon reinforcements.

NOTE: The presence of cowardly hoodlums may pose a particular problem for Heroes trying to maintain a low profile, as the nature of cowardly hoodlums is to tempt Heroes to give them the whooping they so rightly deserve on the spot. A lenient Editor may spare the Heroes some saving throws that would normally compel them to combat. On the other hand, the Editor should not forget to make frequent morale saves for hoodlums and brigands, many of whom may not choose to remain in protracted battles.

6. The pond south of the temple is no more than 12 ft. deep. It has a short pier with four rowboats tied to it which are sometimes used for fishing. The pond is not well-watched from the nearby guard towers, so Heroes could probably hide in the pond for hours, breathing through hollow reeds, if they needed to.

7. This enclosed area is the temple and gardens, explained better below.

Supporting Cast Members: Winning allies should be a high priority for anyone infiltrating Roostertown. The children are idle and probably bored enough to do anything to help. Some of the half-pints might make for good kid sidekicks too. The local women might be too mundane for Heroes holding out for exotic femme fatales, but they are more often than not victims of the cult instead of willing participants and may be more likely than the men to share information with Heroes.

Disguises: The locals from Lakeland wear ordinary clothes, but they are not allowed anywhere within the temple without reporting their presence and having an escort. The hoodlums all wear leather jackets with big roosters embossed on their backs, which serve as their special uniforms and allows them to come and go into the temple. If the Heroes recover uniform-shirts for everyone, their chances of infiltrating Roostertown without raising suspicion raises to 5 in 6 per hour and they have a 3 in 6 chance per turn of moving about the temple per turn without raising suspicion.

Sneaking around Roostertown: A Mysteryman would have a better than usual chance to sneak around Roostertown unnoticed at night – even a 1st level Mysteryman might have a 3 in 6 chance of being effectively invisible. Magic-Users might be able to conceal themselves with magic even more successfully. Turns would be measured in exploration time, as if moving through an underground hideout. There is a 2 in 6 chance per turn of a sneaking Hero overhearing something useful. However, if strangers are discovered sneaking around Roostertown, reinforcements will be alerted

even sooner, and perhaps respond harsher, than if they were caught infiltrating.

If the Heroes have already alerted Roostertown, flee, and come back later, they will find sneaking around in the woods outside Roostertown harder. There will be a 1 in 6 chance per turn of movement of encountering a concealed bear trap (the worst save vs. plot chooses which victim takes 2d4 damage) and any noise from that trap summoning a group of 1d6 brigands to the spot in 1d4 minutes.

Direct Assault on Roostertown: This could be disastrous, as even mid-level Heroes would find the resulting combat greatly challenging. With both their livelihood and their new homes threatened, even the normally noncombatant locals would lend a hand in the defense. If the Heroes fight in the open, they will be swarmed by superior numbers and up to nine defenders per Hero. If the defenders can outnumber a Hero more than four to one, they will attempt to overbear the Hero. Two hits against a Hero will hold him fast, while three hits will knock him down and four hits will pin him helplessly to the ground. Should the Heroes at least succeed in taking prisoners and escaping with them, the Heroes can interrogate them later at their leisure.

Other Options: Clever players may think of any number of other options – setting a fire to serve as a distraction, spreading rumors amongst the locals to sow dissent, bluffing that the FBI are right behind them, pretending to be servants of the Rooster God, **etc.** The Editor will need to be flexible and open-minded, giving each strategy a reasonable chance to work.

Evidence in Roostertown: What the local residents and low-level recruits know is that Saint Roderick and his preachers rule through fear. Although a body was never found, most people believe the old Lutheran minister in town was murdered. More recently, everyone knows someone else who saw the Highland Township Sheriff murdered last year by preachers. The preachers say they have captured more spies recently and are holding them for sacrifice in the temple.

Reinforcements: When the Heroes start up trouble in Roostertown, reinforcements will come in three progressively challenging waves. Wave 1 will consist of 4 brigands, 2 wimpy hoodlums, 1 cowardly hoodlum, and Preacher Olson.

2 wimpy hoodlums: HD ½; hp 3, 2; AC 9 [10]; Atk 1 switchblade (1d4); Move 60; XP 20.

1 cowardly hoodlum: HD 1-1; hp 3; AC 9 [10]; Atk 1 blackjack (1d6); Move 60; XP 20.

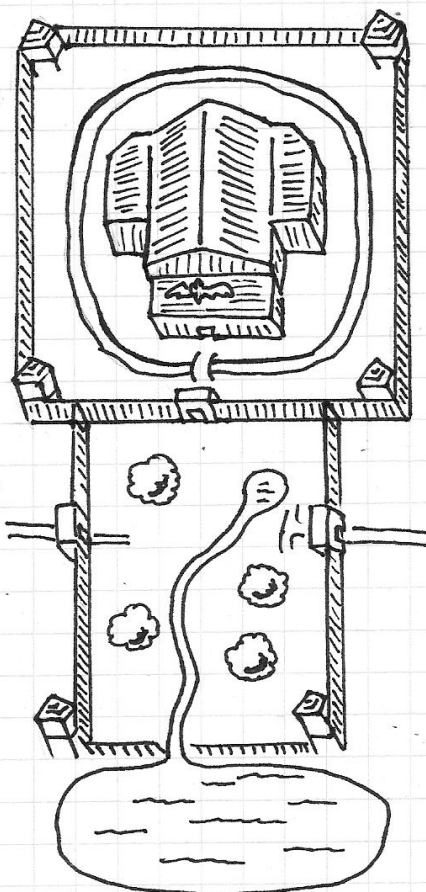
4 brigands: HD 1; hp 4 (x), 3 (x2); AC 9 [10]; Atk 1 hunting rifle (1d10); Move 60; XP 40.

Preacher Olson, corrupt detective: F 2; hp 9; AC 9 [10]; Atk 1 S&W .357 caliber Magnum (1d12); Move 60; XP 80.

The Editor may determine based on circumstance when wave 2 should arrive, but it should be in the range of 1d8 turns after the start of battle. Wave 2 will consist of 5 brigands, 4 wimpy hoodlums, 2 corrupt beat cops, 2 cowardly hoodlums, 1 thug, and Preacher Larsen with a giant carnivorous rooster (small, trained) on a leash.

Wimpy hoodlums, cowardly hoodlums, and brigands as above.

2 corrupt beat cops: F 1; hp 6 each; AC 9 [10]; Atk 1 long Colt .38 revolver (1d10); Move 60; XP 40.



Temple & Gardens
1 sq. = 10 ft.

1 giant (small) carnivorous rooster: HD ½; hp 3; AC 9 [10]; Atk beak (1d3); Move 60; XP 20.

1 thug: HD 2; hp 7; AC 5 [14]; Atk 1 brass-knuckled fist (1d6) or 1 throwing knife (1d4); Move 60; XP 80. Items: bulletproof vest, 3 throwing knives.

Preacher Larsen, corrupt sergeant: F 3; hp 13; AC 7 [12]; Atk 2 Browning auto rifle (1d8+1d6); Move 60; XP 120.

The appearance of wave 3 should be a big deal and only brought on if the players are really asking for it. There should be an opportunity for Heroes to flee between waves 2 and 3 (though it does not need to be a long opportunity). Wave 3 will consist of 6 brigands, 6 wimpy hoodlums, 3 wimpy hoodlums, 3 corrupt beat cops, 2 slick hoodlums, 2 thugs, each with a trained giant carnivorous (medium) rooster on a leash, 1 corrupt sergeant, and Preacher Mendel.

All as waves 1 and 2 except for the following:

2 slick hoodlums: HD 1; hp 4 (x2); AC 8 [11]; Atk 1 long Colt .38 revolver (1d10); Move 60; XP 40.

2 giant (medium) carnivorous roosters: HD 1+1; hp 5; AC 8 [11]; Atk beak (1d6); Move 65; XP 40.

Preacher Mendel, corrupt lieutenant: F 4; hp 17; AC 5 [14]; Atk 1 flame thrower (2d6+1d6) or 2 HP auto pistol +1 (1d12+1); Move 60; XP 160. Items: flak jacket.

Entering the Temple: There are quite a few methods of gaining entrance to the temple. The intended method is through the gatehouses on either side of the garden fence. Each is a small brick 10 ft. x 5 ft. x 10 ft. building with benches for two guards inside. There is a 50%/50% chance of the guards being brigands or cowardly hoodlums.

The watchtowers are wooden, one-room structures raised two stories off the ground with stairs underneath them. There are open windows on all four walls and a spotlight mounted on a track along the window ledge so it can be moved to face out in any direction. The spotlights are powered by extension cords running up the legs of the watchtowers and buried under the gardens as they run to the temple in the other direction.

The weakest point in the fence around the gardens and temple is between the pond and the gardens and running beneath both watchtowers. This portion of fence is a token effort, really just 4 ft. of chicken wire. Under cover of darkness the Heroes could lay improvised ramps over the low fence and run over it, or cut through the fence while hiding under the watchtowers.

The stream flowing into the gardens from the pond ends at a small pool. The stream is too shallow, usually no more than 1 foot deep, for Heroes to swim in to gain entrance to the compound.

A more direct route to the temple would be to climb or vault the fence around it, or send a Superhero in first to wreck it down. There are 15 ft. tall watchtowers at each corner of the temple fence – each a smaller version of the ones found at the south end of the compound – but there is only a 1 in 6 chance of a guard being stationed in each of them at any given time.

Personnel of the Temple: Under St. Steve Roderick is the following roster: 6 preachers who are slick hoodlums and their 48 “acolytes” -- 20 cowardly, 20 wimpy, and 8 drunken hoodlums. There are also 6 preachers who are mercenary soldiers/Fighters between 2nd and 4th level and, under them, 24 1st level mercenary soldiers/Fighters. And lastly is a separate faction of 5 thugs, working under a mad scientist, who have taken to the care and training of the carnivorous roosters. Losses suffered in the temple or encountered in Roostertown all drain from the same roster. There is a rivalry between these three factions that the Heroes might be able to use to their advantage if they can play them against each other.

- St. Steve Roderick, ex-sergeant: F 2; hp 13; AC 1 [18]; Atk pistol whip (1d6); Move 60; XP 80. Items: Greater powered armor, riot shield of defense (see this book); a dispenser of 6 extra-healing pills (see Supplement I), electric raygun (see Book II).

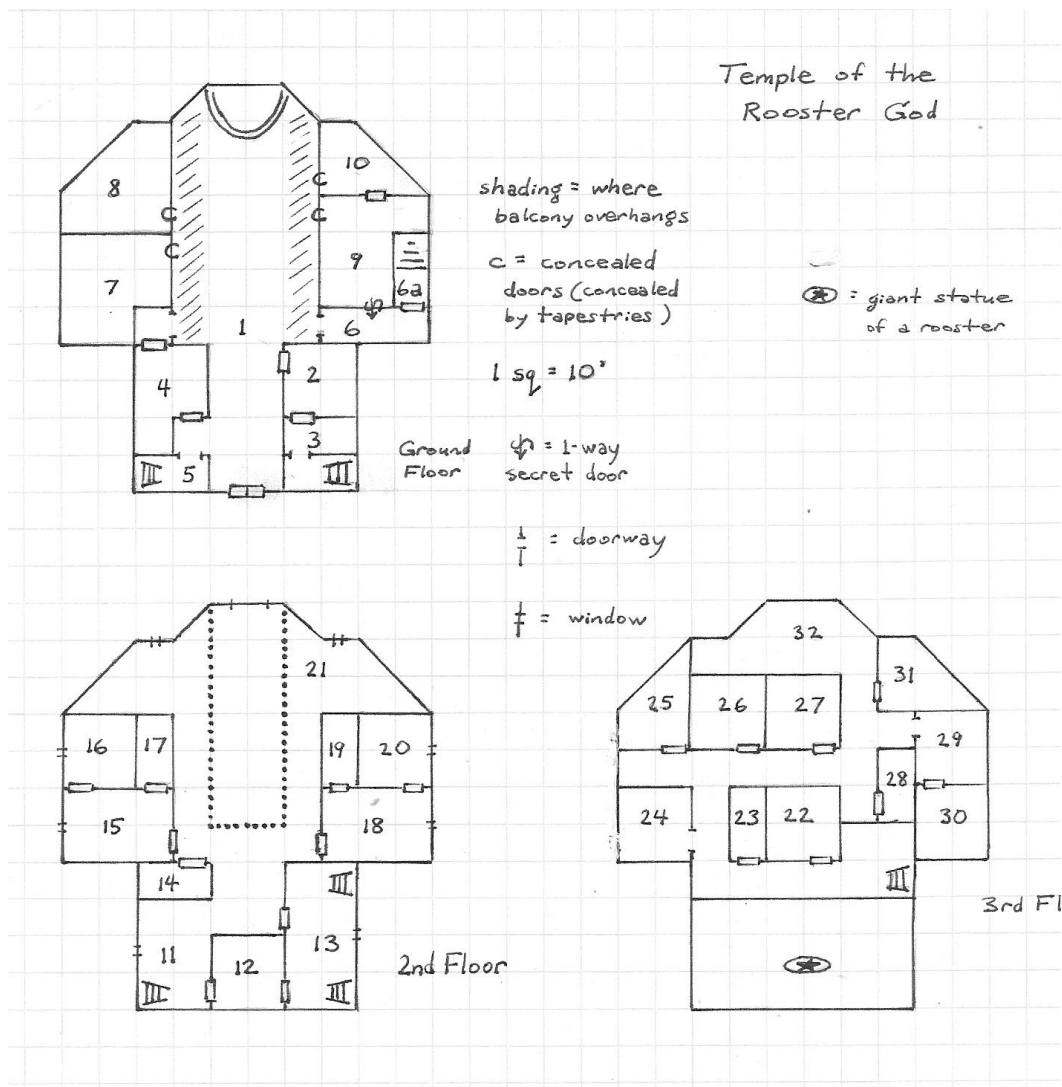
St. Steve Roderick (as played by 1940s actor Joel McCrea) has the benefit of future knowledge thanks to the time traveler he is merged with, but little additional combat knowledge. His main advantage is his personal stockpile of hi-tech gear. He stays in the temple most of the time, using the flying chair to make dramatic appearances at the start of services. As the time draws nearer for the guest supervillain/potential buyer to arrive, there will be a 20% chance per day of Roderick coming out to directly supervise at or near the big tent.

- Preacher Michael Mendel, ex-lieutenant (see Reinforcements, wave 3).

Preacher Mendel (as played by 1940s actor Randolph Scott) believes himself to be the true leader here, Roderick to be a madman, and the other faction leaders to be incompetents. An ex-marine who also fought in the Bolivian Civil War of 1935, Mendel is a charismatic leader who has swayed a substantial number of ex-marines into following him. He is also most suspicious of the plan to sell the temple and has his men on alert in case the expected supervillain is already spying on them.

- Doctor Thelonus McDermott, mad scientist: HD 2; hp 8; AC 9 [10]; Atk 1 electrified rod (1d6+1); Move 60; XP 80. Items: 4 sleep gas capsules.

Dr. Thelonus McDermott (as played by 1940s actor Walter Brennan) was an early recruit of Roderick's and the most loyal faction head to him, though such may not be obvious. Dr. McDermott is obsessed with trying to learn the secrets of the technology wonders Roderick has and will create all the giant carnivorous roosters Roderick wants if it will get him access to the flying chair, the electric raygun, and so on. The thugs are all fiercely loyal to him, as they were skinny weaklings until Dr. McDermott's



treatments bulked them up.

- Preacher Gillian Keilor, alien lieutenant: F 4; hp 23; AC 3 [16]; Atk 2 Browning HP auto pistol (1d12); Move 180; XP 160. Items: 1 vial of ingestive poison (save or die in 1d4 days).

Gillian Keilor (as played by 1940s actress Joan Fontaine) was a scout from an alien landing party who decided to be a "big fish in a little pond" by taking over a criminal gang in Duluth, Minnesota. When the police closed in on her gang and she needed a place to lay low, she ran into Roderick and was convinced to move out to the wilderness with as many men were still loyal to her. Keilor has come to regret the decision and her gang has not acclimated well to rustic life -- she did not even have drunken hoodlums in her gang when she came here -- but has invested too much into this enterprise to not see it pay off now. She maintains an uneasy balance of power with the other preachers while, for now, having a subordinate role to Mendel in the temple's daily operations. Keilor despises the man and can hardly wait to sink a knife in Mendel's back someday.

NOTE: The entire temple is wired for electricity. Each room has a wall switch by a door or a chain hanging from a ceiling-mounted light bulb (50%/50% chance of either unless otherwise specified).

Temple Ground Floor Key

1. This room is the nave of the temple. At any time, 1d4+1 cowardly hoodlums and 1d4+2 local noncombatant women are busy scrubbing the floor, hanging new banners on the second floor balconies, replacing light bulbs in the wall-mounted candelabras, **etc.** Ladders and other tools litter the room. The balconies are supported by wooden pillars that could be wrecked by a Superhero (as if generators) to bring the balconies down. During indoor ceremonies (there is a 1 in 6 chance per day after the Heroes arrive of such an occurrence), there are 30 noncombatant locals and 10 brigands here, with 1d4 preachers and St. Roderick on the dais and more hoodlums on the 2nd floor balconies.

1d4+1 cowardly hoodlums: HD 1-1; AC 9 [10]; Atk 1 blackjack (1d6) of 1 Colt revolver (1d10); Move 60; XP 20.

10 brigands: HD 1; hp 6, 5 (x2), 4 (x4), 3 (x3); AC 9 [10]; Atk 1 knife (1d4) or 1 hunting rifle (1d10); Move 60; XP 40.

2. This guard room has 1d4 drunken hoodlums in it at any time.

1d4 drunken hoodlums: HD 1+1; AC 9 [10]; Atk 1 Magnum revolver (1d12); Move 45; XP 60.

3. This room is the cell of captured G-Man Rudy Malefor, tied to a chair and gagged. He is next in line to be sacrificed at the next services. A ladder from this room leads up to room 14 on the second level.

G-Man Rudy Malefor, sergeant: F 3; hp 14 (currently 5); AC 9 [10]; Atk 1 fist (1d4); Move 60; XP 100 for rescuing.

4. This office holds 1d2 slick hoodlums. A locked safe concealed behind a desk holds \$420 in bills and \$30 in change (the safe can be wrecked as if a machine).

1d2 slick hoodlums: HD 1; AC 8 [11]; Atk 1 switchblade (1d4) or 1 long Colt .38 revolver (1d10); Move 60; XP 40.

5. This normally empty room has a ladder leading up to room 13 on the second level. All ladders in the temple are iron and cemented to the spot (though a little wrecking could remedy that).

6. This normally empty room is a photo gallery showing the construction of the temple. There is evidence in several of the photos of murder, sodomy, and probably a few other crimes that would put half the preachers in jail.

- 6a. This staircase goes down to the basement level.
7. This room serves as a holding pen for 10 giant carnivorous roosters during the day and 2 left at night.
- 10 giant (small) carnivorous roosters: HD ½; hp 3 (x2), 2 (x5), 1 (x3); AC 9 [10]; Atk beak (1d3); Move 60; XP 20.
8. This room serves as both the vestry and the armory. The diagonal wall has 6 white mantels hanging from pegs, but the wall to the left of it has a weapons rack holding 4 shotguns and a rack on the wall to the right holds 2 bulletproof vests and 1 flak jacket. A box on a bench holds 24 shotgun shells and a box under the bench holds 20 armor-piercing bullets.
9. This room is the laboratory of Dr. McDermott. The room has 3 tall cabinets festooned with blinking lights and mounted with plasma globes that serve no practical function any Hero can discern. However, all Dr. McDermott has to do is pull the right lever on each cabinet and the globe can hurl a tiny lightning bolt at a random person in the room for 2d4 damage (save vs. science for half damage). A work bench is covered with more mundane tools, including an acetylene torch, and lots of crumpled paper showing schematics for Roderick's flying chair (all of them inaccurate). There is an 80% chance of encountering Dr. McDermott here, even if the temple is already on high alert.
10. This room is Dr. McDermott's spartan bedroom, but also doubles as a surveillance room. A radio on a stand can be tuned in to listen to hidden microphones in virtually any room in the temple.

Temple 2nd Floor Key

11. This is the radio room. A slick hoodlum normally sits here and communicates with Helms and Tenner in the township. There is a 1 in 6 chance per turn whenever the Heroes are here of an incoming call being from the guest supervillain's henchmen, confirming the day of his arrival or some other details.
- 1 slick hoodlum: HD 1; hp 4; AC 8 [11]; Atk 1 switchblade (1d4) or 1 long Colt .38 revolver (1d10); Move 60; XP 40.
12. This meeting/interrogation room is normally empty. It just has a table and chairs in it, though a pair of handcuffs is under one of the chairs.
13. This is the galleys, with long benches for people to come and sit and eat. When the temple is not on alert or during services, there will be 1d8-1 wimpy hoodlums, 1d6-1 cowardly hoodlums, 1d8 drunken hoodlums, 1d4-1 brigands, and 1d4-2 slick hoodlums here at any particular time. The north ladder goes up to the 3rd floor and the south ladder goes down to the ground floor, room 3.
- 1d8-1 wimpy hoodlums: HD ½; AC 9 [10]; Atk 1 switchblade (1d4); Move 60; XP 20.
- 1d6-1 cowardly hoodlums: HD 1-1; hp 3; AC 9 [10]; Atk 1 blackjack (1d6); Move 60; XP 20.
- 1d8 drunken hoodlums: HD 1+1; AC 9 [10]; Atk 1 Magnum revolver (1d12); Move 45; XP 60.
- 1d4-1 brigands: HD 1; hp 4 (x), 3 (x2); AC 9 [10]; Atk 1 hunting rifle (1d10); Move 60; XP 40.
14. This normally empty room is an extra large closet with cleaning supplies in it.
15. This room is the barracks for 12 hoodlums, though there is usually only 1d4 drunken hoodlums here at any particular time. The footlockers hold clothes, pulp novels, knives, cigarettes and matches, a combined total of \$16.57 in small bills and change, and other more mundane items.
16. This smaller barracks has room for 4 slick hoodlums, though only 1d2 are present at night and the rest of the time the room is empty. The nightstand holds 6 jars of hair cream and a tin box holding 2 rolls of \$10 bills totaling \$100 each.

17. This trapped walk-in closet has a large, old sea chest in the middle of the room. Anyone trying to open the chest makes 4 spring-loaded darts fly out of the back wall (each attacks a separate target, as if 1 HD, for 1d4 damage). Additionally, the darts are tipped with a drug that requires each victim to save against poison or lose consciousness for 1d4 hours.
18. This kitchen is all stainless steel, but without running water; the large sink has a water pump.
19. This is a fully-stocked pantry.
20. This is the bedroom of a tough-talking, but noncombatant chef.
21. These wings overlooking the balcony have rows of raised seats in them. During services, there will be 1d20 cowardly and 1d20 wimpy hoodlums up here along the balcony. At other times, there will be 1d4-1 wimpy hoodlums patrolling the balcony. One of the seats in the right wing is not bolted down like the others; this is St. Roderick's flying chair. The mechanical controls for the chair are concealed in the right armrest. The chair functions as a Flying Carpet, only it seats only one person at a time.

1d20 wimpy hoodlums: HD ½; AC 9 [10]; Atk 1 knife (1d4) or 1 .38 S&W revolver (1d10); Move 60; XP 20.

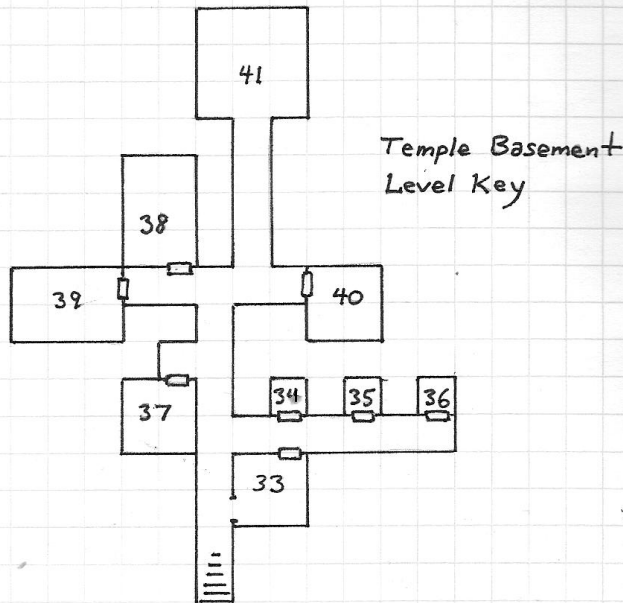
1d20 cowardly hoodlums: HD 1-1; AC 9 [10]; Atk 1 blackjack (1d6) or 1 Colt revolver (1d10); Move 60; XP 40.

Temple 3rd Floor Key

22. This locked room is Preacher Keilor's bedroom. A locked strongbox under the bed holds \$250, a homing beacon for an alien spaceship that it turned off, and an indestructible costume. There is only a 1 in 6 chance of meeting her here, even if the temple is not on alert.
 23. This closet holds linens and a vacuum cleaner.
 24. This storage room seems to be full of unusual antiques, including a 1-ft tall Tiki figurine with a sleeping poison needle trap in it (save against poison or lose consciousness for 1d3 hours) and what appears to be a suit of armor, but is actually an iron robot. Its gauntlets can unhinge and be replaced by a hammer and a wrench. The robot can be voice-activated by Roderick or McDermott.
- 1 iron robot: HD 2; hp 8; AC 5 [14]; Atk 1 hammer (1d8); Move 15; XP 120.
25. This locked room is the generator room. The electrical generator is actually small, but is in a sound-baffling box 10 ft. on a side. The curiously low hum of the generator can be heard from the hallway outside the room, as well as in room 26 and 32. Wrecking the generator immediately plunges the temple and all of Roostertown into darkness, though the temple's power is restored from the back-up generator on the basement level in five minutes unless that generator is also wrecked.
 26. This room is kept empty.
 27. This locked room is Preacher Mendel's bedroom. It contains a roll-top desk with blueprints for the whole temple in the drawers. There is only a 1 in 6 chance at any time of encountering Mendel here, even if the temple is not on alert.
 28. This is a bathroom with a large porcelain tub fed by a water pump.
 29. This is Roderick's sitting room. Anyone entering the room by the doorway trips a hi-tech motion sensor that alerts anyone in room 30.
 30. This locked room is St. Roderick's bedroom. It always has a woman in it and there is a 1 in 4 chance of Roderick being there as well. He keeps no valuables here.

31. This is an empty guest bedroom.

32. This room contains what appears to be metal debris, but is actually what remains of Roderick's time machine. No one short of an ultra-mad scientist would be able to identify it as such, however.



Temple Basement Level Key

33. This guard room has 3 corrupt beat cops in it at all times.

3 corrupt beat cops: F 1; hp 7, 6, 5; AC 7 [12]; Atk 1 truncheon (1d6); Move 60; XP 40.

34-36. These rooms are prison cells. They contain the two other G-Men held prisoner.

G-Men Andrew Morland and Vincent Meridan, detectives: F 2; hp 11, 10 (currently 7, 6); AC 9 [10]; Atk 1 fist (1d4); Move 60; XP 100 for rescuing.

37. This room serves as a breeding stock room for the giant carnivorous roosters. There are 12 ordinary chickens and 3 roosters in it.

38. This room serves as a pen for giant (medium-sized) carnivorous roosters.

5 giant (medium-sized) carnivorous roosters: HD 1+1; hp 6, 5 (x3), 4; AC 8 [11]; Atk 1 peck (1d6); Move 65; XP 40.

39. This room is Dr. McDermott's rooster-grafting room. A dead, man-sized rooster is strapped to an operating table surrounded by gruesome-looking tools.

40. This room is a granary, holding 20 sacks of chicken feed, but also has a freshwater well in the corner. Pipes running from the well up into the wall feed the water pumps on the upper floors.

41. This room contains a 20 ft. deep pit, a winch assembly, and chains. If Roderick ever needs a deathtrap for the Heroes, he is most likely to chain them to the winch and lower them ever so slowly into the giant carnivorous rooster pen at the bottom of the pit. If this room is used for a deathtrap, increase the number of roosters to equal one per Hero. There is a secret door in the

wall of the pen that leads to a small room and a staircase leading up to a second secret door back in the hallway outside the winch room. A treasure chest in the small secret room contains the following: \$5,500, a pill of diminution, a potion of water breathing, a suit of powered armor, and a map showing the location of a heat raygun on the 4th level of the hideout under Reuter Mansion.

2 giant (large-sized) carnivorous roosters: HD 2+1; hp 10, 9; AC 7 [12]; Atk 1 peck (1d8); Move 70; XP 80.

Climax with the Surprise Guest Supervillain: At some point, at the Editor's discretion, the time will arrive for Roderick and his preachers to meet the temple's potential buyer. The timing of this may need to be early if the Heroes are having difficulty gaining access to the temple, as most of the temple staff will be leaving temporarily to prepare the welcoming tent and go greet the buyer. Or players, through clever roleplay, might scheme in advance to make Roderick so suspicious and paranoid about the impending visit that the situation quickly devolves into violence between the two parties and they wind up defeating each other. Lastly, if the players are just so good or so lucky that the temple has been a cakewalk for them, the arrival of the buyer is a quick source of back-up for the bad guys.

The Editor should feel free to customize the guest supervillain and his henchmen to taste, but the following is a suggestion:

1 ultra-mad scientist: HD 4; hp 16; AC 9 [10]; Atk 1 cane (1d6); Move 60; XP 160.

10 yellow peril hoodlums: HD 2; hp 12, 11 (x2), 10 (x3), 9 (x4), 8 (x2); AC 7 [12]; Atk 2 Browning auto rifle (1d8+1d6); Move 70; XP 80.

They arrive in a pair of tanks that can transform into huge bronze robots.

2 huge bronze robots: HD 7; hp 42 each; AC 3 [16]; Atk 1 fist (1d10); Move 45; XP 800.

The Editor should describe the combat as narrative as much as possible, leaving combat mechanics only for if/when the Heroes become involved. The Heroes may confront as many foes in the great melee as they desire, but note that any confrontation of Roderick or the guest supervillain before confronting their underlings requires a successful save against plot. If the Heroes should get in over their heads in this fight, the Editor can bring in a third side, the G-Men rescue team that has been waiting in the wings all this time. A suggested force for the G-Men is as follows:

12 detectives: F 2; hp 13, 12, 11, 10 (x2), 9 (x3), 8 (x4); AC 7 [12]; Atk 2 Browning auto rifle (1d8+1d6); Move 60.

3 sergeants: F 3; hp 14, 13, 12; AC 5 [14]; Atk 3 machine pistol (3d6); Mov 60. Items: 1 grenades each.

Wandering Mobster Lists: The following lists are expanded from those found in Book III and Supplement I (boldface entries are new to this supplement):

Table 14: *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	Wimpy Hoodlums
8	Superstitious Hoodlums

Table 15: *Challenge Level* (HDE) 3

Roll Mobsters

1	Cavemen
2	Crooked Sergeants
3	Sages
4	Apes
5	<i>Bugbears</i>
6	Evil Great Men
7	Master Criminals
8	Mermen
9	Iron Robots
10	Tin Robots
11	Giant Badgers
12	Elite Hoodlums

Table 16: *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	<i>Wereboars</i>
8	Large Brass Robots
9	<i>Giant Phase Spiders</i>
10	<i>Wraiths</i>
11	Gorilla-Lions
12	Minotaurs

Table 17: *Challenge Level* (HDE) 8

Roll Mobsters

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

Table 18: *Challenge Level* (HDE) 11

Roll Mobsters

1	Black Puddings
2	Chimerae
3	Red Dragons (9 HD)
4	Vampires (9 HD)
5	Green Dragons (9 HD)
6	Hydrae (9 HD)
7	Man-Eating Trees (11 HD)
8	Banshees
9	Blue Dragons (9 HD)
10	Two-Headed Giants

Table 19: Challenge Level (HDE) 12

Roll	Mobsters
1	Gold Dragons (10 HD)
2	Red Dragons (10 HD)
3	Efreet
4	Fire Giants
5	Frost Giants
6	Woolly Mammoths
7	Flesh Golems
8	Hydrae (10 HD)
9	Rocs
10	Man-Eating Trees (12 HD)
11	Blue Dragons (10 HD)
12	Evil Wizards (11 th level)

Table 20: Challenge Level (HDE) 13

Roll	Mobsters
1	Gold Dragons (11 HD)
2	Red Dragons (11 HD)
3	Air Elementals (12 HD)
4	Earth Elementals (12 HD)
5	Fire Elementals (12 HD)
6	Water Elementals (12 HD)
7	Cloud Giants
8	Hydrae (11 HD)
9	Woolly Rhinoceroses
10	Evil Generals (13 th level)
11	Evil Wizards (12 th level)
12	Evil Super Men (11 th level)

Exotic Locales: Though the emphasis in H&H has been on United States-based campaigns, the rest of the world is ripe for superheroics.

The Yukon. In the frozen tundras of northern Canada, only a few small mining towns remain where decades earlier the Gold Rush had entrenched tens of thousands. Now life is hard here and the hoodlums are harder. There are miners and trappers driven mad by cabin fever. Worse are the master criminals who build secret hideouts so far from the reach of the Mounties that they think they are safe from all retribution.

Mexico: President Cárdenas has brought reform, education, and economic turnaround that has defied the Depression suffered in the U.S. But there are still many remote areas in Mexico where progress has not taken hold; where banditos and brigand gangs run wild in the lawless wastes, terrorizing villages that might send a lone senorita to the U.S. to recruit mercenary help. Opium smugglers still work the U.S. border. In the cities, refugees from the Spanish Civil War have been granted asylum. How many of them might be courted by the Communist and Nazi agents weaving their web of urban intrigue, opposing each other's interests in a deadly game of spy vs. spy? And lastly, there is a secret society of the last descendants of the Aztecs protecting their hidden cities.

Dominican Republic: Practically on the U.S.'s doorstep sits General Trujillo Molina, a ruthless dictator who massacred Haitians with one hand while warmly inviting Jewish refugees from Europe with the other. The liberation of the Republic would be a goal worthy of any Heroes, but also what wicked schemes might Nazi agents have planned against the Jewish refugees? Or what if a golem appeared in the Republic, too late to prevent the Holocaust, but could be directed against the General's Army? Alternately, Heroes might need to come here for items from the Republic's black market.

Panama: The country is no longer a protectorate of the U.S., except for a narrow strip along the Panama Canal. The Canal is crucial, not just for controlling trade, but potentially for moving troops, so every country has spies here, watching their interests. It's the spy game with a truly international flavor. Alternately, the Heroes might head here for the more direct purpose of stopping a German U-boat from sneaking through the canal and the high rate of violent crime (often linked to narcotics trade) in Panamanian cities might keep the Heroes there awhile.

Peru: The last descendants of the Incans – some in bandit gangs and others in secret societies -- protect the mountainous routes through the Andes to the lost cities of their ancestors and the treasures they contain, possibly including lost Aztec spells that evil Magic-Users willing to perform blood sacrifice will want. The Incans can also detour would-be treasure-hunters to even more remote lost world valleys where prehistoric mammals and dinosaurs roam, or perhaps where aliens slumber in caves protected by lizard men.

Paraguay/Bolivia: Removed from most countries' political interests, these two South American countries have fought the long, bloody Chaco War that could be a training ground for mercenary fighters (and was also probably the inspiration for the Superman story that ran in Action Comics #1-2). These are brutally underdeveloped countries where mobs run rampant in the cities.

Atlantis: No matter how much proof of mermen existence there is, it seems Atlantis always needs discovering. Located somewhere in the south Atlantic, Atlantis is a kingdom that stretches for a hundred miles across the ocean bottom (or perhaps just on a high shelf one-third of a mile below the ocean's surface, depending on how accessible the Editor wants Atlantis to be) from its capital city of the same name. The mermen of Atlantis are culturally barbaric but technologically advanced. How do they make hi-tech machinery underwater? It's a well-kept secret and best not to think too hard about. And, as populated as Atlantis is, there is still plenty of unpopulated areas where abandoned ruins sit, holding who knows what treasures.

South Africa: While the U.S. stays isolated, South Africa is already at war with both the Germans and Italians. South Africa's diamond mines are a rich prize for any villains, Nazi or otherwise. Perhaps a Witch Doctor has found a way to control the wild beasts of the safari and make them march on South Africa? Diamond smuggling is a major crime, but also gun smuggling is a big problem for the whites, as it is illegal for the natives to own arms. Also, while not in keeping with the comics of the times, modern players might wish to confront the racism of South Africa and the slavery practiced in its territories.

Congo: Every jungle movie you can think of from the '40s was either set in the Congo or could have been. As a Belgian territory in the heart of a jungle, this is the perfect staging point for Great White Hunters, "bring 'em back alive" animal trappers, and other explorers to head off into the wilderness. Maybe the Heroes are searching for lost cities ruled by mystical jungle queens. The entirety of the Congo has yet to be accurately mapped and the Belgian authorities will pay for mapping expeditions too. Or, if part of a military-themed campaign, the Congo might serve as a safe base for Heroes before heading off to join the West African Campaign of WWII. There is also the same issue of slavery Heroes could confront here in the Congo; the Belgians were oppressive masters.

French West Africa: This was a federation of eight French colonial territories in Africa – Mauritania, Senegal, French Sudan, French Guinea, Côte d'Ivoire, Upper Volta, Dahomey, and Niger. With France occupied, the allegiance of all its territories is in question. The Allies will stop at nothing from keeping the French fleets stationed in each colony from working for Germany, even if it means sinking the fleets and drowning the sailors to a man. Worse, the gold reserves of both France and the Polish government in exile are stored in Senegal, making it a target both for the Allies, the Nazis, and maybe master criminals and other villains to boot. The moral grayness of the West African Campaign may make it least appropriate for a four-color comic book campaign, but it may appeal most to a certain type of gamer who disparages the simplicity of good vs. evil battles. Also, the issues of slavery, diamond smuggling, and the narcotics trade plague this region.

Morocco: Casablanca. 'Nuff said.

Libya: This is Italy's toehold in northern Africa. Besieged by English-controlled Egypt on the right and French-controlled Tunisia on the left, Libya is in a delicate position where a concentrated effort from Heroes might tip the balance early in the War. Desert tank warfare is likely a scenario that only the highest level Heroes could win. Italy also keeps concentration camps in Libya, so perhaps the Heroes just need to go in, break out prisoners, and escape.

Egypt: Cursed tombs buried under pyramids, crawling with undead mummies; crocodiles endangering lives along the Nile River; snake pits guarding map rooms that give the location of long-hidden Biblical treasures; both Italian (from Somaliland) and German (from Libya) forces fighting the British for control of all of it – Egypt has colorful Hero work for all levels. Unless checked first in Libya, Italy has a full-scale invasion of Egypt planned for September.

Greece: A land renowned for its legendary gods and heroes, Greece has no shortage of modern-day heroes either, having repelled Mussolini's larger Italian army from Greece's borders back to lick their wounds in Albania. Now, with Hitler forced to turn his attention to the Balkans, this might be the right time for foreign Heroes to come in and help shore up Greece's defenses. Heroes might come here looking to loot Greece of some fabled trophies, like the Aegis Shield, the winged boots of Hermes, or the Golden Fleece, or – alternately – to prevent villains from stealing these or other treasures of ancient Greece.

France, Belgium, Netherlands, Poland: These once-proud countries are freshly broken by Germany. The occupied countries are not a safe place for low-level Heroes, but there is an extensive resistance movement at work in each that Heroes could join. While liberating an entire country is a goal worthy of high-level Heroes, even low-level ones could be gathering information to take back to Britain. Poland has the additional complication of being divided between Germany and the Soviet Union and suffering massacres on both sides, but perhaps clever Heroes could play the Germans and the Soviets against each other there. There is also the worthy goal of stopping the Holocaust in these countries.

England: England still smolders from its horrific months-long bombing by German forces, but the English remain unmoved in their resistance to Germany despite being short on remaining allies. England, more than perhaps any other country in Europe, is likely to welcome Heroes from foreign shores who will help in their defense. There are shores that need watching for enemy ships (or U-boats surfacing to drop off saboteurs or other agents), young people who need safe escort from the cities to the countryside, and there is always the threat of a full-scale invasion to challenge even high-level Heroes.

Ireland: As a neutral country largely untouched by the War in Europe, but also conveniently close to the rest of Europe, Ireland could serve as a good staging base for Heroes to launch into a European campaign. Also, Ireland is rich with mythology and related trophies. Who wouldn't want to catch a leprechaun and claim his pot of gold? Fend off a banshee and claim Cu Chulainn's Spear? Of a more mundane nature, Heroes fighting the Irish mob in the U.S. might come to Ireland, tracking the hierarchy of the mob back to its original source.

Norway: During the time period covered by this supplement, Norway is waging a losing battle against the Nazis only in the north, with most of the south conquered and most of its British allies fleeing back home. The king and his government-in-exile need safe transportation to England. Just as important might be securing the treasures of the Norse Gods, to ensure that trophies like Thor's hammer never make it into Nazi hands.

Hawaii: The U.S. Territory of Hawaii is seeing much construction, both in terms of naval bases and commercial development to support the U.S. troops – all of which are ripe for attempts at sabotage by foreign agents. Blackout drills of the entire territory might lead to crime. The 1940 eruption of Mauna Loa was not a big deal, but with a little historical tweaking the volcano eruption could be a disaster

needing Heroic assistance. And there's always the threat of Tiki spirits, either real or faked, trying to scare U.S. troops off the islands.

Australia: Despite its proximity to Japan and its relationship with England, Australia has surprisingly low involvement in either country's wars up to this point, making it a relatively safe place to have exotic adventures. There is no shortage of criminals in Australia, or at least people with a criminal past. Now England is sending shiploads of criminals to Australia again, this time because the prisons in England are not safe. A massive jailbreak of these newcomers would make Australia a very dangerous place to be. And, of course, there are already "bushrangers" (brigands) making the Outback dangerous and smugglers endangering the amethyst, diamond, and opal mines there.

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Appendix A: Index of Golden Age Heroes

Continuing from Supplement I, this list takes the index through the second half of 1940, by cover date. Boldface names are known not to be in the public domain. All heroes are from stories set in the (then) present, from the adventure, jungle, occult, superhero, urban crime, and war genre stories.

Fighters

Abdul the Arab (Smash Comics #12-17)

Ace of Space (Feature Comics #38-39)

Agent D-13, Secret Agent (Mystery Men Comics #12-17)

Arrow (Fantoman #2, Funny Pages #39-42, The Arrow #1)

Atom (All-American Comics #19-21, All-Star Comics #3)

Bannon, Biff (Speed Comics #10-11)

Bates, Betty, Lady at Law (Hit Comics #4-6)

Black Condor (Crack Comics #3-8)

Black X (Smash Comics #12-17)

Blain, Tim (Super Spy #2)

Blue Streak (Crash Comics #3-5)

Bradley, "**Slam**" (Detective Comics #41-46)

Brodie, "Shark" (Fight Comics #7-12)

Bronson, "**Biff**" (More Fun Comics #57-62)

Burke, "Buck" (Crash Comics #3-5)
 Burns, J.P. "Powder" (Wing Comics #1-4)
 Cameron, Ted (Cyclone Comics #2-5)
 Captain Battle (Silver Streak Comics #10-13)
 Captain Bruce Blackburn, Counterspy (Feature Comics #34-39)
 Captain Cook of Scotland Yard (Smash Comics #12-13)
Captain Desmo (Flash Comics #8, More Fun Comics #57-62)
Captain Desmond (Adventure Comics #52)
 Captain Freedom (Speed Comics #13-15)
 Captain Gallant (Super-Mystery Comics #4-5)
 Captain Jim (Amazing Adventure Funnies #2)
Captain Red Ruff, the Flying Flame (Daring Mystery Comics #6)
 Captain Savage (Mystery Men Comics #12-17)
 Captain Steve Ransom (Fantoman #3)
 Captain Valor (Zip Comics #6-9)
Carson, "Clip" (Action Comics #26-31)
Carson, Steve (Adventure Comics #52-57)
 Carter, Chic (Smash Comics #12-17)
Carver, "Cotton" (Adventure Comics #52-57)
 Chameleon (Target Comics #6-11)
 Champ (Champion Comics #9-10, Champ Comics #11)
 Christian, Jimmie (Smash Comics #12)
 Cole, Dick (Blue Bolt Comics #2-7)
 Collins, Chip (Fight Comics #7-12)
 Collins, "Duke", the Fearless Marine (Super Spy #1-2)
"Congo" Bill (More Fun Comics #57-62)
Conrad, Steve, Adventurer (Adventure Comics #52-57)
Cornwall, Cliff (Flash Comics #7-12)
 Corporal Collins (Blue Ribbon Comics #5-7)
 Corporal Flint of the Royal Mounted Police (Super-Mystery Comics #1-3)
 Corporal Merrill (Keen Detective Funnies [v4] #22)
 Crane of Scotland Yard (Masked Marvel #2)
 Crane, Ted (Exciting Comics #4-6)
Crosby, Cliff (Detective Comics #41-46)
 Dane, "Dusty" (Feature Comics #36-39)
 Dare, Dan (Whiz Comics #6-11)
 Dash, Danny, Globe Trotter (War Comics #1-2)
 Dawson, "Smash", Correspondent (Whirlwind Comics #2-3)
 Denton the Scientific Detective, Dean (Detective Eye #1, Keen Detective Funnies [v4] #22-24, Masked Marvel #3, Super Spy #2)
 Detective Crane (Superworld Comics #3)
 Detective Sgt. Burke (Startling Comics #2-3)
Detective Sgt. Carey (More Fun Comics #57-62)
D.A. Steve Malone (Detective Comics #41-42)
 Dolan, Jim (Nickel Comics #8, Slam-Bang Comics #5-7, Wow Comics #1)
 Doll Man (Feature Comics #34-39)
Doc Savage (Doc Savage Comics #3-8)
 Dr. Hormone (Popular Comics #55-58)
 Dr. Voodoo (Whiz Comics #7-11)
 Drake, Jane (Crash Comics #3)
 Eagle (Science Comics #6-8, Weird Comics #7-9)
 Egan, "Shark" (Popular Comics #53-54)
 F-4 of the Air Intelligence, Rex Keene (Wing Comics #1-4)
 Falcon, "Flip" (Fantastic Comics #8-13)
 Phantom of the Fair/Fantoman (Amazing Mystery Funnies #22-24, Fantoman #2-3)
 Farrell, Chic (Super Spy #1)
"Ferret", Mystery Detective (Marvel Mystery Comics #9)
Flexo the Rubber Man (Mystic Comics #4)

Flynn, Gabby (Amazing Adventure Funnies #2)
 Flynn, Jack (Crash Comics #3-5)
 Fulton, "Flash" (Smash Comics #12)
 G-Man Dalton (Startling Comics #2-4)
 G-Man Gene Gerald (Funny Pages #39-42, Fantoman #4)
 Granger, Lee, Jungle King (Master Comics #7, Slam-Bang Comics #5-7)
 Griffin, "Greasemonkey" (Wing Comics #1, 4)
 Hale, Lance (Silver Streak Comics #6)
 Hammond, Ken (Jumbo Comics #17-18)
Harrigan, "Hop" (All-American Comics #16-21)
 Harrigan, Larry (Super-Mystery Comics #1)
 Hansen, "Hurricane" (Slam-Bang Comics #5-7)
Hawkman (Flash Comics #7-12, All-Star Comics #2-3)
 Hurston, Dick (Detective Eye #1, Fantoman #4)
 Inspector Dan Dennis, F.B.I. (Amazing Mystery Funnies [v4] #22-24, Detective Eye #1)
 Inspector Dayton (Jumbo Comics #17-22)
 Johnson, "Gypsy" (Blue Ribbon Comics #5-7)
 Johnson, "Wings" (Top-Notch Comics #7-10)
 Jones, Casey (Hit Comics #1-3)
 Jones, "Robinhood" (Champion Comics #9-10, Champ Comics #11)
 Jungleman (Champion Comics #9-10, Champ Comics #11)
 Kåanga (Jungle Comics #7-12)
Ka-Zar (Marvel Mystery Comics #9-14)
 Kane, Larry (Amazing Mystery Funnies #22-24)
 Kent, Dick (Amazing Adventure Funnies #2)
 Kerry, Tom, District Attorney (Big Shot Comics #3-8)
 Kirk, "Clipper" (Wings Comics #1-4)
 Kornell, Keith (Top-Notch Comics #7, 9-10)
 Lance, Ray (Jungle Comics #7-12)
 Langdon, "Scoop" (Startling Comics #2-3)
Lansing, Mark (Adventure Comics #53-57)
 Law the Scientective, John (Smash Comics #12)
 Lion Boy (Hit Comics #6)
 Logan, "Loop" (Blue Ribbon Comics #5-7)
Logan, "Red" (Detective Comics #41-46)
Lt. Bob Neal (More Fun Comics #57-62)
 Lt. Brad Fletcher (Champion Comics #9-10, Champ Comics #11)
 Lt. Dan Davis (Startling Comics #2-4)
 Lt. Drake of the U.S. Naval Intelligence (Mystery Men Comics #12-17)
 Lt. Jim Cannon (Speed Comics #10-11)
 Lucifer, the White Devil (Super Spy #1)
 Lynx (Mystery Men Comics #14-18)
 Madame Fatal (Crack Comics #3-8)
 Marga the Panther Woman (Weird Comics #9)
 Marlin, "Spike" (Speed Comics #10-11)
 Masked Marvel (Detective Eye Comics #1, Keen Detective Funnies [v4] #22-24, Masked Marvel #1-3)
 Masked Pilot (Popular Comics #53-58)
 Mason, "Scoop", War Correspondent (War Comics #1-4)
 Masters, Dean, D.A. (Keen Detective Funnies [v4] #22-23)
 McLane, "Big Red" (Fight Comics #7-12)
 Miller, Pen (National Comics #1-6)
 Minimidget (Amazing-Man Comics #15-20)
 Mister Q (Cyclone Comics #2-5)
 Mister Satan (Zip Comics #6-9)
Morgan, "Pep" (Action Comics #26-31)
 Murdock, Mark (Super-Mystery Comics #2)
 O'Casey, Lance (Whiz Comics #6-11)
 O'Day, Patty (Wonderworld Comics #15-20)

O'Leary the Radio Newshawk, "Spark" (Detective Eye #1, Keen Detective Funnies [v4] #22-24)
O'Neil, Barry (Adventure Comics #52-57)
O'Neil, Sally, Policewoman (National Comics #1-6)
O'Shay, Rick (Master Comics #4-6, Wow Comics #1)
Olsen, Billy, of the Coast Guard (Masked Marvel #3)
Oran of the Jungle (Fight Comics #7-12)
Parrish, Ted (Speed Comics #10-11)
Peace Raider (War Comics #1-4)
Peters, "Duke" (Fantoman #4)
Powers, "Ace" (Silver Streak Comics #5-6)
Powers, "Biff" (Startling Comics #2, 4)
Powers, "Prop" (National Comics #1-6)
Q-13, America's Spy Fighter (Super-Mystery Comics #1-5)
Red Bee (Hit Comics #1-6)
Red Blaze (Fantoman #4)
Red Panther (Jungle Comics #7-12)
Red Torpedo (Crack Comics #3-8)
Red, White, and Blue (All-American Comics #16-21, All-Star Comics #2?)
Regan, Bart, the Spy (Detective Comics #41-46)
Regan, Rip, the Power-Man (Fight Comics #7-12)
Roberts, "Shipwreck" (Master Comics #4-7, Wow Comics #1)
Ronson, "Runaway" (Blue Bolt Comics #2-7)
Ross, Gary (Super Spy #1)
Ryan, "Rocky" (Big Shot Comics #3-8)
Samar (Feature Comics #34-39)
Saunders, "Speed", Ace Detective (Detective Comics #41-46)
Saunders, "Sub" (Fantastic Comics #8-13)
Sawyer, Rip (Masked Marvel #2-3)
Scotty of the Skyways (Super Spy #1)
Secret Agent Z-2 (Crash Comics #3-5)
Sgt. Bill King (Exciting Comics #4-6)
Sgt. "Buzz" Sawyer (Cyclone Comics #2-5)
Sgt. O'Malley of the Red Coat Patrol (More Fun Comics #57-62)
Shaw, "Spin" (Feature Comics #34-39)
Sheena, Queen of the Jungle (Jumbo Comics #17-22)
Silvers, "Speed" (Amazing Adventure Funnies #2)
Sky Hawk (Popular Comics #58, War Comics #1-4)
Sky Wolf (Silver Streak Comics #5-6)
Skyman (Big Shot Comics #3-8)
Smith, "Scoop" (Whiz Comics #6)
Smith, "Sky" (Super-Mystery Comics #1-5)
Smith, "Suicide" (Wings Comics #1-4)
Sparkler (Super Spy #1, Wham Comics #1-2)
Spider (Crack Comics #3-8)
Spy-Chief (Big Shot Comics #3-8)
Spy Smasher (Whiz Comics #6-11)
Steel, Spencer (Fight Comics #7-12)
Steele, Larry, Private Eye (Detective Comics #43-46)
Stevens, "Spark" (Wonderworld Comics #15-20)
Stone, Jimmy (All-American Comics #16-21)
Storm, Dick (Top-Notch Comics #7-8)
Super Spy 5Y-8R (Super Spy #1-2)
Swanson, "Shorty" S. (Super Spy #2)
Swift, Mark (Master Comics #7, Slam-Bang Comics #5-7)
Target (Target Comics #10-11)
Taylor, Terry (Amazing Adventure Funnies #2)
Thompson, "Tex" (Action Comics #26-31)
Thin Man (Mystic Comics #4)

Tigerman (Daring Mystery Comics #6)
Todd, "TNT", Ace G-Man (Keen Detective Funnies [v4] #22)
Torrence, Jack (Speed Comics #10-11)
Triple Terror (Tip Top Comics #54-56)
Ty-Gor (Blue Ribbon Comics #5-7)
Turner, "Wing" (Mystery Men Comics #12-17)
Veep, Philpot (Smash Comics #12-13)
War Bird (Master Comics #7, Slam-Bang Comics #5-7)
Watts, Les, Radio Amateur (Flash Comics #12)
Wayne, Bill (Silver Streak Comics #6)
Wendall "Wings" (Smash Comics #12-17)
White Rajah (Master Comics #4-6, Nickel Comics #8, Wow Comics #1)
Williams, Dan (Exciting Comics #4-6)
Wilson, "Yank" (Fantastic Comics #8-13)
Woman in Red (Thrilling Comics #6-11)
X, the Phantom Fed (Lightning Comics #4)
X-5/G-5 Super Agent (Hit Comics #1-5)
Zomba, Jungle Fighter (Fantoman #3)
Zoro the Mystery Man (Master Comics #7, Slam-Bang Comics #6-7)
ZX-5 (Jumbo Comics #17-22)

Magic-Users

Black Widow (Mystic Comics #4)
Dr. Fate (More Fun Comics #57-62, All-Star Comics #3)
Dr. Miracle (Champion Comics #9-10, Champ Comics #11)
El Carim (Master Comics #4-7)
Fantomah (Jungle Comics #7-12)
Ghost (Thrilling Comics #6-11)
Green Lantern (All-American #16-21, All-Star Comics #2-3)
Ibis the Invincible (Whiz Comics #6-11)
Johnny Thunder (Flash Comics #7-12, All-Star Comics #2-3)
Kalthar (Zip Comics #6-8)
Kardak (Top-Notch Comics #7-10)
Magar the Mystic (Red Raven Comics #1)
Mantor the Magician (Human Torch #2)
Marvelo, Monarch of Magicians (Big Shot Comics #3-8)
Marvo the Magician (Lightning Comics #4)
Merlin the Magician (National Comics #1-6)
Mr. Justice (Blue Ribbon Comics #9-14)
Monako, Prince of Magic (Daring Mystery Comics #6)
Mystico (Startling Comics #2-4)
Phantasma (The Funnies #45-50)
"Shanghai" Sheridan (Top-Notch Comics #7-8)
Spectre (More Fun Comics #57-62, All-Star Comics #2-3)
Uncle Sam (National Comics #1-6)
Warlock the Wizard (Nickel Comics #5-7)
Yarko the Great (Wonderworld Comics #15-20)
Zambini the Miracle Man (Zip Comics #6-9)
Zanzibar (Mystery Men Comics #12-17)
Zatara, Master Magician (Action Comics #26-31)

Mysterymen

Allen Buzz, Invisible Avenger (Superworld Comics #3)
Angel (Marvel Mystery Comics #9-14)
Batman (Detective Comics #41-46, Batman #2-3)
Black Hood (Top-Notch Comics #9-10)
Black Owl (Prize Comics #5-10)

Black Spider (Super-Mystery Comics #3-6)
 Cat-Man (Crash Comics #4-5)
 Clock (Crack Comics #3-8)
Crimson Avenger (Detective Comics #41-46)
 Cyclone (Whirlwind Comics #2-3)
 Daredevil (Silver Streak Comics #5-6)
 Devil's Dagger (Master Comics #4-7)
 Face (Big Shot Comics #3-8)
Falcon (Daring Mystery Comics #6, Human Torch #2)
 Fox (Blue Ribbon Comics #5-7)
 Fox, Johnny (Champion Comics #9-10, Champ Comics #11)
 Green Falcon (Blue Ribbon Comics #9-14)
 Green Hornet (Green Hornet Comics #1)
 Hooded Wasp (Shadow Comics #7-8)
King (Flash Comics #7-12)
 Mask (Exciting Comics #4-6)
 Moth (Mystery Men Comics #12)
 Mr. Elixir, the Voice (Feature Comics #34-37)
 Mr. Scarlet (Wow Comics #1)
 Owl (Crackajack Funnies #25-30, Funny Pages v4 #2?)
 Raven (Lightning Comics #4, Sure-Fire Comics #2-4)
Robin (Detective Comics #41-52, Batman #2-3)
Sandman (Adventure Comics #52-57, All-Star Comics #2-3)
 Scarlet Avenger (Zip Comics #6-9)
 Scarlet Seal (Smash Comics #16-17)
Shadow (Shadow Comics #5-10)
 Sphinx (Exciting Comics #4-6)
Terror (Mystic Comics #5)
 Voice, The, Invisible Detective (Popular Comics #53-58)
Whip (Flash Comics #7-12)

Superheroes

Air Man (Detective Eye Comics #1-2, Keen Detective Funnies [v4] #22-24)
 Ajax, the Sun Man (Doc Savage Comics #3-8)
 Amazing-Man (Amazing-Man Comics #15-20)
 Bird Man (Weird Comics #4)
Black Marvel (Mystic Comics #5)
Blazing Skull (Mystic Comics #5)
 Blue Beetle (Mystery Men Comics #12-17, Blue Beetle #3-5, Big 3 #1)
Blue Blaze (Mystic Comics #4)
 Blue Bolt (Blue Bolt #2-7)
 Blue Fire (Wham Comics #2)
 Blue Streak (Crash Comics #3-5)
 Bob Phantom (Top-Notch Comics #7-10)
 Bulletman (Master Comics #7-10, Nickel Comics #5-8)
 Captain Future (Startling Comics #2-5)
Captain Marvel (Special Edition Comics, Whiz Comics #6-11)
 Comet (Pep Comics #7-12)
 Dart (Weird Comics #5-9)
 Diamond Jack (Slam-Bang Comics #5-7, Wow Comics #1)
 Doc Strange (Thrilling Comics #6-11)
 Dr. Frost (Prize Comics #7-10)
 Duke O'Dowd, the Human Meteor (Champion Comics #9-10, Champ Comics #11)
Dynamic Man (Mystic Comics #4)
 Dynamite Thor (Weird Comics #6)
 Dynamo (Science Comics #6-8, Weird Comics #7-9)
Electro, the Marvel of the Age (Marvel Mystery Comics #9-14)

Eye (Detective Eye Comics #1-2, Keen Detective Funnies [v4] #22-24)
Fiery Mask (Daring Mystery Comics #6, Human Torch #2)
 Fireball (Pep Comics #12)
 Firefly (Top-Notch Comics #8-10)
 Flame (Big 3 #1, The Flame #1-3, Wonderworld Comics #15-20)
 Flash Lightning/Lash Lightning (Lightning Comics #4, Sure-Fire Comics #2-4)
 Green Lama (Prize Comics #7-10)
 Green Mask (The Green Mask #1-3, Mystery Men Comics #12-17)
 Hercules (Blue Ribbon Comics #5-7)
 Hercules (Hit Comics #1-6)
Hourman (Adventure Comics #52-57, All-Star Comics #2-3)
 Hugh Hazard and His Iron Man/Bozo the Robot (Smash Comics #12-17)
Human Top (Red Raven Comics #1)
Human Torch (Human Torch #2-3, Marvel Mystery Comics #9-14)
 Hydroman (Heroic Comics #1-5)
 Inferno, the Flame Breather (Blue Ribbon Comics #9-14, Zip Comics #10-11)
 Invisible Justice/Invisible Hood (Smash Comics #12-17)
 Kalthar the Giant Man (Zip Comics #6-9)
 Lightning (Jumbo Comics #17-22)
 Magno (Smash Comics #13-17, Super-Mystery Comics #1-6)
 Martan the Marvel Man (Popular Comics #53-58)
Marvel Boy (Daring Mystery Comics #6)
 Masterman (Master Comics #4-6)
 Mighty Man (Amazing-Man Comics #15-20)
 Mirror Man (Tip Top Comics #54-56)
 Neon the Unknown (Hit Comics #1-6)
 Ray (Smash Comics #14-17)
Red Raven (Red Raven Comics #1)
 Samson (Big 3 #1, Fantastic Comics #8-13, Samson #1-2)
 Shark (Amazing-Man Comics #15-20)
 Shield (Pep Comics #7-12, Shield-Wizard Comics #1-2)
 Shock Gibson (Speed Comics #10-11)
 Solarman (Wham Comics #2)
 Speed Centaur (Amazing Mystery Funnies 22-24, Wham Comics #1)
 Stardust the Super Wizard (Fantastic Comics #8-13)
 Steel Sterling (Zip Comics #6-9)
 Strongman, the Perfect Human (Crash Comics #3-5)
Sub-Mariner (Human Torch #2-3, Marvel Mystery Comics #9-14)
 Sub-Zero Man (Blue Bolt #2-7)
Superman (Action Comics #26-31, Superman #6)
 Thesson, Son of the Gods (Exciting Comics #4-6)
Vision (Marvel Mystery Comics #13-14)
 Volton (Cyclone Comics #2-5)
 Vulcan (Super-Mystery Comics #1-6)
 White Streak (Target Comics #6-11)
 Wizard (Top-Notch Comics #9-10)
 Wonder Boy (National Comics #1-6)

Speedsters

Flash (Flash Comics #7-12, All-Star Comics #2-3)
Mercury (Red Raven Comics #1)
 Quicksilver (National Comics #5-6)
 Silver Streak (Silver Streak Comics #5-6)
 Tornado Tom (Cyclone Comics #2-5)

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 Supplement I's appendix B through the second half of 1940 with examples from just one company:

- While the Hero is out for a drive, an inventor accidentally destroys the Hero's car with a raygun he has created. The Hero can learn that the inventor is being forced to create it by hoodlums with some leverage over him (Flash Comics #7).
- The Heroes catch wind of an old enemy planning a heist of valuable securities. The Heroes may intervene, but so will a mob boss from out of town with a plan to abduct the enemy and take the securities for himself (Flash Comics #7).
- After a chance battle with a man invulnerable to normal weapons, the Heroes encounter his creator, a sculptor who has created a golem. The sculptor tells the Heroes of the golem's one weakness, but at the same time the intelligent golem tracks down Supporting Cast close to the Heroes for revenge (Flash Comics #7).
- A woman runs up to the Heroes, being chased by four men and begging for protection. The four men are actually FBI agents and the woman, being a spy they were chasing, will use any distraction to escape. Capturing the spy will square things with the G-Men (Flash Comics #7).
- One of the Heroes is critically injured in a train wreck, but saved by an intelligent magic item that will let the Hero use it to catch the saboteurs who wrecked the train -- and probably use it beyond then too (All-American Comics #16).
- Farm folk are trapped by a flood and need rescuing, but a glory-seeker tries to get to the farmers first and winds up stranded himself. Jealous of any Heroes that show up, the glory-seeker tries to sabotage their efforts, even if it means endangering farmers who need medical attention (All-American Comics #16).
- The Heroes become suspicious of an uncle who takes custody of his rich and orphaned niece and nephew and then takes them to his home in the mountains. There, the uncle plans to kill the children, claim their inheritance, and use the funds to outfit the zombies his witch accomplice has raised into an army (All-Star Comics #1).
- The Heroes are (at least temporarily) made honorary police detectives by the local commissioner to solve a baffling crime of a murdered widow killed for her money (All-Star Comics #1).
- When tenements in the area keep burning down, the arson can be traced back to the tenements' owner, who did it for the insurance money (All-Star Comics #1).
- A forest fire that threatens a private campground was started by a hoodlum trying to force the owners of the campground to sell to him (All-Star Comics #1).
- A teacher is murdered at a private school for boys and a boy is missing. The teacher was murdered by an insane hoodlum who can easily be found and defeated, but the hoodlum knows nothing of the missing boy. Only when the schoolmaster turns up dead and a second killer is tracked down can the Heroes learn that the schoolmaster and this other man were secretly counterfeiters. Discovered by the boy, they sent the madman to kill the boy, but the madman killed the teacher instead and the boy is being held prisoner by the second killer, who just had a falling out with the schoolmaster and will kill the boy soon unless caught (Detective Comics #41).
- The Heroes are patrolling the waterfront at night when they spot hoodlums trying to murder a cop. The hoodlums try to escape, but also try to conceal living evidence of their illegal Chinese immigrant smuggling operation by pitching a crate with a Chinaman in it into the water. The rescued Chinaman, a clue on the crate, or perhaps just asking around in Chinatown allow the Heroes to find out where the smugglers' hideout is (Detective Comics #41).
- A Hero observes a thief at a jewelry store try to frame a woman shopper by putting stolen pearls in her purse. If talked to, the woman is an heiress, just recently come into much money. Several attempts are made to kidnap her in the following days and her guardian insists she should sign her fortune over to him for her own safety. The guardian, of course, is behind all the attempts to jail or abduct the heiress

(Detective Comics #41).

- A building collapse alerts the Heroes to shoddy manufacturing. The criminally negligent construction company can easily be tracked down and justice meted out (Flash Comics #8).
- A nemesis of the Heroes sails abroad to try piracy and steal all the valuables from a cruise ship. New to piracy, the nemesis is easily followed to the nearest inhabited island, where the nemesis tries to fence the valuables (Flash Comics #8).
- A mad scientist is threatening the world with his invention which increases sunspot activity. Although the scientist is not using his real name, he is unfortunate in that the world's scientific community has a short list of suspects. One scientist on the list has recently and abruptly moved to South America, where he – the aforementioned mad scientist – has built and operates his sunspot invigorator and has guarded it with local mobsters (Flash Comics #8).
- The Heroes catch wind of a secret graft arrangement between the local commissioner of public works and a local construction company. If either party learns that the Heroes know of the arrangement, they immediately go after the other party to try and silence them (All-American Comics #17).
- In the same town that the Heroes are in, a crook on the lam kidnaps the mayor's son and tries to use his hostage to force the Heroes to help him escape town (All-American Comics #17).
- A local portrait painter's portraits gain notoriety when the people portrayed in them start turning up dead after the portraits themselves are defaced in a similar manner to how the people died. The police suspect the artist, but the real culprit can be traced to the owner of the largest number of un-defaced portraits by said artist, a poor socialite looking to increase the value of his collection (Detective Comics #42).
- The Heroes learn that they have just missed the broad daylight kidnapping of a woman, but all witnesses at the scene swear the kidnapers took her into a blind alley with no exits. If the Heroes search, they find a secret door leading into an underground hideout (Detective Comics #42).
- An honest cop the Heroes know is now also a hero after stopping a jewel robbery. A watchman was killed in the robbery and the cop will be the star witness at the killer's trial. In the days that follow, though, many attempts are made to kill or discredit the cop by the killer's mob (Detective Comics #42).
- A sub-race of monstrous mermen start making brutal raids on the seacoast and will not stop until their king is defeated. Luckily, Poseidon himself has a dislike for these mermen and will give the Heroes a power boost (if they need one) to help them stop the mermen (Flash Comics #9).
- One of the Heroes' villains is trapped on an inhabited island conquered by pirates. He tricks the pirates into sending the Heroes a message, challenging them to come rescue him. Of course, the villain hopes to escape both the Heroes and the pirates while the Heroes are freeing the island people (Flash Comics #9).
- After seeing a magician's stage show, the Heroes are called in to help find the magician's (he's a true Magic-User) magic rabbit. The rabbit is potentially dangerous because it has the ability to turn into an elephant. Complicating the capture of the rabbit-elephant is a coincidental building fire nearby, though perhaps the rabbit-elephant can be used cleverly in the rescue of people from the fire (Flash Comics #9).
- An old friend asks the Heroes to come save a town being menaced by giant lizards. In addition to the lizards, mobsters are robbing the town under cover of the monster attacks. While in town, the Heroes may find the inventor of the enlarging ray that made the giant lizards, who can give the Heroes a clue as to where to find the mobsters' hideout and the last of the giant lizards (Flash Comics #9).
- While at the New York World's Fair, the Heroes observe a woman trying to kill a man in anger. The woman turned out to be the wronged party, for the man is a mobster guilty of kidnapping a judge's daughter and framing her brother of the crime. Freeing the daughter will exonerate the brother, but the mobster will, in a pinch, try to barter his prisoner for his freedom (All-American Comics #18).
- A woman, desperate to impress one of the Heroes' supporting cast, abducts the man and tries to show

him how she's learned to fly a plane. But a mouse on the plane frightens her into fainting at the wheel and the plane's passengers have to be rescued (All-American Comics #18).

- The Heroes come to a town where they quickly learn it is completely taken over by hoodlums and corrupt politicians. The Heroes can take out the hoodlums easily enough, but they will either have to take the law into their own hands about the politicians or organize the local townspeople to stand up to them and remove them from office (Detective Comics #43).
- The leader of the local yellow peril hoodlums is found dead, apparently the victim of a rival gang. The dead leader's mob will lead or leave clues for the Heroes to help them find the rival gang, made up of both yellow peril hoodlums and anarchists plotting next to blow up the local police station (Detective Comics #43).
- A young woman needs rescuing after her boat capsizes. She reveals that it was no accident; another boat had rammed hers. The other boat can be found, but not its owners unless the Heroes escort the woman – who is a rich heiress – home. There, she identifies the men with her uncle as the pilots of the other boat. The uncle isn't even really her uncle, but an imposter who is holding the real uncle hostage while he waits for an opportunity to steal the niece's fortune (Detective Comics #43).
- A member of the local school board informs the Heroes that the current superintendent is in league with hoodlums and forcing the board to divert money to the hoodlums' dummy businesses. The corrupt superintendent is easily caught, but the hoodlums are mostly out of town, setting up a new hideout in an old saw mill (Flash Comics #10).
- One night at a nightclub, the Heroes spy an old villain of theirs going into a back room. The back room is being used as an illegal gambling den. The villain disappears, leaving the Heroes to choose between going after him or staying and shutting down this den (Flash Comics #10).
- The Heroes travel to a town to attend a charity ball for a local orphanage, one organized by an old college buddy of one of the Heroes. During the ball, someone disguised as one of the Heroes robs the proceeds of the ball. The thief can lead the Heroes on a merry chase, but actually does not have the proceeds on him. Using the 'bait-and-switch' trick, he left a bag with the loot behind for the true thief, the old college buddy. The Heroes might, without a confession from the accomplice, become suspicious of the buddy because of his muddy boots and only someone who had gone outside to switch bags with the accomplice would have mud on them now. If the Heroes fail to notice, the quick-thinking hostess of the ball does and then becomes the buddy's murder victim or hostage, depending on how close the Heroes are to discovering him (Flash Comics #9-10).
- The Heroes are invited by some friends and/or family to an outdoors picnic in the country. However, the spot they choose turns out to be a cow pasture. An angry farmer and a territorial bull complicate matters before the Heroes can round up everyone and find them a new picnic ground (Flash Comics #10).
- At an antique auction, some suspicious characters seem awful intent on winning the auction for an antique blunderbuss. The blunderbuss contains a treasure map. The location the map shows is not clear, however, unless the Heroes learn that the men at the auction were hired by a man from Colorado. Indeed, the map can be lined up with the geography of a map from Colorado. If the Heroes pursue further, they can follow the map to a gold mine, but the mine still has owners – an old trapper and his daughter. If the Heroes come this far, though, the man who wanted the map in the first place follows the Heroes with some hoodlums and tries to take the mine by force (Flash Comics #10).
- A Hero saves a man from being hit by a car. A few days later, the same man dies in another "accident." People keep dying from "accidents" in town until the Heroes learn they all have one insurance beneficiary in common. The beneficiary is a mob boss, forcing innocent people to add him to their life insurance policies (All-American Comics #19).
- The Hero is out on a date when a mugger interrupts. The mugger is easily defeated, but the mugger's gang of hoodlums attempt to extract revenge later, starting with kidnapping the Hero's girlfriend (All-American Comics #19).
- For some invented reason, the Heroes are looking for a parked truck. They accidentally pick the wrong truck, which happens to belong to thieves on the lam. If the thieves cannot take the Heroes prisoner by

locking them in the back of the truck, they flee to a farm outside of town where they had been holed up with the rest of their gang, keeping the farmer and his family hostage (All-American Comics #19).

- A murder victim found locally has a clue on her (perhaps a scrap of Aztec writing?) that can lead the Heroes to Mexico and an old Aztec temple. Also, the victim was the friend of the sister of a writer who wrote a still-unpublished expose about Aztec cultists operating in Mexico. The author's sister, the originally intended victim, is kidnapped and brought to Mexico for sacrifice at the temple (All-Star Comics #2).
- A German baron, come to the U.S., is giving local people drugs that turn them into destructive zombies after they die. The baron and his gang of hoodlums operate out of the local morgue, which can be learned from some patriotic morgue attendants (All-Star Comics #2).
- Archaeologists in northern Africa unearth a tomb and transport the whole thing to the oriental museum closest to the Heroes. Unfortunately, the high priest buried in the tomb was a powerful wizard who comes back to life as a spell-casting undead now and raises his followers in the tomb. If the Heroes need help, the spirit of one of the high priest's ancient enemies appears and gives the Heroes a magic item (All-Star Comics #2).
- A scientist creates a sphere that can release radioactivity with the press of a button. The scientist's brother kills him, takes the sphere. He uses it to make guards sick and commit increasingly bolder crimes, always returning to his brother's nice mansion afterwards. Sometime after the Heroes are onto him, he decides to incapacitate the guards at the U.S. Treasury with the sphere (All-Star Comics #2).
- Someone the Heroes know buys a building and becomes a landlord, but the property used to belong to a crooked politician and all these people keep showing up in the building looking for the gambling den the politician used to run there. If the politician learns of this, he'll try to have silenced everyone who knows (All-Star Comics #2).
- Through a friend, a Hero learns of the owner of a gold mine who's come to town to be advised by a spiritualist. As usual with spiritualists, the man is a fake and a hoodlum, trying to gain control of the gold mine. The spiritualist's shop is guarded by at least one thug (All-Star Comics #2).
- A newspaper office is taken over by hoodlums and the entire staff held hostage. Their mob boss wants the publisher to sell out to them. The Heroes will have to free the hostages, defeat the mob, **and** help get the morning edition out on time (All-Star Comics #2).
- All of the Heroes appear in the dream of one of their supporting cast. In it, the Heroes are whisked away to a fourth-dimensional world of giants. The giants stage a hunt for the Heroes, possibly chasing them into the hideout of a race of tiny people who can be convinced to ally themselves with the Heroes against the giants. Perhaps the Heroes will find some memento or trophy from the dream world afterwards, calling into question the reality of the whole sequence of events (Detective Comics #44).
- After a series of disappearances, always around a bridge in town, the Heroes may discover on a stakeout of the bridge the abduction of a female pedestrian by hoodlums in a car. The woman is taken to a hidden laboratory in a nondescript building where a mad scientist wants more humans to experiment on. His hideout is defended by a menagerie of wild animals (Detective Comics #44).
- The Heroes are just strolling by when they see men abducting a young woman. A man left at the scene was the woman's bodyguard. If the abduction was stopped, the Heroes can escort the woman home or, if they failed, they can help the bodyguard report to her rich father. Soon thereafter, the rich father will receive a ransom demand (inaccurately sent if they were successful) and hoodlums will begin hunting and attacking the Heroes. The hoodlums work for a mob boss who the girl's brother owes money to and are being sent after the Heroes in case the Heroes arrived on the scene early enough to see the signal passed between the kidnapers and their accomplice, the bodyguard (the Heroes likely didn't)(Detective Comics #44).
- A local real estate company is accused of swindling customers, but the D.A.'s office can't prosecute without more evidence. The Heroes can try all sorts of schemes to help out, from scaring a confession out of the company president to raiding their office and searching it for evidence – but the office is well-guarded (Flash Comics #11).

- The owner of a ski resort asks the Heroes to investigate why his resort is not making money, suspecting foul play. Sure enough, the resort manager is sabotaging the place in an effort to force the owner to sell to him. The manager, and maybe a few hoodlums working for him, will try to make an accident or two happen at the resort to deal with the Heroes (Flash Comics #11).
- The Heroes are on hand when a car crashes into a body of water and sinks. Inside is a senator who was recently kidnapped. The kidnapers are expecting their ransom money very soon, but had no intention of giving back the senator alive. Knowing the kidnapers have no leverage anymore, the Heroes can easily go in and dispense justice (Flash Comics #11).
- Someone is making an Indian reservation closest to the Heroes appear to be haunted. The Indians, naturally, revert to primitive, superstitious, and warlike ways. They also think a white hermit wandering their lands is in league with the spirits and they're half right – the hermit works for an oil company that wants to drill on the reservation and is responsible for the fake haunting (Flash Comics #11-12).
- The Heroes witness a young woman being kidnapped, but this is bait in a trap for the Heroes. A mob boss has a hi-tech item that should give him some advantage over one or more of the Heroes, so the abductors try to lure the Heroes to their gang's hideout where the boss is waiting to spring the trap (Flash Comics #11).
- When a radio announcer is murdered, one of his coworkers suspects the killer was one of their sponsors. If the Heroes investigate the sponsors, they quickly turn up evidence of one of them being a front for a gang of smugglers who killed the announcer to keep him from revealing what he knew. If the Heroes dig deep enough, however, they discover that the real head of the smugglers is the owner of the radio company himself (All-American Comics #20).
- On campus, all the students are abuzz about a student who plans to wear a diamond necklace to the college ball. Crooks get wind of this and come to steal the necklace and the Heroes, subsequently, get wind of their plans (All-American Comics #20).
- A rancher's daughter asks the Heroes to help a sheriff out west. The old sheriff is trying to catch a mob using a ranch as a hideout and has, more by chance than skill, found the mob's hideout and has it surrounded by his posse. But before the Heroes can arrive, the mob escapes this siege, both by car and by plane, and has to be chased or tracked down and captured (All-American Comics #20).
- The Heroes chase robbers from a museum to a music store, where the robbers seem to disappear. If the Heroes do a thorough investigation of the music store, it turns out to be a front for one of their old enemies. If the Heroes do not explore the music store, but stake it out, they will see suspicious characters come and go from the store. This enemy is pretending to use the music store as a front for a fencing operation, but is actually using it to learn about what crimes local hoodlums are planning. Then the old enemy sneaks out through a secret exit, follows the hoodlums, and robs them after they get away with the loot. On a lucky night, the Heroes might be able to observe this happening and disrupt his plans (Detective Comics #45).
- The Heroes learn of a scientist inventing a raygun and either decide on their own to go safeguard it or are asked to do so. Before the Heroes arrive, though, spies beat them to the raygun and steal it. The spies can be chased or tracked to a ship in the harbor, where the spies must be prevented from setting sail (Detective Comics #45).
- The Heroes hear rumors, or otherwise come to suspect, that money being collected for charity at boxing events is being skimmed by the mob. The local district attorney is eager to investigate the matter himself and may help the Heroes meet the charity drive organizer and/or his main benefactors. A clue in the case is that one of the main benefactors is the owner of a grocery store chain who buys milk from the organizer, but the Heroes can discover that the milk is being watered down. Any investigation into the organizer draws the attention of a female reporter who already has in her possession some of the mob's financial records. She can pass the records to the Heroes for safe keeping, but no sooner do they have the records than the mob sees the Heroes as a threat and try to assassinate them before the next charity boxing match. However, the hoodlums used in the attacks, if captured, can implicate their boss, who has been the charity organizer all along (Detective Comics #45).

- An ambassador asks the Heroes to help his homeland, currently being invaded by a neighboring foreign power. The ambassador can provide transportation, if the Heroes need it, and any other reasonable requests for equipment. If the Heroes are not powerful enough to take on the army directly, the Heroes are asked to sabotage and slow the advancing army, attack its supply lines, or so on (Flash Comics #12).
- Someone the Heroes know, perhaps one of their former love interests, has been set up on a date with a wealthy man. The Heroes may be given some legitimate reasons to be suspicious of the man, so they will observe the date, but the whole event is a red herring that distracts them from more important business, for the new love interest is in fact perfectly legitimate (Flash Comics #12).
- The Heroes hear a rumor that one of their old enemies is out to steal some famous jewels. If the Heroes arrive, they find their old enemy already on the scene, no sign of the jewels, and their enemy standing over the dead boy of the jewels' owner. If the body is searched, a poison needle can be found in a glove the man is wearing. The gloves, it can be learned, were given to the man earlier in the day by a friend in the jewelry business. If the Heroes pursue this lead, they can catch the fellow jeweler about to kill another friend/rival in the same business. Their old enemy is then cleared of the murder, but he did indeed steal the jewels. He might even escape and try to steal more jewels while the Heroes are stopping the killer (Flash Comics #12).
- An old friend of one of the Heroes asks him to come with when he sees his doctor, as he's been scared by recent diagnoses about a weak heart. The doctor will give himself away as a sham, perhaps by some mistake like misdiagnosing a Hero posing as a foppish playboy as unhealthy. If threatened or investigated, the fake doctor can be learned to be the accomplice of the old friend's girlfriend, who has been slowly poisoning him in a scheme to gain control of his money (Flash Comics #12).
- A shady lawyer finds a kid who can pose as a wealthy couple's long lost son. The fake son is to inherit and then share with the lawyer. For some reason (perhaps connected by one of the Heroes' careers outside of crimefighting), one or more of the Heroes have cause to visit the newly reunited family, but immediately are given reason to be suspicious of the boy (overhearing some slip, perhaps). If threatened, the boy squeals on the lawyer at once. If the situation is just watched closely, the lawyer gets impatient and tries to kill off the old couple. In that case, even the boy will help stop him, having grown genuinely fond of them (All-American Comics #21).
- A sheriff from out West contacts the Heroes and asks them to come to his small, rural town. This town has an old law on the books that determines who is sheriff by means of a shooting contest. The old sheriff's arthritic hands will stop him from winning re-election this year, but he is so determined to keep a corrupt local businessman from becoming the new sheriff, that he is willing to try to trick the Heroes into trying to win the shooting contest (All-American Comics #21).
- The Heroes are late to a public gathering but, when they arrive, they see everyone else is being abducted by monsters! The monsters try to take their prisoners to an old mine where a mad scientist is waiting. The mad scientist made people into these monstrous slaves and plans to do the same with everyone, one public gathering at a time, until he rules everybody. Of course, wrecking his lab pretty much wrecks those plans (All-American Comics #21).
- While beating on hoodlums, one of them surrenders to the Heroes and makes them an offer. If they let him go, he can trade his freedom for finding out more information on a big caper he has wind of. If the Heroes follow the hoodlum, they will be led to a recruitment meeting where one of their old foes is trying to gather a new gang and is showing off a hi-tech item he has acquired/invented that will give him more of an edge this time. If the Heroes let him, the hoodlum can steal the item, or perhaps an antidote for it, before the Heroes move in and attack (Detective Comics #46).
- Hoodlums are robbing by air – knocking planes out of the sky and stealing their cargo. The best way to find the hoodlums might be to lure them out by patrolling in a plane until it is attacked. The Heroes can move the fight to the other plane, if they have the ability to, allow themselves to be forced to land and take on the hoodlums on the ground, or try to win a dog fight and chase the hoodlums back to their hideout (Detective Comics #46).
- The Heroes either have been watching local hockey games or hearing about them, because the home

team has been taking a beating – literally. In fact, there are so many injured players on the team that seem people are crying foul play. If the Heroes investigate publicly, they will have some tough hockey players thrown at them. The team’s owner is paying off players on other teams to hurt his team to reduce attendance to games so he can get out of the lease on the hockey rink he cannot afford (Detective Comics #46).

- The Heroes convene at their first official meeting. A (Editor-played) minor hero or two try to crash the meeting, either to try out for membership or just to meet the Heroes. Someone suggests the members go around the table, each sharing a previously unknown adventure (giving the players a chance to ad lib)(All-Star Comics #3).

Appendix C: Real-Life Plot Hooks from 1940

This appendix continues from Supplement I, covering the second half of 1940. There were ample events on the world stage into which Heroes could be drawn. Plenty of history books could help an Editor flesh out any of the following kernels:

July 1940

- When all intercollegiate sports are halted in Canada until the war ends, an obsessive young athlete flees to the U.S. to compete and must be persuaded of the importance of returning home and submitting to Canada’s conscription.
- As fighting intensifies in the region, American and British citizens are evacuated slowly from Hong Kong. Under superhuman protection?
- British forces attack French fleets at sea in order to keep them from falling into German hands. How many sailors can Heroes save before the fleet goes down?
- The first German P.O.W.s arrive on Canadian soil. Perhaps they have information the Heroes need to break a spy ring?
- An anti-Semitic government is established in now-Russian-controlled Rumania. Escape from Europe to the East is being cut off for Jews; can Heroes help them escape to the West instead?
- Inspired by FDR’s speech about the five freedoms needed for world peace, four villains decide to adopt identities inspired by their five opposites. Fear, Ignorance, Godlessness, and Want try to recruit someone to be the opposite of expression.
- Germany is about to release formerly secret Allied plans to attack Soviet holdings in the Caucasus. Can Heroes retrieve the plans before they become a diplomatic liability for the Allies?
- Sweden grants Germany safe passage to attack Norway. If Germany is interested in acquiring Norse mystical artifacts, it might behoove Heroes to show up in Sweden and sabotage Germany’s supply lines, or beat them directly to Norway.

August 1940

- Turkey is hit hard by a deadly earthquake. Will Heroes step in to help the recovery?
- Organizations start lobbying FDR to turn U.S. destroyers over to Britain. Could an extremist group go so far as to hijack a destroyer and sail it to England themselves?
- U.S. immigration officials are looking into the existence of an underground railroad smuggling European aliens in from Canada. Could they be smuggling something even more insidious than Europeans? Will Heroes shut it down?
- The U.S. agrees to sell military planes to Chile to help defend it from Germany. If saboteurs try to damage the planes before they leave for Chile, can Heroes stop them?
- The Chinese city of Chungking is under siege by the Japanese, but U.S. military goods are somehow getting past the invaders into the beleaguered city. Are Heroes responsible for having found a way to slip past via the Yangtze River?

- Alleged Japanese spies are arrested in London. Are Japanese spies abroad in the U.S. too?
- Charles Lindbergh publicly says the U.S. must offer a “plan of peace” to Europe. If someone wrote such a plan, would Heroes offer to tour Europe promoting it?

September 1940

- The Argentinian government is in chaos after the President resigns. Acting President Ramon Castillo needs help knowing who to trust to make up his Cabinet. Can Heroes help him choose wisely?
- Followers of General Juan Andreu Almazan plot a coup after Avila Camacho wins the election for the Mexican presidency. Can Heroes stop such a coup in time?
- The German aerial bombardment of London intensifies to 700 planes a day. Are the Heroes high enough in level to turn the tide themselves? Or can they help with evacuating the women and children? Explore the lost hideouts of London uncovered by the bombing?
- Rumanian General Ion Antonescu reveals his opposition to the premier’s anti-Semitic policies. Would Heroes try to recruit him as an ally in toppling Russian-backed Premier Ion Gigurtu?
- Germany had materials for its war machine hidden in the Black and Thuringian Forests and the Oberharz Mountains. The British RAF needs coordinates for these hidden caches. Can Heroes lead the bombers to the Nazi war materials in time?
- French Indochina is about to grant Japan safe passage to move troops through to China. Chinese officials could ask Heroes to negotiate for them with Indochina. Perhaps, in exchange for some quest, Indochina will stand firmer against Japan.
- Any chance of reform in Rumania is squashed when King Carol abdicates and General Antonescu becomes dictator. Could the general have substituted an imposter for the king, ala The Man in the Iron Mask?
- Half the coastline of England goes on “invasion imminent” alert. High-level Heroes might take the fight to the German fleet before it sails from the ports of occupied France, while mid-level Heroes could assist in the defense of the coastline.

October 1940

- A Nazi U-boat attacks a ship full of child refugees crossing the Atlantic from England to Canada. This would be a really good time for Heroes to show up and keep the ship from sinking.
- The Rockefeller Foundation wants to send influenza vaccines to England. The Nazis could be cruel enough to try to sink a ship full of medicine too. Maybe this is the ship the Heroes wind up guarding?
- Tom Mix, one of the famous cowboy actors of the period, dies in an automobile accident. Of perhaps he was on one last, exciting cowboy adventure, with the Heroes helping...
- Dr. Robert Goddard unveils an innovation in rocket technology, the lightweight combustion chamber. Some master criminal might get the idea to kidnap Goddard and force him to build rockets for him.
- Italy invades Greece. Perhaps Mussolini is looking for Greek mystic artifacts, like Hitler is with Norse artifacts in Norway.
- The Attorney General’s office begins a nationwide investigation into pre-election fraud. Well-connected Heroes might score a road trip here!
- The U.S.’s first ever peacetime conscription begins. Will Heroes register for the Armed Forces along with hundreds of thousands of other Americans?
- FDR goes on a five state re-election campaign tour. With the political climate as heated as it is, will FDR need Heroes protecting him on the tour?

November 1940

- Simultaneously, Wendel Willkie, the Republican candidate running against FDR, has been on the longest election campaign tour in U.S. history – 30,000 miles over 31 states. Maybe he’s the one who needs protecting?

- A rebel movement in Mexico is on the ropes, the remainder of their numbers holed up in the state of Chihuahua. A group of Heroes could go there and mop up the rest.
- The firebombing of London lets up enough that the looters start to come out. Can Heroes save the Londoners from themselves?
- The Axis powers are wooing Bulgaria with offers of territories. The Allies might ask the Heroes to head to Zagreb and make a counterproposal, or simply take out the Axis agents there.
- Nelson Rockefeller becomes the Chair of a U.S. Committee on Communications, tasked with combating Nazi propaganda in Central America. An early cultural exchange arranged by the Committee might be having popular Heroes make a Central American tour to build relations.
- Rumania suffers its worst earthquake ever, killing thousands. Could this be linked to some mad science being employed by Dictator Antonescu?
- Deadly blizzards and tornadoes sweep the U.S. More evidence of mad science being employed?
- A fired cook, after threatening to “get even” poisons dozens of people with roach powder-laced pancakes at a Salvation Army center in Pittsburgh. This guy has all the makings of a recurring villain...

December 1940

- Followers of Gandhi are being rounded up in India and charged with civil disobedience. Are Heroes going to let these political shenanigans go on there?
- Los Angeles is hit by an epidemic of 50,000 cases of influenza that quickly spreads across the state and to all neighboring states. But if Heroes quarantine Los Angeles early enough, maybe the disease could have been contained?
- FDR takes a cruise ship out to the Caribbean. What a time that would be for pirates to strike...
- Argentina hits up the U.S. for a \$50 million loan to stabilize its economy. Could it be the work of Nazi economic saboteurs, trying to gain a foothold in the Americas?
- A lumberjack and sawmill worker strike spreads across Washington state. Are spies stirring up malcontent in the region? Perhaps to distract attention from a smuggling operation in the area, or even a northwest coastal invasion?
- A financial adviser in Philadelphia is arrested and charged with defrauding clients of \$750,000. That is one slick hoodlum. Maybe Heroes will have to help gather evidence or help recover funds?
- Spain, still financially ravaged by its civil war, asks the U.S. for a \$100 million bribe in food credit to stay neutral in the War in Europe. If the Axis were to learn of this and match the offer, maybe Heroes could step in and go on a treasure quest to sweeten the pot.
- The Chicago Bears crush the Washington Redskins in a NFL championship game so lop-sided – 73 to 0 – that the Redskins must have been mind-controlled to lose.

Appendix D: Index of Golden Age Villains

Unlike Appendix A for heroes, this is not intended as a comprehensive list of every villain, but does include all named villains who debuted before 1941, had a distinctive name or presence, and had more than one published appearance ever. All villains named herein are illegible for the Villain class.

Avenger (Smash Comics, vs. John Law, Scientective)
 Black Shark/Lone Shark (Crack Comics, vs. Red Torpedo)
 Broot, Sam (Jungle Comics, vs. Kaanga)
 Catwoman (Batman, vs. Batman)
 Claw (Silver Streak, vs. everybody)
 Clayface (Detective Comics, vs. Batman)
 Clown (Super-Mystery Comics, vs. Magno)
 Comrade Ratski (Speed Comics, vs. Shock Gibson)
 Conqueror (Keen Detective Funnies, vs. Dean Denton, Scientific Detective)
 Dr. Death (Detective Comics, vs. Batman)

Dr. Mortal (Weird Comics, vs. misc.)
Dr. Sivana (Whiz Comics, vs. Captain Marvel)
Dr. Snegg (Adventure Comics, vs. Hourman)
Dr. Thor (Crackajack Funnies, vs. Don Winslow of the Navy)
Dr. Togg (Adventure Comics, vs. Hourman)
Dr. Wu Chang, the Mad Ming (Funny Pages, vs. G-Man Gene Gerald)
Faceless Phantom (Thrilling Comics, vs. Doc Strange)
Gentleman Jack (Action Comics, vs. "Scoop" Scanlon)
Great Question (Amazing Man Comics, vs. Amazing-Man)
Green Sorceress (Blue Bolt Comics, vs. Blue Bolt)
Hammerfist (Target Comics, vs. Chameleon, Target)
Joker (Batman, vs. Batman)
Karno the Chessmaster (Wonderworld Comics, vs. Dr. Fung)
Koth/Toth (Comics Magazine, More Fun Comics, vs. Dr. Mystic/Occult)
Koroloff, Augusto (Popular Comics, vs. Tailspin Tommy)
Landor, Maker of Monsters (Speed Comics, vs. Jack Torrence)
Lee Ching, the Mad Mandarin (Whirlwind Comics, vs. "Smash" Dawson)
Luthor (Action Comics, vs. Superman)
Mask (Whiz Comics, vs. Spy Smasher)
Mighty Mite (Target Comics, vs. Chameleon, Target)
Monk (Detective Comics, vs. Batman)
Neptina (Champion/Champ Comics, vs. Lt. Brad Fletcher)
Panther/Panther Man (Silver Streak Comics, vs. "Ace" Powers)
Professor Hugo Strange (Detective Comics, vs. Batman; previously "The Monsters", vs. Doc Savage?)
Professor Fenton (Thrilling Comics, vs. Ghost)
Professor X (Blue Bolt Comics, vs. Blue Bolt)
Psyk, Ruler of the World of the Subconscious (Amazing Mystery Funnies, vs. Jack Strand)
Roulf (Weird Comics, vs. Sampson)
Setap (Action Comics, vs. Zatara)
Shangra (Crash Comics, vs. Jack Flynn)
Spider (Popular Comics, vs. Tailspin Tommy)
Tigress (Action Comics, vs. Zatara)
Ultra-Humanite (Action Comics, vs. Superman)
Von Stangle, Kurt (Rocket Comics, vs. "Rocket" Riley)
Voodoo Man (Weird Comics, vs. misc.)
Whistler (Prize Comics, vs. Black Owl)
Wotan (More Fun Comics, vs. Dr. Fate)
Zor (More Fun Comics, vs. Spectre)

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