

THE TROPHY CASE

PULP FICTION * GAMES * COMIC BOOKS

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Games by Scott Casper - Why I Do What I Do

There are no pretenses here; this is a small company with a small audience, selling product for small prices. No one gets rich off a formula like that, but so long as there are gamers out there who like these types of games, why not make them? There are many superhero roleplaying games out there. I have not played most of them. Could I run the same sort of campaigns with any of them? Probably. Heck, I could run a Golden Age Marvel Super Heroes campaign, using my old favorite superhero RPG, that would look similar if I squinted enough. What excites me is the chance to play, in a way, my first favorite RPG and a superhero campaign at the same time using HIDEOUTS & HOODLUMS.

Of course, a game must be shared and my desire is to share it with as many people as possible. H&H is written to appeal to both the gamer and the comic book fan and not just the audience who embody both. I do not share the interests of all gamers nor all comic book fans and will make no pretense of trying to appease all of them. But what I do like I know very well - 27 years of RPG experience and 32 years of comic book reading experience. I can only guarantee that I will be putting as much of that experience I can into making the best products possible.

Thanks for returning to THE TROPHY CASE!

The H&H FAN CLUB

H&H fans are a quiet, reticent bunch, if activity in the H&H fan groups is any indication. Surely they are all also busy people.

Some have more reason to be preoccupied than others. Ned Martell has been one of H&H's most enthusiastic players, being one of the few people on Earth to have ever played in two separate H&H campaigns. Ned has been diagnosed with cancer and is now on a leave of absence from gaming while he seeks treatment. All of us who ever played H&H with him wish him the best of luck and a speedy recovery.

PUBLISHER'S STATEMENT

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Editor - Scott Casper

Assistant Editor - TBA?

Change of Address should be sent as soon as possible, and in any event not less than two weeks prior to the first day of April, July, October and January, as applicable.

RETRO-GAMING WORLD

Since the debut of H&H, the gaming world seems to be experiencing a Renaissance of Old School superhero RPGs. Chief among them is the return of VILLAINS & VIGILANTES from Monkey House Games. V&V was one of the earliest superhero RPGs and shares with H&H both a similarity to DUNGEONS & DRAGONS and a light-hearted tone. Powers work differently, but otherwise V&V and H&H are fairly compatible mechanics-wise (Note to self: maybe a future module can be dual-stated for both systems?).

A newer game hogging a lot of the online buzz is ICONS, written by the game designer who brought us MUTANTS & MASTERMINDS (another game with a lot in common with H&H and D&D). ICONS, though, bares more similarity with the classic 1984 MARVEL SUPER HEROES game. MSH is another favorite game of this author/editor, so ICONS is going to be a game to watch. A third-party publisher, Vigilance Press, is even set to release a set of "WWII/Golden Age-themed" supplements called "Amazing Stories of WWII", which will bring ICONS even closer into H&H territory.

Lastly, clashing with H&H right in the retro-clone market will be John Stater, who is working on a MYSTERY MEN! RPG that he plans to give away free online, with a print-on-demand version for sale. Although the draft document he has up online is not clear on the subject, MYSTERY MEN! appears to be built on LABYRINTH LORD (simulating the Moldvay/Cook ed. of D&D), just as H&H is built on SWORDS & WIZARDRY (simulating the Gygax ed. of D&D).

Will all this material help draw attention to or away from H&H? Only time will tell!

COMIC BOOK WORLD

THE GOLDEN AGE FLASH ARCHIVES, Vol. 1 (review continued from last issue).

Flash Comics #4 (Apr. 1940): Joan shows up at Flash's house late at night and finds another woman there, but a caption identifies Joan as his "friend", so there really is no need to be jealous. It's true that the Golden Age required a lot of chastity and purity from its heroes, but Joan seems more comfortable with this arrangement than Lois ever was with Superman. Perhaps because Joan is a more equal partner to Flash and romance would relegate Joan to a submissive role (by 1940s thinking).

We have two new clues this issue as to how fast the Flash can go. He can swim fast enough to turn the water to steam and he can make a two-hour car ride in three minutes. Both claims are hard to quantify, though.

No. of times unseen to date: 16 (6 times mistaken for a ghost or making mobsters think they've seen a ghost)

No. of bald bad guys to date: 5

No. of men undressed to date: 3 (he trades clothes to get a tuxedo on the gambling ship)

Flash Comics #5 (May 1940): Every adventure begins with a one-panel summary of Flash's origin, but this one has an unusual amount of hyperbole. It ends with the declaration that Flash is "a living reincarnation of the ancient Greek god Mercury." It is tempting to take this too literally as it would throw such a radically different angle on his origin story. Indeed, there is precedence in the origin of one of the Flash Comics back-up features, Hawkman. But, alas, nothing has ever come of this.

This is the first story to give Flash a different companion besides Joan (she must have been busy), as he rescues an old French painter in the beginning of the story and the old man stays involved through to the end. This is also the first story since #1 to have more than a generic mobster as the main antagonist, though The Vandal (with his Hercule Poirot mustache and his hooded robes) would not give anyone the shivers.

No. of times unseen to date: 28 (hiding behind a sand dune doesn't count)

No. of bald bad guys to date: 7

No. of men undressed to date: at least 5 ("The Flash's speed is so great it creates a suction that rips shirts and sweaters off the workmen!")

Flash Comics #6 (June 1940): This adventure ties into the Olympics, with athletes trying out for the U.S. Teams and Joan and Flash on hand to observe (a great plot hook for all H&H campaigns!). Joan is secretary of the "Western Athletic Union", which does make sense, her having been a big sports booster back in issue #1.

Two pages after meeting the bald assistant commissioner of the union Flash already knows he is in cahoots with gamblers, but for Flash that's only part of the mystery solved and he spends the rest of the adventure figuring out how the commissioner is fixing races, without simply confronting the man and beating or scaring a confession out of him. Flash uses himself as bait in a trap and even has to draw on his

chemistry skills to solve the mystery.

Perhaps most significantly, Flash explains why he won't compete against ordinary athletes, saying it would be "unamerican" to use an unnatural advantage (he would surely have harsh things to say to today's steroid-popping athletes).

No. of times unseen to date: 31 (once convincing the gambler he is haunted and, in a more interesting twist, once convincing the crooked trainer he is his conscience)

No. of bald bad guys to date: 9

No. of men undressed to date: 5 (slow issue!)

Flash Comics #7 (July 1940): Until now we had no clues what metropolis Flash calls home (he went to Midwestern University - misnamed Western University in this story - in his origin story, but that was presumably some time ago). Here, we see Flash is driving through Duluth in this story, suggesting that Flash calls Minnesota or perhaps a neighboring state home. Structurally, the story is different than the earlier ones in that we are treated to a prologue first introducing the innocent scientist and his daughter the Flash will rescue later and then Flash becoming aware of the problem, not to save or help anyone, but by his car mysteriously vanishing. Although some comic book scientists are handily versed in every field of study, Flash is aware of his limitations and recruits a mechanic to help him solve this mystery of engineering. Also of interest is that the scientist's raygun that accidentally demolished Flash's car is not going to be sold by the villain to a foreign power or some such cliché, but is instead going to be used to fix car races. We are also treated to a full-panel caption explaining, for the first time, how Flash sees everything in slow motion relative to his speed (though it was implied in earlier adventures by how quickly he grew bored).

No. of times unseen to date: 37

No. of bald bad guys to date: 9 (the bald guy is good this time!)

No. of men undressed to date: 5 (but Flash does change clothes in front of another man at super-fast speed)

Flash Comics #9 (Sept. 1940): After establishing Flash as a Midwest resident, this issue retcons the Flash into a New Yorker. Editorial fiat? This starts out as a distinctly offbeat story about Flash heading to Canada to deal with giant lizards. That lasts for about four-and-a-half pages before the story becomes about mobsters who kidnapped the scientist who made the lizards giants. Two limitations to speed that affect Flash this issue are an unfamiliarity with the terrain allowing him to be cornered on a cliff edge and, later, having to lure giant lizards out of town gives the hoodlums enough time to rob a bank before he can stop them. The most unusual event in this story is how the normally non-violent Flash deals with the lizards, convincing the Canadian RAF to drop bombs on them (how high is his Charisma score?).

No. of times unseen to date: 41

No. of bald bad guys to date: 10

No. of men undressed to date: 5

Flash Comics #10 (Oct. 1940): Again Flash just stumbles on a plot in progress, walking into a hold-up. This is just to introduce the victim, a school superintendent who is also being forced out of his job by corrupt school board members. When Flash reaches the boardroom he is presented with a

real poser: all the board members are bald, so which ones are the villains? Once he does identify the true villain "strong-arming" the rest, he tries to moralize with the man rather than subdue him, but the man is too terrified to listen. Failing his morale save already, the man rats out his boss, "Killer" Kelly and the rest of the story becomes about catching this mobster and his mob. There's a nice scene where Flash has to save a bridge from a bomb, but when he slows down enough to be seen he is mistaken for the bomber (that's one sharp cop on the scene, though, who guesses right away what's in the suitcase Flash is holding). The climax takes Flash out of the city again (Gardner Fox doesn't seem comfortable with confining Flash to the big city, no matter what his editor tells him). Kelly's lumber camp house has a really big pit trap - the entire floor of the room - and dumping his own men into the river with Flash again limits Flash from being able to use his speed to full advantage. In a nice touch, the betrayed hoodlums even help capture their boss.

No. of times unseen to date: 47 (once more mistaken for a ghost)

No. of bad bald guys to date: 13

No. of men undressed to date: 6

QUESTIONS ABOUT HIDEOUTS & HOODLUMS

About as old as the H&H rules themselves is the question, "Can I play x kind of character in this game?" Yes you can. You can play any kind of character from any kind of background with any kind of powers. The thing is, H&H does not try to accommodate everything by comprehensively cataloging and providing mechanics for every possibility. Consider this - does it matter if your Hero is lifting a heavy boulder because of the robotic suit of futuristic battle armor he wears or because he is from a subterranean race where everyone can telekinetically move earth? Really, all that matters is whether the Hero is able to move the boulder. H&H is different from other superhero games because it recognizes that *how* the Hero does it is simply flavor text. The lifting of the boulder is accomplished by using a power that any Superhero can acquire.

"Are the other classes balanced against Superheroes, who can wreck anything at will?" This is a loaded question that presupposes that H&H is meant to be a balanced game. H&H, instead, revels in the sort of quirky game imbalances that were so rife in the game it is based on. The alien race, for example, is unabashedly broken. That's its charm. That said, actual game play has shown that the Superhero is not so unbalanced as one might suppose. The poor AC of the Superhero means that he soaks up damage fast in a fight and the Superhero is quickly outpaced by the Fighter in terms of AC, hp, and chance to hit. The Superhero's chance to wreck things is unreliable at low levels and by the time he is higher in level the Magic-User has quite a few spells for instantly dealing with obstacles. True, the Magic-User often winds up as a walking first aid kit at low levels, but will make up for it later when the 'cool' spells like Fireball and Lightning Bolt become available.

"I saw Superman's name in here. Aren't you concerned about copyright infringement?" Any H&H book is really two books in one; it's a game book and it's a history book. No new use is made of any comic book characters with

copyrights that have not lapsed, only a discussion of what had been done in the past with those characters to serve as inspiration for the players of H&H. All references to copyrighted characters is in the context of review, which is fair use. All artwork found in H&H products is new work of generic characters or actual art from Golden Age comics that has lapsed into the public domain. No trademarks will be infringed by actually showing a copyrighted character in an H&H work.

"The combat rules are confusing to me." That's not a question, but it bears addressing anyway. This is probably because the game that inspired H&H has gone through so many editions and the game mechanics have gone through so many changes that combat rules resembling those from an earlier edition may resemble little the combat rules players are used to from later editions. But the H&H rules are nothing if not flexible. If you're used to a different order of combat or a different initiative system, then use that one if you like. Just as the H&H rules will be constantly tweaked as more material is created, so can the rules be outright replaced as modular as they are. To be honest, I tend to run combat more fast and loose than it's written to be. The rules are there for if you need them.

MOBSTER SPOTLIGHT

VAMPIRIC ROBOTS FROM MERCURY

Armor Class: 3 [16]
Hit Dice: 14
Attacks: 1d3 darts (1d4 + sleep poison) or 1d3 fists
or stomps (3d6)
Special: poison, and see below
Move: 120
HDE/XP: 15/2900

These robots are not the product of Earth-born mad science, but the creation of particularly malevolent aliens. Appearing at first to be ordinary giant statues about 18 ft. tall, though exotic in feature and possessing 4 or 6 arms, these robots show surprising amounts of articulation once in motion. The most insidious feature of the vampiric robot is its source of fuel - human blood. A fueled robot has a human contained inside its chest cavity, its bodily fluids being slowly extracted.

A robot with an empty cavity has enough reserve power for 1 hour of activity before shutting down. During that time, the robot's prime directive is to find a human battery to power it. The darts it can fire from its fingertips are coated with a special poison that induces sleep for 1d4 hours unless a save against poison is made with a -2 penalty. Once someone has been dropped by a dart, the robot will pick up the person, open the chest cavity, and install the



hapless victim. Of course, this is also when the robot is most vulnerable, as the interior of the robot is only AC 7 [12]. An installed human battery will have an IV feed of the sleep poison to keep him or her unconscious, which also contains nutrients to keep the victim alive as long as 4 days.

A robot fully energized is only concerned with destruction, smashing and stomping as much as it can. While a live person is trapped inside the robot, it cannot be wrecked by a Superhero.

SPECIAL FEATURE: EXPLORERS, A NEW CLASS FOR H&H

Explorers are a sub-class of Fighter. In the comic books, Explorers belong to a sub-genre away from civilization, where jungle lords cloned from Tarzan cross paths with the Phantom and some imitators, or the legions of great white hunters like Tex Thompson track dangerous game and look for lost cities. The Prime Requisite for Explorers is Constitution and this score must be 14 or higher (INT can be traded for CON at 2:1 and WIS can be traded for CON at 3:1). Further, Strength and Dexterity must both be 11 or higher.

Tracking: Outdoors, the Explorer has a 14 out of 20 chance to track anyone or anything in the wild, with the following modifications:

- +1 for very soft ground, -1 for firm ground, -2 for very firm ground
- +1 for tracking a group of 15 or more
- +1 for every 2 levels of the ranger after 2nd level (+1 at 3rd and 4th level, *etc.*)
- 1 for every day old the tracks are. -1 for every 5 hours of rain, or -2 for snowfall
- 1 for tracking at night
- 1 tracked party deliberately is concealing trail

Indoors, the Explorer has a 12 in 20 chance to track natural animals through normal passages with the same penalty modifiers, plus a -3 penalty for vertical movement (from one level to the next) and -6 penalty for moving through secret doors.

Hard to Surprise: Explorers are only surprised on a 1 in 6.

Hunting: Natural animals are the favored enemies of all Explorers, who do +1 damage against them at 1st level, +2 damage to them at 2nd and 3rd level, and damage increases by +1 for every two levels after that (+3 at 4th and 5th, *etc.*). Note that natural animals include all animals that have ever lived in the real world, so basilisks do not count, but dinosaurs do.

Gain Followers (4th): Starting at 4th level, Explorers may gain 1d12 savages as followers. These savages will work as porters without pay, but if forced to fight for the Explorer they will only serve him until their morale fails and then flee. These followers cannot be replaced, except by hiring normally.

Scroll Use (9th): Starting at 9th level, Explorers can use any magic scrolls.

Gain Special Followers (9th): At 9th level, Explorers will attract an additional 1d12 followers. These followers will fight for the Explorer and still serve him later, even if their morale fails in combat. The special followers can be determined on

the following table:

Roll	Type	Roll	Type
1-12	Human	1-10	Fighter
13-16	Merman	11-16	Explorer
17-18	Android	17-19	Mysteryman
19	Alien	20	Magic-User
20	Special table		

Roll	Type	Special Followers
1-10	1 st level	1-5 ape
11-13	2 nd level	6-9 lion
14-16	3 rd level	10-13 wolf
17-18	4 th level	13-14 centaur
19	5 th level	15-16 werewolf
20	6 th level	17-18 gargoyle
		19-20 ogre

They may also, at this level, build strongholds and attract a body of mercenaries, like Fighters.

Saving Throws: They enjoy a +2 bonus to saves against poison and missiles, and a +1 bonus to saves against science and plot.

Level	XP	HD	BHB	ST
1	0	2d6	+0	16
2	2,500	3d6	+1	15
3	5,000	4d6	+2	14
4	12,000	5d6	+2	13
5	25,000	6d6	+3	12
6	50,000	7d6	+4	11
7	100,000	8d6	+4	10
8	175,000	9d6	+5	9
9	350,000	10d6	+6	8
10	425,000	10d6+2	+6	7
11	500,000	10d6+4	+7	6
12	575,000	10d6+6	+8	5

HISTORY CORNER

[From [Complete Presidential Press Conferences of Franklin D. Roosevelt](#), vol.16, 1940. New York: DeCapo Press, 1972. Contents are public domain.]

Press Conference #681

Held while the President was seated in his automobile, just before leaving the Philadelphia Navy Yard

September 20, 1940, 11:30 A.M., D.S.T.

(The President had just completed his inspection of the Navy Yard on League Island, the inspection trip having included the various shops; two of the new type torpedo boats, near completion; the battleship WASHINGTON, launched and 70 percent completed; the battleship NEW JERSEY, under construction, and the keel of the WISCONSIN.

The President also inspected the shops of the Naval Aeronautical Station, saw some of the pursuit planes under

construction and had demonstrated to him a biplane which took off from the ground with a short run of not more than fifteen feet.

Seated in the car with the President during the inspection trip were Senator Guffey and Mr. Kelly of Philadelphia and Admiral A.E. Watson. Captain McCleary met the President's car at the exit gate and participated in the Conference.)

THE PRESIDENT: Well, you have seen an awful lot, a great deal more than any of you realize, and just as a general idea you have seen one of the new battleships over 70 percent completed, and alongside of the keel of the NEW JERSEY that has been laid. A great deal of structural material is on hand for her. And then there is another ways alongside of that, which will be occupied by the WISCONSIN.

We are speeding up on the construction and some of those shops are new; in fact, most of the shops have been put in, the larger shops, in the last few years.

Then, let us see, the aviation plant, which was my child originally, when did I build it? 1916? I think so.

ADMIRAL WATSON: Yes, sir.

THE PRESIDENT: 1916. That was the first effort on the part of the Government to go in for its own aviation manufacturing and experimental work. About a third of the plant is now used for manufacturing, confined principally to what? Training planes?

CAPTAIN McCLEARY: Yes, sir.

THE PRESIDENT: There will be, shortly, the production of sixty a month, most of the planes going from here to Pesacola. That is about one-third of their work, and the other two-thirds is Naval experimental work. Captain, what else? Oh, on the total number employed-

CAPTAIN McCLEARY: About 19,000 men.

THE PRESIDENT: Taking them all together. In 1941 you will get up to what? 25,000?

CAPTAIN McCLEARY: Almost 30,000.

THE PRESIDENT: Almost 30,000 by next year. A year ago what did we have? About 8,000?

CAPTAIN McCLEARY: 8,000, about that; yes, sir.

ADMIRAL WATSON: The expansion started when we started to recondition.

THE PRESIDENT: Then another thing is this: The expansion in this yard dated from the order of last September putting a portion of the old destroyers back in commission and, as I remember it, we had here, that you put back, about 30, I think.

ADMIRAL WATSON: Yes, sir.

THE PRESIDENT: About 30 of the old destroyers of those were back here in the basin.

ADMIRAL WATSON: About 50 originally.

THE PRESIDENT: But last September only about 30 were recommissioned. And you see, now they are recommissioning the final lot of the destroyers and the final lot of the old submarines.

ADMIRAL WATSON: Everything that can be restored to use.

Q: Any of those destroyers part of the 50? (Referring to the 50 to be turned over to Great Britain)

THE PRESIDENT: You saw some of the famous 50 this morning.

Q: Are you pleased with the progress you have seen here?

THE PRESIDENT: Very much. This whole thing is a very amazing illustration of what has been done in the Navy Yards. One of the interesting things is that we are stepping up on our time - the time of construction is a great deal less than it was a year ago and the time of repair is less than it was a year ago. We are leaning the art of speed in an emergency. I cannot think of anything else, can you?

CAPTAIN McCLEARY: No, sir.

GAMES BY SCOTT CASPER NEWS

The following products are currently available for sale on drivethrurpg.com:

Book I: Men and Supermen

Book II: Mobsters and Trophies

Book III: Underworld and Metropolis Adventures

Reference Sheets

Supplement I: National

The three core rule ebooks are \$2 each, the sheets are free, and the supplement is \$2.50 - a total of over 250 pages of material for just \$8.50!

Soon, Supplement II: All-American will also be available for sale. This ebook will include two new classes, the Speedster and the Villain, and the first published scenario for H&H (coincidentally the first scenario from the official online campaign), "Temple of the Rooster God".

More supplements will be forthcoming in the same format. Watch for announcements!

CONVERSION NOTES

One thing H&H noticeably lacks right now is ready-made adventures. Or does it? Well, okay, it does, but the point is that any adventure can become an H&H adventure with a bit of prep work.

Take, for instance, "Day of the Octopus" by Bruce Nesmith, the introductory adventure that came with TSR's 1984 Marvel Super Heroes boxed set. As originally written, the game was designed for players to play Captain America, Captain Marvel, Spider-Man, and the Thing. As an H&H adventure, it should be run for Hero levels 4-7.

Chapter 1: One Hero will deal with a purse snatcher in the park. Use the stats of a robber for the snatcher. Use surprise and evasion rules as found in Book III: Underworld and Metropolis Adventures. A second Hero will be dealing with four cowardly hoodlums harassing a street vendor in another part of the park. The two remaining Heroes will be following two thugs into an office building where they steal, instead of parts from mandroid armor, parts of a robot the Heroes had fought before. One of the thugs is armed with an

ordinary automatic rifle, while the other wears the robot's lower arm over his own and has a griping attack that does 1d10 damage while wearing it.

Chapter 2: Replace Radioactive Man with a 6th level Supervillain (evil Superhero). He will lead with Invulnerability as his first power. Replace Scorpion with a 5th level Supervillain. He will lead with Get Even Tougher as his first power. Replace Beetle with a mad scientist inside large copper robot armor (see Supplement II: All-American for robotic armor). Replace Fixer with a mad scientist armed with the following: 3 flash bombs, a Gun+2 (automatic pistol, intelligent, with trick shot power), 1 web grenade (see Supplement II; explodes over 1 target and must be wrecked as if a car/brick wall), and 1 shock-cable grenade (see Supplement II; holds 1 target and must be wrecked as if a machine/chains, but also delivers 1d8 damage per turn until removed/wrecked).

Of course, Golden Age comics circa 1940 have few precedents for supervillains of the caliber of Radioactive Man or Scorpion. To stay accurate to the period, perhaps they are ordinary people temporarily endowed with powers by Luthor's Powerstone.

Chapter 3: The only changes to fit H&H would be topical ones. The veterans benefit would be for WWI vets. The hydrofoil boat should be replaced with a motorboat or perhaps a yacht. The old 1979 newspaper would be an old 1935 newspaper.

Chapter 4: The hideout is protected by 3 huge bronze robots (35 hp) made to look like printing presses. They cannot move and, in addition to their fire cone attacks, can also shoot lightning bolts that do 1d10 damage. Replace Dr. Octopus with an Ultra-Mad Scientist/4th level Villain (see Supplement II for the villain class). His tentacles end in greater mechanical hands (see Supplement II; grip for 2d8 dmg and wreck as if 4th level Superhero). He can attack with two greater mechanical hands per turn.

Chapter 5: Replace the giant squid with a giant octopus in the first death trap. The sealed hatch in the flooding room can be wrecked as if a car/brick wall. The second death trap has a Hero bound in nylon ropes that can be wrecked as if machines/chains, who must escape before a giant sling shot strikes him for 5d4 damage. The third death trap has the Hero hypnotized and manning the giant sling shot. The Hero has two chances at saving throws against science to shake off the hypnosis or will fire the sling shot and then take 3-13 damage per turn from an electrified grate (+1 cumulative bonus to save and end hypnosis each turn of damage so the Hero can jump off). The fourth death trap is simply being trapped in a metal box that must be wrecked as if a car/brick wall with a limited air supply that will, after the first turn, force the Hero to save against science each turn or faint from lack of oxygen (and die 4 turns after that).

Chapter 6: Replace the Octodroid with a 20 ft. tall giant electrum robot (90 hp). The "Achilles Heel" hatch in the foot should still be there, but it should be impossible for a full grown Hero to enter (and a good opportunity for kid sidekicks to shine). There should be enough vulnerable systems inside that anyone could wreck it without even being a Superhero. For topical references, replace the Air Force helicopter with a U.S. Army Air Corps fighter plane. Also, the Human Torch would make a suitable substitute for Thor.

SPECIAL! SPECIAL!

From Frog God Games:

Another of the One Night Stand Series, *Jungle Ruins of Madaro-Shanti* is an adventure for a party of 4-8 characters of fourth through seventh level. A century ago or more, when the town of Chologadi was just a frontier fort on the coast, Madaro-Shanti was the most powerful city-state in the entire Ambicuarua Jungle. Its citizens were highly advanced in the arts of magic, and even retained some vestiges of magical quasi-technologies perhaps more ancient than humankind itself. Their prosperity made for jealous enemies, none more covetous than the powerful and sorcerous Kiengaa Tribe of the deep jungles. The Kiengaa plotted against Madaro-Shanti, making dark pacts with the monstrous ape-centaurs known as the Borsin, and with the monkey-faced, snake-like monsters known as the Hanu-Naga. Once this terrible, unnatural army was gathered, the Kiengaa and their allies laid siege to Madaro-Shanti itself.

As the walls of Madaro-Shanti fell, and the invaders swarmed into the city, the high priest of the city closed himself within the royal shrine, praying to all the gods for intervention. Yet none of the gods answered his prayers until the last – and that was Ojala, whom the people of Madaro-Shanti knew as a god of evil and treachery. A deadly bargain was struck that night, and true to his promise, Ojala caused a horrible wasting disease to strike the besieging army. But the full extent of the evil god's treachery became clear when the surviving people of Madaro-Shanti themselves began to succumb to the same disease which had slain their enemies. Within a fortnight, all the people of Madaro-Shanti had either died of the plague or scattered into the depths of the predator-filled jungle.

In only a few years, the city was overgrown by the jungle and fell into ruin, but the magical disease was to have one final consequence. Not only did the contagion affect the Kiengaa and the Madaro-Shanti – it also infected the mind of a powerful nature-spirit that inhabited the surrounding jungles. The nature-spirit Cho-Odaa, driven mad by the disease and hungry for vengeance against all humankind, has discovered the means to exact a terrible reckoning.

Retail Price: 11.99 perfect bound softcover and pdf (200 copies only of the first printing), \$4.99 pdf only

Formats (separate purchase) Swords and Wizardry and Pathfinder

Estimated Page Count: 36

Authors: Scott Casper and Matt Finch

Scheduled Release: November 2010

And don't forget to buy your copy of Supplement I: National!

HIDEOUTS & HOODLUMS

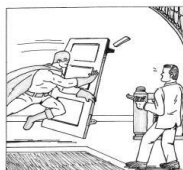


By Scott Casper (after Gary Gygax & Rob Kuntz)

Illustrations by Scott Casper (Flame, Clock, "The Cleaner", FDR & Hancock), Martin Fishback (Chef), Will Eisner (Black X), John Mooney (Flash Lightning), Jack Cole (Mentoku), George Mendel (Theater), Harry Fletcher (Tabu), Unknown (Duke O'Dowd), Lou Fine (Doll Man)

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Supplement One: National



Games by Scott Casper
6300 Church Rd., Apt. 112-C
Hanover Park, IL. 60133