

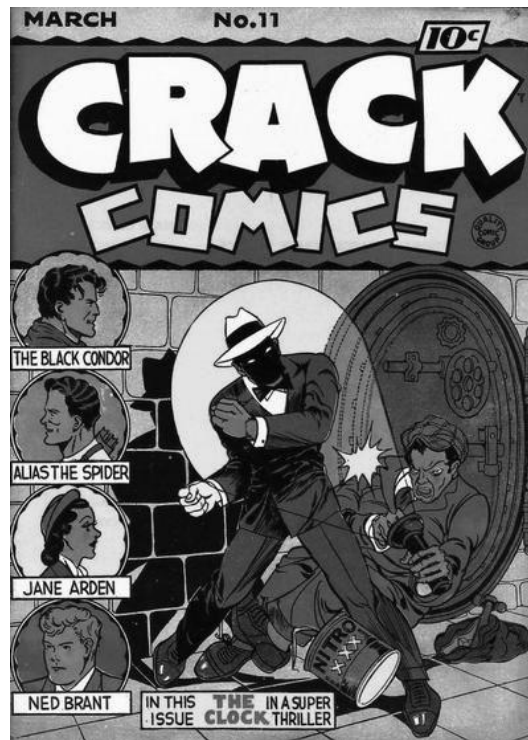
HIDEOUTS & HOODLUMS

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Supplement III: Better Quality



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, as well as the Open Game License ver. 1.0A psionics rules.

With thanks to the creators of Superman and Dungeons & Dragons, for all the people who have swiped from them. Special thanks to Megan Griffin, Tyler Casper, Steve Lopez, Garry Weinberger, James Hutchings, Ned Martell, and Darci386 for their contributions to this supplement.

Great Scott! Games

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Foreword

This book is, following the model of the *other* set of supplements, the final influx of new rules to HIDEOUTS & HOODLUMS, except for what will trickle in from The Trophy Case newsletter. Because this is a grand finale of sorts, it became time to pull out all the stops and produce (besides mixed metaphors) a supplement that really goes beyond its model. As originally conceived, H&H was limited to as strict an adherence to the “original game” as possible, but the time has come to throw that out the window.

This supplement is jammed with stuff that not only looks familiar, but plays well. H&H is more than just a simulacrum bound for the collector’s shelf; it is a legitimate source of satisfying game play. It is a celebration both of a certain type of roleplaying game and a certain type of comic book, in a mix that stays both familiar and unique. As of this writing, I have personally run H&H for over 40 people from ages 9 to 50 and it has been a joy to hear both their accolades and their criticisms afterward. It may be my name on the source material, but the growth of H&H has definitely been a group process.

As with the previous books, this supplement is broken thematically into sections. The Editor at home may, of course, discard entire sections for his home campaign, adding or subtracting as much or as little as he likes to the rules for his game. Nothing in this book is meant to suggest the core rulebooks are incomplete, but rather that there is always room to add more. While H&H can certainly be played without any supplements at all, the dangers of predictability were well spelled out in the supplement this one emulates. Indeed, to quote the venerable tome this book emulates, the “supplements have fulfilled the need for fresh ideas and additional stimulation” (and, in a historical context, simulation). No more will some brave Heroes running down into a hideout, “find something and immediately know how it works.”

Lastly, it is worth taking a moment to explain this supplement’s title for those unschooled in the history of obscure comic book companies. “Better Quality” is not a snarky remark about the contents of the previous books, but is the combination of two different publishers’ names, Better comics and Quality comics. Though, I suppose, if you do think this supplement is of better quality, then I guess that’s okay too!

Scott Casper

H&H Editor

Hanover Park, Illinois

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MEN AND MAGIC

CHARACTER CLASSES: This section introduces the Cowboy and Scientist classes, while continuing the advancement charts for Fighter, Magic-User, Mysteryman, and Superhero.

Cowboys

In the real world, the days of the cowboys ended before the 20th century began, but in the popular fiction of the 1940s, the Wild West could be as modern as yesterday and as close to big urban metropolises as just heading west out of town. Out of this mythic Wild West rides the cowboy, a subclass of Fighter. Examples include the Lone Ranger, the Golden Arrow, and the Masked Raider. Furthermore, this class draws on inspiration from the cowboy Western movies, both feature films and serials, from the start of the '40s – movies like Adventures of Red Ryder, Northwest Passage, and Santa Fe Trail – that seem inseparably linked to the comic book cowboy genre.



Cowboys must have Strength, Dexterity and Charisma of 11 or higher. Their Prime Requisite is Charisma. They can trade points of Intelligence or Wisdom for Strength and Dexterity at a cost of 3:1 or trade Strength and Dexterity for Charisma at a cost of 2:1. Cowboys are restricted to the races of human and half-alien.

Cowboys lose the Combat Machine ability of the Fighter class. Instead, they gain the ability to do **stunts**. Stunts are handled like spells, in that a Cowboy can perform only a certain number of them per day and has a pool of stunts to choose from. The Cowboy does not have to prepare or memorize a stunt in advance, but can choose them as he needs them. At the Editor's discretion, the players of Cowboys may be allowed to develop their own stunts, but stunts are not and should never be allowed to be as powerful as powers or spells of the same level.

At 9th level, the Cowboy can establish a stronghold, like the Fighter, though the Cowboy's stronghold is always a ranch.

Cowboys are unrestricted in weapons, but cannot wear armor.

Cowboys save as per Fighters; they enjoy a +2 bonus to saves against poison and missiles, and a +1 bonus to saves against science and plot.

Cowboys use a d6 for Hit Dice.

Table 1: Cowboy Advancement

Level	XP	HD	BHB	ST	Level Title
1	0	1+1	+0	16	Sidekick
2	2,000	2	+1	15	The Kid
3	4,000	3	+2	14	Rider
4	8,000	4	+2	13	Buckaroo
5	16,000	5	+3	12	Gunslinger
6	32,000	6	+4	11	Deputy
7	64,000	7	+4	10	Sheriff
8	128,000	8	+5	9	Marshal
9	256,000	9	+6	8	Range
10	506,000	10	+6	7	Cowboy
11	756,000	11	+7	6	Singing Cowboy
12	1,006,000	12	+8	5	King of the Cowboys

Table 2: Cowboy Stunt Advancement

Level	Stunt Level		
	1	2	3
1	1	-	-
2	2	-	-
3	2	1	-
4	3	1	-
5	4	2	1
6	5	2	1
7	6	3	1
8	7	3	2
9	8	4	2
10	9	4	2
11	9	5	3
12	9	5	3

Fighters

Table 3: Fighter Advancement (cont.)

Level	XP	HD	BHB	ST
15	1,662,000	10+10	+10	6
16	1,912,000	10+12	+10	6
17	2,162,000	10+14	+11	6
18	2,412,000	10+16	+12	6

Magic-Users

Table 4: Magic-user Advancement (cont.)

Level	XP	HD	BHB	ST
17	2,740,000	6d6+6 or 12d4+5	+7	5
18	3,040,000	6d6+7 or 12d4+6	+7	5

Table 2: Magic-user Spell Advancement

Level	Spell Level								
	1	2	3	4	5	6	7	8	9
17	6	6	6	5	5	5	2	2	-
18	6	6	6	6	6	5	2	2	1

Mysterymen

Table 5: Mysterymen Advancement

Level	XP	HD	BHB	ST	Special Abilities
15	775,000	8d6	+6	5	6 in 10 invisible
16	950,000	9d6	+6	5	7 in 10 notice things, 2 in 3 pilfer, +5 to signature move

Scientists

Just as the Magic-User strives to learn the arcane secrets of the universe, the Scientist strives to learn the scientific secrets of the universe. Ordinary scientists might be content to unlock such secrets by conventional means and some would call these other scientists mad for how unordinary they are. Their inventions are seldom practical and never work long for anyone but themselves, but their inventions are surely pushing the boundaries of what is possible for science.

There are few examples of “pure” scientists from the Golden Age of Comics who are not evil mad scientists or wacky sidekick characters. There was Professor Supermind. Dr. Miracle was a character who was half-Magic-User/half-Scientist. Doc Savage from the pulps surely had a level or two in Scientist, as would Skyman from the comic books. An Editor looking to run a magic-free campaign might need the Scientist class to take the Magic-User’s place and the Editor is always free to use the Scientist class to build his own mad scientist villains. Prime Requisite is Intelligence (may trade STR for INT at 2:1 or WIS for INT at 3:1).



Weapon/Armor Restrictions: Scientists spend way too much time in the lab to learn how to properly fight or defend themselves. They can use clubs, daggers, or knives as weapon and cannot wear armor (though cover is allowed).

Inventing Things: For the new rules for inventing things, see below.

Hi-Tech Items: Out of professional pride, Scientists are limited to carrying no more than four hi-tech items at a time they did *not* invent themselves.

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

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

Table 6: Scientist Advancement

Level	XP	HD	BHB	ST	Level Title
1	0	1d4	+0	15	Whitney
2	2,750	2d4	+0	14	Zworkin
3	5,500	3d4	+0	13	Wright
4	11,000	4d4	+0	12	Bell
5	22,000	5d4	+1	11	Watt
6	44,000	6d4	+1	10	Tesla
7	88,000	7d4	+2	9	Edison
8	176,000	8d4	+2	8	Da Vinci
9	352,000	9d4	+3	7	Einstein
10	652,000	10d4	+3	7	Scientist
11	952,000	10d4+1	+3	6	Ultra-Scientist
12	1,250,000	10d4+2	+4	6	Ultra-Scientist
13	1,550,000	10d4+3	+4	6	Ultra-Scientist
14	1,850,000	10d4+4	+4	5	Ultra-Scientist
15	2,150,000	10d4+5	+4	5	Ultra-Scientist

Superheroes

Costume Armor: The gaudy costume of the Superhero is itself a psychological weapon, intimidating anyone trying to attack the Superhero. Hence, the more outrageous and colorful the costume, the better protected the Superhero is. Anyone of lower level than the Superhero is automatically affected, while everyone of equal or greater level to the Superhero is entitled to a save against plot to ignore it. Certain mobsters (plants, undead, or other mindless things) are always immune to Costume Armor.

In terms of Armor Class, points of armor are “purchased” with costume details and effective against anyone not able to ignore the effect. For costume details, see the Armor Class section below.

Table 7: Superhero Advancement (cont.)

Level	XP	HD	BHB	ST
15	2,350,000	9d6+3	+9	5
16	2,750,000	10d6+4	+9	5
17	3,150,000	11d6+5	+10	5

Table 8: Superhero Power Advancement

Level	Power Level						
	1	2	3	4	5	6	7
15	6	6	5	5	5	3	-
16	6	6	6	5	5	4	1
17	6	6	6	6	5	4	2

Equipment and Costs:

Table 9: Equipment (cont.)

Items	Cost	Weight
<u>Arms</u>		
Browning .45 automatic pistol	\$20	3 lbs.
Elephant gun (.357 H&H Magnum rifle)	\$60	13 lbs.
Silver bullets, case of 10	\$30	1 lb.
Smith & Wesson .357 Magnum revolver	\$55	3 lbs.
Smith & Wesson .38 revolver	\$22	2 lbs.
<u>Armor</u>		
Padded sports uniform	\$15	8 lbs.
<u>Gear</u>		
Chainsaw	\$20	12 lbs.
<u>Animals</u>		
Dog, Guard	\$65	60 lbs.
Dog, Hunting	\$35	40 lbs.
Falcon, Trained	\$75	2 lbs.
Horse, Quarterhorse	\$650	1,000 lbs.
Horse, Racehorse	\$1,250	1,000 lbs.
Horse, Trained Thoroughbred	\$2,500	1,100 lbs.
<u>Furnishings</u>		
Lab, scientific or magical	\$1,000	N/a

GAME PLAY

Calculating Costume Armor: The following factors are worth one half-point of Armor Class for Superheroes (but see Superheroes above for more details):

1. Boots, knee-high
2. Bracers
3. Cape, half-length to full-length
4. Chest emblem or insignia
5. Crossed baldrics
6. Gauntlets, flared
7. Helmet with an unusual feature, like attached goggles, being bullet-shaped, a top fin, or wings on it
8. Hood or mask that conceals at least half the face
9. No pants
10. No shirt
11. Patriotic flag theme
12. Sash



13. Two or more primary colors prominently used
14. Underwear or girdle on the outside

A Superhero wearing all 14 factors above would have a –7 bonus to AC. Always round down, so only one half-point offers no AC bonus at all. The same costume element cannot be stacked, so wearing two capes at the same time would still only count as one half-point. Editors concerned that players are abusing this benefit by always using all 14 elements may restrict Superheroes to 1d6 random points of armor, or no more than 1 point of AC per level no matter how many elements are worn.

Magic Weapons Needed to Hit: There are a variety of monstrous mobsters that require special weapons, usually magical, in order to damage. Yet, in many H&H campaigns, even mid-level Heroes might not have acquired magic weapons yet in a more technology-based campaign. In these circumstances, the Editor would be wise to allow other means of damaging such creatures. A strong flashlight might do 1d3 damage to an undead shadow, for example, or a water hose doing 1d6 damage to a fiery baalrog demon. Other common sense solutions might come to mind.

Another option is to allow ordinary weapons to do damage, but only after subtracting 10 points off the damage total first so that a weapon doing 10 damage or less would be harmless.

Inventing Things

The following are expanded rules for inventing things for use with the Scientist class. The rules for other classes to invent things, found in Book II: Mobsters and Trophies, are still valid. The only class still restricted from inventing hi-tech items is the Magic-User

The technology level table below reflects the priorities of the Scientist, his chance of success at each level of priority, and some examples of what hi-tech items are available at each level. This table does not necessarily coincide with the Scientist's level. At 1st level, a Scientist will have level 1 in all five categories, but at each subsequent level of Scientist he will be able to bump up two categories by one level of technology, or one category by two levels. For example, a 5th level Scientist could choose not to specialize at all and divide his levels more evenly, being level 3 in mad science, robots, and transportation and level 2 in guns and pills; or the Scientist could really specialize and be level 9 in mad science and level 1 in everything else; or any combination in between. There are five categories of invention: guns, mad science, pills, robots, and transportation. Explanations follow the table below.

The chance of success column refers both to the odds of the Scientist successfully inventing the item and the chance of the invention functioning correctly on any particular turn. The Scientist does not have to work the invention himself; it can be used by anyone with the same chance of success if shown how to work it first (one turn of instruction required for average Intelligence). However, if the Scientist works the invention, he may bump up his odds to an automatic success a number of times per day equal to his level in Scientist. For example, a 15th level Scientist who has never raised his level in robots above 1 only has a 1 in 20 chance of his robot functioning correctly per turn – except when the Scientist uses one of his 15 automatic successes per day for the robot. If the Scientist has already squandered his 15 auto successes for the day on other categories, then he will have to rely on his 1 in 20 chance for his robot the rest of the day.

Just because a Scientist is higher in level than he needs to be for a type of invention does not mean his chance of success goes up. A 5th level Scientist trying to make a gas gun still only has a 1 in 4 chance to make one, despite the fact he could be making more advanced paralysis rayguns.

Table 10: Inventing for Scientists

Level	Chance of Success	Examples
1	1 in 20 (5%)	Guns +1, florescent light wands, healing pills, 1 HD robots, jeeps
2	1 in 10 (10%)	Guns +1/+2, sleep gas guns, growth pills, 2 HD (man-sized) robots, aquatic cars
3	1 in 6 (16%)	Guns +2, ESP helmets, fire resistance pills, 3 HD robots, 2-seat helicopters
4	2 in 10 (20%)	Guns +2/+3, web guns, invisibility pills, 4 HD (large) robots, 2-seat fighter planes
5	1 in 4 (25%)	Guns +3, paralysis rayguns, speed pills, robot armor, 4-man submarines
6	2 in 6 (33%)	Guns +3/+4, lightning rayguns, flying pills, 6 HD robots, 1-seat jet planes
7	4 in 10 (40%)	Guns +4, polymorphing machines, extra-healing pills, 7 HD (huge) robots, 3-seat orbital rocket planes
8	2 in 4 (50%)	Guns +5, dimensional portals, superheroism pills, huge robot armor, 4-seat lunar landers
9	6 in 10 (60%)	Intelligent guns, telekinesis helmets, invulnerability pills, 9 HD robots, 5-seat Venus shuttles
10	4 in 6 (66%)	Bombs, cloudkill machines, 1d8 pills, 11 HD robots, 6-seat Mars rockets
11	7 in 10 (70%)	Heavy mortar cannons, weather control machines, 1d10 pills, 13 HD robots, 7-seat Jupiter rockets
12	3 in 4 (75%)	- , disintegrate rayguns, 1d12 pills, 15 HD robots, 8-seat Saturn rockets
13	8 in 10 (80%)	- , anti-gravity engines, - , 17 HD (giant) robots, 9-seat Uranus rockets
14	5 in 6 (83%)	- , simulacrum-making machines, - , - , 10-seat Neptune rockets

Guns: This category refers to practical combat inventions of both an offensive and defensive nature. If a Scientist wanted, for example, to invent a bulletproof vest +3, he would need to be at least level 5 in Guns first. Guns with a slash refer to all guns with special characteristics. For example, a Scientist would need to be level 2 in Guns to make a gun +1, +2 vs. hoodlums. A malfunctioning gun of level 5 or below simply jams and needs repair time to fix. A malfunctioning gun of level 6 or higher backfires against the wielder and does 1d6 damage. Malfunctioning armor offers no AC bonus.

Mad science: This most general category refers to any machines that duplicate spell- or power-like effects. Some of the examples in the above table are called guns, but are treated as mad science because they shoot something besides bullets. The above examples also give only the barest of guides to what is possible. Though this category offers the greatest versatility, it also has two significant drawbacks. One is mass. Mad science inventions tend to be heavy, 50 lbs. per level in general. Even something small in design, like a helmet, may need to be connected by wires to a heavy backpack or, at higher levels, something even less portable (though wheels are always possible). The other drawback is volatility. A malfunctioning mad science invention does damage to the user equal to half the level of the invention (rounded down) in d6. So, for example, someone trying to use a malfunctioning simulacrum-making machine will instead take 7d6 damage (with a save against science possible to half damage again). The invention is damaged beyond use at that point and needs repair.

Pills: The obvious limitation on pills is that they are one-use only items. They can also malfunction; if a pill malfunctions, secretly roll randomly on a pill trophy table for what effect the pill produces instead. The new result cannot be beneficial and if that was rolled then the pill simply has no effect instead. For example, a malfunctioning healing pill, when re-rolled, could turn out to be a pill of fire resistance. This is an acceptable result, so long as the Scientist is not in a situation like combat against someone hurling bottles of flaming oil or needing to cross a ring of fire to enter a building. The benefit of pills is that they can be manufactured in greater quantity – 1d6 at a time, except at level 10 or higher (see the above table).

Robots: Robots have several distinct advantages. The more obvious one is that robots can fight or

accomplish other tasks for the Scientist. Another benefit is that the Scientist does not have to be in contact with the robot to control it. Robots are controlled by either remote controllers or voice activation, both of which have a range of 10 ft. per level in robots the Scientist has. The downside of robots is that, when a robot malfunctions, it runs amok and keeps attacking random targets (including the Scientist and his allies) until disabled. If disabled before being reduced to 0 hp or without being wrecked, a malfunctioning robot only needs to be repaired. If wrecked or destroyed, a robot would have to be rebuilt from scratch.

Transportation: A malfunctioning form of transportation is dangerous because it is most likely going to malfunction while in motion and lead to a crash. Damage from a crash can be worked out using the ramming damage explained in the vehicular combat section of Book III: Underworld and Metropolis Adventures or, if the move per turn for the vehicle has not yet been stated but the Editor can estimate speed in MPH, the damage can be 1d6 per 10 MPH traveled at the time of impact. If it is still hard to judge how fast the vehicle was moving in a given situation, the Editor might roll 2d6 (x10 MPH) for cars or 1d4+2 (x100 MPH) for planes. Damage should be a maximum of 20d6, with a save vs. science for half-damage. Transportation can normally be repaired instead of re-invented, unless it was involved in a wreck that caused 10d6 damage or more.

Spending on Inventing: A Scientist can be assumed to have one free invention at the start of a campaign, with all other inventions taking time and resources to build. Each level of inventing takes at least 1d4 days and 1d6 (x \$100) to build (so, for example, a gun +1 would take at least 1d6 days, while a Neptune rocket would take at least 14d6 days). At the end of that time, the Scientist rolls for a chance of success. Failure means the invention simply does not work (it will not be able to malfunction until it has already worked) and the Scientist will have to roll a new time and resources requirement before he can try a chance of success again.

A Scientist who doubles the amount of money spent or doubles the amount of time spent can double the chance of success. Doing both triples the chance of success. Every time either category is doubled, the multiplier increases by a factor of one. For example, a 1st level Scientist wants a gun +1 that will never backfire. To do that, he will have to boost his chance of success 20 times. He has more money than time, so he commits 5d4 days and 15d6 (x \$100) to the project and is guaranteed a perfect gun +1. Had he been satisfied with a 50/50 chance of success, he could have committed 5d4 days and 5d6 (x \$100) to the project. The Scientist must commit before the dice are rolled.



Conversely, a Scientist can spend less time or money and reduce the chance of success. For example, suppose it is vitally important that a 14th level Scientist builds a Saturn rocket in no more than 12 days. He could cut his time commitment in half, but the 12d2 still leaves the chance that it could take too long. The Scientist cuts the time again, leaving his chance of success at 1 in 4. He can bump it back up to 3 in 4 by spending 36d6 (x \$100) instead of 12d6 (x \$100) on it.

Repairs: Repairs take half as much time and resources as inventing from scratch.

Powers: The following are additional powers available to Superheroes:

Level 2

Fire Resistance
Truer Blows
Turn Good

Level 3

Electrical Resistance
Head Blow
Shake It Off

Level 4

Detect Evil II
Extension I
Telekinesis

Level 5

Extension II

Level 6

Detect Evil III
Disintegrate
Extension III
Mission from Beyond

Description of Powers:

Detect Evil II

Power Level: 4
Range: 1,000 ft./level
Duration: 1 turn/level

A more powerful version of the 1st level Detect Evil power, Detect Evil II can sense anyone with evil intentions within the radius and give the Superhero a general compass direction for each evil-minded person in range.

Detect Evil III

Power Level: 6
Range: 2 miles/level
Duration: 2 turns/level

A much more powerful version of the 1st level and 4th level Detect Evil powers, Detect Evil II can tell how many people are planning evil within the radius of detection, can lead the Superhero to each person with evil intentions within range, **and** prioritize them in order of which evil acts would be worst.

Disintegrate

Power Level: 6
Range: 30 ft. + 2 ft./level
Duration: Permanent

Not only is the object wrecked, but there is nothing left of the item. The power is different from the spell (see **Supplement I: National**) in that magical materials can be wrecked (though not fully disintegrated) with this power, but living creatures cannot be disintegrated.

Electrical Resistance

Power Level: 3

Range: Self
Duration: 2 turns/level

For the duration, the Hero is immune to non-magical electricity. Against magical electricity the Superhero enjoys a +1 bonus to save and takes –1 point of damage per die.

Extension I

Power Level: 4
Range: Same as the power being extended
Duration: See below

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

Extension II

Power Level: 5
Range: Same as the power being extended
Duration: See below

Extension II lengthens the duration of another power by 50%. Only powers of level 1-4 can be affected by Extension II.

Extension III

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

Extension III lengthens the duration of another power by 50%. Only powers of level 1-5 can be affected by Extension III.

Fire Resistance

Power Level: 2
Range: Self
Duration: 1 turns/level

For the duration, the Hero is immune to non-magical fire and heat. Against magical fire or heat the Superhero enjoys a +1 bonus to save and takes –1 point of damage per die.

Head Blow

Power Level: 3
Range: Melee
Duration: 1d6 turns + 2 turns/level

If the intended victim misses a saving throw against plot, the Superhero immediately strikes that person in the back of the head hard enough to suffer from temporary amnesia. There is a –1 penalty to the saving throw for every 2 levels of the Superhero.



Someone with amnesia cannot use any class-based special abilities for the duration. When the power's duration ends, the victim will remember everything from before, plus a 3 in 6 chance of remembering what happened during the amnesia. Note that non-humans are only affected by amnesia at the Editor's discretion.

Mission from Beyond

Power Level: 6
Range: Self
Duration: 1 turn

This power can never be used more than once per month. When used, the clouds part, a heavenly light shines down on the Superhero, and a voice from a higher power informs the Superhero what he should be doing at that moment. This is the perfect time for the Editor to feed plot information to a player who just is not getting what to do next on his own. The Superhero can attempt to ask questions afterwards, at which time the power functions exactly like the Contact Other Plane Magic-user spell (see **Book I: Men and Supermen**).

Shake It Off

Power Level: 3
Range: Self
Duration: Immediate

The Superhero can immediately "just shake off" 2d6 worth of damage already inflicted. The Superhero will have to wear an arm sling and some head bandages for 1d6 days afterwards, no matter where the Superhero was actually injured.

Telekinesis

Power Level: 4
Range: 5 ft./level
Duration: 1 turn/level

This is the power to move objects without physically touching them. It could be a psychic phenomenon or explained by the subtle use of other superpowers, like an icy coating making objects slide around, super-speed vibrations, or even the flexing of muscles so powerful that the action knocks away nearby objects – basically whatever rationale a player can come up with that the Editor will allow. This power is not an excuse to do damage and objects cannot normally be moved with enough speed or force to do harm (though an obvious exception would be knocking over something that would cause damage by landing on someone). Simple tasks can be performed without the Superhero moving in any noticeable way, such as knocking a telephone receiver off its handle or lifting someone up to a high ledge. Heavy objects can be moved about within range, up to 200 lbs. per level. To some extent this power can also overlap with wrecking things, being used to automatically force open doors or remove bonds.

Truer Blows

Power Level: 2
Range: Touch
Duration: 1 turn/3 levels

For the duration, the Superhero may roll 1d30 for all attack rolls (if a 30-sided die is not available, the

player may roll and add the result of 1d10-1 to a 1d20 roll).

Turn Good

Power Level: 2
Range: 5 ft./level
Duration: 1 month per level

Through oratory, by example, or some combination of the two, the Superhero can try to change the Alignment of a Supporting Cast Member. The SCM will need the Hero's attention for 1 turn per level/HD of the SCM before the SCM must make a save against plot. Failure means the SCM will shift one Alignment closer to the Alignment of the Superhero, **e.g.**, from Neutral to Lawful for a Lawful Superhero or always to Neutral for a Neutral Superhero. If the SCM's Alignment is made to match the Superhero's Alignment, that SCM will always enjoy a +2 bonus to loyalty/morale saves.

Spells

<i>Level 1</i>	<i>Level 2</i>	<i>Level 3</i>
Obscuring Mist	Calm Mobsters Hold Animal Produce Flame Transfer Fire Warp Wood	Nightmares
<i>Level 4</i>	<i>Level 5</i>	<i>Level 6</i>
Antiplant Shell Body Switch	Control Winds	<i>Extension III</i>

Level 9

Astral Spell
Gate
Maze
Meteor Swarm
Mobster Summoning VII
Power Word Kill
Prismatic Sphere
Shape Change
Time Stop
Wish

Description of Spells:

Antiplant Shell

Level 4
Range: 10 ft.
Duration: 10 minutes/level

The antiplant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures whom the spell keeps at bay strains and collapses the field.

Astral Spell

Level 9
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 5% 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.

Body Switch

Level 4
Range: 20 ft +10 ft/level
Duration: 3 turns

A weaker version of *Mind Jar*, Body Switch allows the Magic-User to temporarily switch minds with a willing or unwilling victim within range. An unwilling victim is allowed a saving throw against spells to resist. Neither mind can access any of the class- or race-based abilities belonging to either body, though psionic abilities are retained. If either body is killed during the duration of the mind switch, there is a 50/50 chance of which mind is instantly killed with it.

Calm Mobsters

Level 2
Range: 10 ft + 5 ft/level
Duration: 3 turns/level

The Magic-User can choose up to four individuals, plus one more for every two levels of the Magic-User, within range and force them to save against magic or be unable to act in a violently hostile manner for the duration. They are under no obligation to cooperate and can even try to flee, but they just cannot attack. The spell only works on humans or half-humans.

Control Winds

Level 5
Range: 40 ft./level
Duration: 10 minutes/level

The character alters wind force in the area surrounding the character. The character can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or the character chooses to alter his or her handiwork, which requires concentration. The character may create an "eye" of calm air up to 80 feet in diameter at the center of the area if the character so desires, and the character may choose to limit the effect to any circular area less than the character's full range.

Wind Direction: The character may choose one of four basic wind patterns to function over the spell's area:

A downdraft blows from the center outward in equal strength in all directions.

An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.

A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Force: For every three caster levels, the character can increase or decrease wind force by one level of strength. Each round, a creature in the wind must make a Fortitude save or suffer the effect.

Strong winds (21+ mph) make sailing difficult. A severe wind (31+ mph) causes minor ship and building damage. A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder. A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

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 1-5 can be affected by Extension III.

Gate

Level: 9
Range: Near the caster
Duration: See below

A gate spell creates an opening to another plane of existence, and summons forth a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may even be extremely annoyed.

Hold Animal

Level: 2
Range: 100 ft. + 10 ft./level
Duration: 1 round/level

The subject freezes in place, standing helpless. The animal is aware and breathes normally but cannot take any physical actions. The animal can, however, execute purely mental actions. A winged creature who is held cannot flap its wings and falls. A swimmer can't swim and may drown. Hold animal does not work on magical beasts.

Maze

Level 9
Range: 60ft
Duration: Depends on intelligence

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with intelligence lower than 6 require 2d4 x3 rounds (minutes) to escape the interdimensional prison. Creatures with intelligence 7-11 require 2d4 rounds, and creatures with an intelligence of 12+ require only 1d4 rounds to puzzle the way back into normal reality. Although monsters aren't described with specific intelligence scores, it shouldn't be hard to determine into which category any specific monster falls. Unless ruled otherwise by the Editor, there is no saving throw to avoid the spell.

Meteor Swarm

Level 9
Range: 240ft
Duration: Instantaneous

Tiny meteors swarm from the caster's hands and explode into fireballs where he desires. The caster may hurl 4 normal fireballs for 10d6 damage or 8 fireballs of 10ft diameter that inflict 5d6 points of damage. A saving throw is permitted in order to take half damage.

Monster Summoning VII

Level 9
Range: Not applicable
Duration: 6 rounds (minutes)

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

Table 11: Mobster Summoning VI Results

Die Mobster Type Summoned

Type (Chaotic casters may get the mobsters in parantheses, at the Editor's discretion)

1	1d2 Banshees
2	1 Chimera
3	1 Djinn (1 Efreet)
4	1 10 HD Hydra
5	1 11 HD Gold dragon (1 10 HD Red dragon)
6	1 Plesiosaur
7	1d2 Huge bronze robots
8	1 Black pudding
9	1 11 HD Man-eating tree
10	1 Styracosaur

Nightmares

Level 3
Range: 5 ft./level
Duration: 1 night/level

The victim of this spell, unless a saving throw is made, will have his sleep plagued by such horrific nightmares each night of the duration that no natural healing will happen. While awake, he will be so traumatized that all saving throws will be at –4 and all other rolls will be at –2. Note that the range refers to when the spell is first cast; the victim can go anywhere however far from the caster and still suffer the dreams at night. The spell never takes effect until the first night's sleep, so if the spell is dispelled before then, no harm will come to the victim. Non-humans may be affected by this spell at the Editor's discretion.

Obscuring Mist

Level 1
Range: 30 ft.
Duration: 1 minute/level

A misty vapor arises around the character. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Note: Cover works only like this for this one spell.

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fire spell burns away the fog in the explosive or fiery spell's area. This spell does not function underwater.

Power Word Kill

Level 9
Range: 120ft
Duration: Immediate

The caster speaks a word of power to a particular creature. If that creature has fewer than 50 hit points, it is slain by the word it hears; if it has more than 50 hit points it is not affected by the spell. No saving throw applies.

Prismatic Sphere

Level 9
Range: 10ft sphere
Duration: 1 hour

A sphere of seven colors whirls about the magic-user, with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns. The layers of the spectrum are as follows:

Table 12: Prismatic Sphere Layers

Layer (Outermost to Innermost)	Effect of the Color	Layer Negated by
Red	Causes 12 points of damage to the touch, stops any magic arrows or missiles (including the spell magic missile)	Ice Storm or other cold-based attack
Orange	Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile.	Lightning Bolt or other electrical attack
Yellow	Causes 48 points of damage to the touch. Blocks all	Magic Missile spell or a magical

	<i>breath weapons.</i>	<i>arrow</i>
<i>Green</i>	<i>Causes death (saving throw allowed) to the touch. Blocks and scrying and detection-type spells from seeing within.</i>	<i>Passwall spell or other earth-moving magic</i>
<i>Blue</i>	<i>Turns flesh to stone when touched (saving throw allowed). Blocks all 1st-4th level spells from passing through.</i>	<i>Disintegrate spell (or from a wand or item)</i>
<i>Indigo</i>	<i>Causes death and destroys the soul utterly when touched (saving throw allowed).</i>	<i>Dispel Magic</i>
<i>Violet</i>	<i>Causes permanent insanity when touched. Blocks all 5th-9th level spells from passing through.</i>	<i>Continual Light</i>

Produce Flame

Level 2
Range: 0 ft.
Duration: 1 round/level

Flames appear in the character's hand. The character can hurl them or use them to touch enemies. The bright flames, which illuminate out to 20 feet as torches do, appear in the character's open hand and harm neither the character nor the character's equipment.

The character can strike opponents with a melee touch attack, dealing fire damage equal to 1d4 +1 point per two caster levels (maximum +10). Alternatively, the character can hurl the flames up to 120 feet as a thrown weapon. When doing so, the character attacks with a ranged touch attack (with no range penalty) and deals the same damage as with the melee attack. No sooner does the character hurl the flames than a new set appears in the character's hand.



Shape Change

Level 9
Range: Cast on self
Duration: 1d6+10 turns, plus 1turn/level

When the caster casts this spell upon himself, he is able to turn at will into a variety of creatures. In each form, he gains the characteristics of the creature (much as with the polymorph others spell). Thus, turning into a dragon actually allows the caster to use the dragon's breath weapon. The caster might then choose to turn into a raven, then a frog, and whatever other creatures he might choose. It is not, of course, required that the caster use more than one shape – if he wants to remain as a dragon for the duration of the spell, that's fine.

Time Stop

Level 9
Range: Around caster
Duration: 1d4+1 rounds (minutes)

The caster stops the passage of time in a radius about 15 feet around himself (the time-stopped area does not thereafter move with the caster. Any creatures within this area are suspended in time, unable to act. The caster is not stopped in time while in the area or beyond.

Transfer Fire

Level 2
Range: 20 ft. per level
Duration: 1 turn/level (see below)

This spell moves already existing fire from one location to another within range. The caster can affect up to 5 cubic feet of fire per level. While this spell can neither create nor dispel fire, the caster can influence how long it lasts by moving it to more or less flammable material. If removed from fuel, the fire will die out after 1 turn. If transferred to more fuel, the fire lasts up to the stated duration above, unless smothered or in some other way extinguished first. Fire can be moved directly to a person to do damage, or multiple persons in the area of effect of the transferred fire, with the damage dependent on the size and intensity of the fire. If the light from a lit torch was moved to a person, for instance, the victim would take 1d6 damage. If enough flame is moved to completely surround four people in a room, damage should be 2d6 to each of them.

Starting at 6th level, this spell can affect magical fire (but never from an instantaneous fire effect, like a fireball spell). Starting at 10th level, this spell can affect beings made of fire (like fire elementals).

Warp Wood

Level 2
Range: 25 ft. + 5 ft./2 levels
Duration: Instantaneous

This spell targets 1 lb. of wood/level, all within a 20-ft. radius. The character causes wood to bend and warp, permanently destroying its straightness, form, and strength. Boards or planks can also be affected. Warped ranged weapons are useless. Warped melee weapons suffer a –4 penalty to their attack rolls.

Alternatively, the character can unwarp wood with this spell, straightening wood that has been warped by this spell or by other means.

Wish

Level 9
Range: Unlimited
Duration: See below

This spell is not all-powerful; it grants wishes of limited scope (although more powerful than a limited wish). The Editor's discretion will rule what sort of wishes are within the spell's power (one possible guideline – not official – might be that a wish can grant effects that would be similar in power to a spell of level 8 or lower, with permanent effect in many cases). After casting a wish spell, the magic-user is too mentally drained to cast spells for a period of 1d4 days.

Stunts

Level 1
Compel to Draw
Disarming Shot
Fancy Shooting
Improved Cover
Jump into Saddle
Lasso Expertise
Quick Draw

Level 2
Campsite Sanctuary
Detect Indians
Deputize Others
Foil Tracking
Iron Lasso
Shooting Expertise
Sun at Your Back

Level 3
Advanced Tracking
Raise Posse
Sing Healing Song
Sing Inspirational Song
Turn Vamps to Good Girls

Spur Horse
Summon Horse
Track

Explanation of Stunts:

Advanced Tracking

Stunt Level: 3
Range: 50 ft./level
Duration: 1 turn/2 levels

Similar to the spell Locate Object, the Cowboy is guaranteed to find who or what he is looking for, so long as the quarry being tracked is within range. If the quarry is out of range, this stunt functions as the 1st level Track stunt with a +1 bonus.

Campsite Sanctuary

Stunt Level: 2
Range: 0 ft.
Duration: 1 hour/level

The Cowboy can set up a campsite that is spared from wandering mobster rolls for the duration.

Compel to Draw

Stunt Level: 1
Range: 10 ft./level
Duration: 1 turn/level

The Cowboy can force someone to save against plot at –1/level of the Cowboy or else attack the Cowboy, no matter what the person's previous intentions were.

Detect Indians

Stunt Level: 2
Range: 1,000 ft./level
Duration: 1 hour/level

The Cowboy just has an intuitive sense of when Indians are around. If the Cowboy has the chance to bend down and put his ear to the ground, he can accurately guess how many Indians are within range.

Deputize Others

Stunt Level: 2
Range: Touch (1 person/turn)
Duration: 12 hours/level

The Cowboy can deputize people at the rate of one per turn, up to a number equal to his level. These people automatically become temporary Supporting Cast Members. At the Editor's discretion, the Cowboy may still earn the XP award for recruiting SCMs, depending on how well the deputizing was roleplayed).

Disarming Shot

Stunt Level: 1
Range: 10 ft./level
Duration: 1 shot/2 levels

This power requires the Cowboy to have a loaded gun. The Cowboy can, with trick shot(s), disarm a target by shooting the gun out of his hand if the target fails a saving throw against science. The bullet will barely hurt the target, doing 0-1 points of damage. The gun will fly 5d4 ft. from the target's hand in a random direction.

Fancy Shooting

Stunt Level: 1
Range: 10 ft./level
Duration: 1 minute/level

This power also requires the Cowboy to have a loaded gun, preferably two. The Cowboy can perform a series of trick shots, such as shooting a nickel in mid-air, or a row of tin cans off a fence, or hats off people's heads, to demonstrate his prowess. When he is done, all mobsters who witnessed it must make morale saves. The other benefit is that, during the length of the fancy shooting demonstration, anyone wishing to attack the Cowboy must save against plot each turn, or wait until the shooting is over before attacking.

Foil Tracking

Stunt Level: 2
Range: Touch
Duration: 20 minutes/level

The Cowboy is an adept hand at covering tracks and can, indeed, cover the tracks of himself and his horse, plus one additional man and horse per level after first-level, for the duration.

Improved Cover

Stunt Level: 1
Range: Self
Duration: 2 turns/level

All forms of cover offer an improvement of AC [AAC] to the Cowboy of -1 [+1], with the exception of window sills – when the Cowboy hides behind a window sill and shoots out the window, the sill grants him an additional -1 [+1], for a total of -4 [+4] (since the sill counts as hard cover).

Iron Lasso

Stunt Level: 2
Range: 5 ft. + 1 ft./level
Duration: 1 turn/level

For the duration, the Cowboy can tighten his lasso like an iron band around someone already lassoed (this stunt confers no bonus to hit). The victim takes 1d6 points of constriction damage per turn and the lasso cannot be removed for the duration without wrecking it as if a door.

Jump into Saddle

Stunt Level: 1
Range: Self
Duration: 1 turn

The Cowboy can jump from a height of 10 ft. + 1 ft. per level into a waiting saddle on a horse's back and take no damage (nor cause any to the horse). There must be a saddled horse already within 10 ft. (+1 ft. per level) of where the Cowboy would land for this to work.

Lasso Expertise

Stunt Level: 1
Range: 5 ft. + 1 ft./level
Duration: 1 turn + 1 turn/level

The Cowboy enjoys, for the duration, a +1/level bonus to attack with a lariat, with his target(s) suffering a -1/level penalty to save against missiles to avoid being lassoed.

Quick Draw

Stunt Level: 1
Range: Self
Duration: 1 turn

The Cowboy can automatically win initiative for one turn instead of rolling normally. This benefit does not extend to anyone else on the Cowboy's side. If the Cowboy is opposed by someone else using Quick Draw (either a Cowboy or someone with an intelligent gun with the quick draw power), then both sides roll 1d6 and add their level, with the high roll going first.

Raise Posse

Stunt Level: 3
Range: 1 mile/level
Duration: 1 turn + 1 turn/level

A Cowboy of sufficient level can raise a posse of 1d6 level 1 Cowboys +1 sidekick per level for the express purpose of tracking down mobsters and laying siege to their hideouts. The posse must be formed somewhere Cowboys of such numbers can reasonably be found within range – almost always limited, then, to when the Cowboy is out West. The posse can be made to leave the West to find a hideout as long as the distance can be traveled during the duration of the stunt. The posse will be willing to attack anyone coming out of the hideout or shoot at mobsters through windows, but none of them can be coerced into entering the hideout or else the entire posse will disband and leave.

Shooting Expertise

Stunt Level: 2
Range: 100 ft. + 20 ft./level
Duration: 1 minute/2 levels

For the duration, the Cowboy can add +1 for every two levels of the Cowboy to an attack roll with a gun.

Sing Healing Song

Stunt Level: 3
Range: 5 ft./level
Duration: Immediate

If the Cowboy has a guitar and time to play a song, everyone within range heals back 1d4 hp. The song cannot be sung during combat.

Sing Inspirational Song

Stunt Level: 3
Range: 5 ft./level
Duration: 1 turn +1 turn/level

If the Cowboy has a guitar and time to play a song, everyone within range on the Cowboy's side enjoys a +1 bonus to hit and saves (including morale) for the duration.

Spur Horse

Stunt Level: 1
Range: Touch
Duration: 1 minute/level

For the duration, the Cowboy can boost his horse's Move up to 150 ft. (from 90 ft. normally)

Summon Horse

Stunt Level: 1
Range: Special
Duration: Permanent, until the Cowboy leaves his horse again

All the Cowboy has to do is whistle loudly and his horse will come in 1d4 minutes. The Cowboy has to already own a horse and there has to be some way for the horse to realistically reach him. The horse cannot pass through closed doors into buildings or hideouts.

Sun at Your Back

Stunt Level: 2
Range: Self
Duration: 1 turn/2 levels

So long as the Cowboy is outside in daytime, he can always ensure that the sun is behind him, no matter what direction he is facing or what hour it is. Anyone shooting missile weapons at the Cowboy for the duration has to stare into the light and suffer a -2 penalty to hit him.



Track

Stunt Level: 1
Range: Self
Duration: 1 turn/level

Outdoors, the Cowboy has a 6 in 10 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 Cowboy 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 Cowboy has a 13 in 20 chance to track people or natural animals (ruling out the paranormal or supernatural), 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.

Turn Vamps to Good Girls

Stunt Level: 3
 Range: 10 ft/level
 Duration: 1 month/level

If a Cowboy has at least 1 turn to discuss good old-fashioned values with a vamp, she must save vs. plot or change Alignment to Lawful and lose her special abilities as a vamp. The Cowboy can try to turn up to 1 vamp per level at a time. Starting at 3rd level, the Cowboy never needs longer than 2 hours with a vamp to turn her. Every two levels, the amount of time halves, so that a 9th level Cowboy needs no more than 15 minutes with a vamp to try and turn her. Any turned vamps automatically become Supporting Cast Members.

Psionics: The following can be used in addition to or instead of the traditional way magic has been described as working. If traded, then all Magic-Users would become psionics. The psionics system does offer greater flexibility than the Magic-User class allows.

If both magic and psionics co-exist, then there should be a 1 in 20 chance of a Hero being psionic. A psionic Hero would still progress in his normal class, but at a 10% Experience Point penalty.

Even if an Editor chooses not to use psionics, he may choose to apply as many of the rules for psionics (such as displayed side effects or the definitions for ranged attacks) to magic as he wishes.

A psionic gains two each of attack and defense modes at each level until all are possessed. Powers (or spells) are gained at the progression shown on the table below. The following table also shows how many psionic points a psionic has, per day, for spending on attack and defense modes and powers (and note that if the Editor wishes to make magic/psionic use more flexible, the number of points per level can be increased, or even doubled).

Table 13: Psionic Points

Level	Points	Number of Powers by Level								
		1	2	3	4	5	6	7	8	9
1	2		-	-	-	-	-	-	-	-
2	3	1	-	-	-	-	-	-	-	-
3	4	2	-	-	-	-	-	-	-	-
4	7	2	-	-	-	-	-	-	-	-
5	10	2	1	-	-	-	-	-	-	-
6	15	2	1	-	-	-	-	-	-	-
7	20	3	2	1	-	-	-	-	-	-
8	27	3	2	1	-	-	-	-	-	-
9	34	3	2	2	1	-	-	-	-	-

10	43	3	2	2	1	-	-	-	-	-
11	52	3	3	2	2	1	-	-	-	-
12	63	3	3	2	2	1	-	-	-	-
13	74	4	3	3	2	2	1	-	-	-
14	87	4	3	3	2	2	1	-	-	-
15	100	4	3	3	3	2	2	1	-	-
16	115	4	3	3	3	2	2	1	-	-
17	130	4	4	3	3	3	2	2	1	-
18	147	4	4	3	3	3	2	2	1	-
19	164	4	4	4	3	3	3	2	1	1
20	183	4	4	4	4	3	3	2	2	1

PSIONIC COMBAT

Overview

There are five psionic attack modes and five psionic defense modes. Each mode is like a specialized psionic power and generally follows the rules for using a psionic power, but there are some differences. Successful psionic attacks deal temporary ability damage, while successful psionic defenses protect the subject from taking that ability damage. Psionic characters can target nonpsionic opponents with attack modes, though nonpsionic creatures are naturally resistant to most such attacks.

Psionic Attack Modes

Ego Whip (Dex)

Id Insinuation (Str)

Mind Blast (Cha)

Mind Thrust (Int)

Psychic Crush (Wis)

Psionic Defense Modes

Empty Mind

Intellect Fortress

Mental Barrier

Thought Shield

Tower of Iron Will

(Nonpsionic buffer)

Attack and defense modes do not fall under any one discipline, nor do they possess levels; however, each attack mode is keyed to a particular ability score (noted next to each attack mode in parentheses). The attacker adds his or her key ability modifier to the saving throw number the defender must roll. The ability also indicates the specific type of temporary ability damage the attack deals if successful.

Making a Psionic Attack

A psionic character initiates psionic combat by targeting any opponent in range with one of the five psionic attack modes he or she knows. Using a psionic attack mode is a standard action, and normally only one attack is allowed in a round.

Each psionic attack mode has a power point cost (as noted on Table: Psionic Attack Modes). The attacker modifies the defender's saving throw with the attacker's appropriate ability modifier. The attacker's ability modifier is always his or her key ability modifier, regardless of the specific attack mode used. The defender does not know what specific attack he or she is defending against until after the defense is raised, nor does the attacker know what defense will be raised until after the attack is launched.

Making a Psionic Defense

A character defending against a psionic attack mode makes a saving throw -- either a save against magic or a save against science depending on the Editor's decision on how psionics works in his campaign -- to determine the success or failure of the attack. Unless surprised or out of power points, psionic characters can respond to a psionic attack by putting up one of the five psionic defense modes. The defender is aware of the attack but not the specific attack mode. Following the attack, the defender knows which attack mode it was, regardless of the success or

failure of the attack to deal temporary ability damage.

A psionic character must be conscious to raise a psionic defense mode. Regardless of initiative order, a defender may always attempt to put up a defense mode as a free action if he or she has sufficient power points to pay for it and is not surprised.

If caught surprised, or if the defender's power points are exhausted, the defender must make his saving throw with the appropriate modifier (see Table 13).

A defender who successfully raises a psionic defense mode gains a bonus on the save against that psionic attack (and that attack only) and possibly mental hardness against temporary ability score damage, depending on the mode utilized (again, only for the specific attack). This save bonus is set out in Table: Psionic Combat Modifiers.

Special Considerations: If the defender raises a psionic defense mode but still fails the save, the mental hardness granted by the mode, if any, still reduces the total ability damage dealt by the attack (except in the special case of id insinuation). A defender who fails the save and does not have sufficient mental hardness to block out all the ability damage takes the balance as the appropriate amount and type of temporary ability damage.

Defending against Multiple Attacks

Unless surprised, a psionic character can defend against multiple psionic attacks from different aggressors in the same round, if he or she has sufficient power points to pay the cost of each defense.

Psionic Attacks against Nonpsionic Creatures

Like psionic creatures, nonpsionic creatures make a save to defend against psionic attacks. Nonpsionic creatures do not choose defense modes, however, they have protection from psionic attacks in the form of a nonpsionic buffer (see Table: Psionic Combat Modifiers). Furthermore, they naturally convert ability damage to rounds of being stunned on a 1-for-1 basis.

Even when stunned a nonpsionic being retains its nonpsionic buffer.

Table 13: Psionic Combat Modifiers

Defense Mode	Ego Whip	Id Insinuation	Mind Blast	Mind Thrust	Psychic Crush
Empty Mind	-1	+2	-3	+3	+5
Intellect Fortress	+2	-1	+0	-4	-4
Mental Barrier	+1	-4	+3	-1	-3
Thought Shield	+4	+1	+2	-4	-2
Tower of Iron Will	-3	+0	+1	-4	+3
Nonpsionic Buffer	+4	+5	-4	+4	+4
Surprised or out of power points	-4	-4	-4	-5	-4

The defender knows he or she is being attacked, but not what attack is coming in, and can put up a defense he or she knows unless surprised. Depending on the combination of attack mode and defense mode, the defender's modifier is noted on the above table.

Table 14: Psionic Attack Modes

Attack Mode	Range	Ability Damage	Power Points
Mind Thrust	Close (25 ft. +5 ft./2 levels)	1d2 Int	1
Ego Whip	Close (25 ft. +5 ft./2 levels)	1d4 Dex	3
Id Insinuation	Close (25 ft. +5 ft./2 levels)	1d2 Str*	3
Psychic Crush	Close (25 ft. +5 ft./2 levels)	2d4 Wis	5

Mind Blast	60 ft. cone (all within must save)	1d4 Cha**	9
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*If the save is failed, the defender ignores mental hardness.

** Nonpsionic beings affected by mind blast are stunned for 3d4 rounds.

Table 15: Psionic Defense Modes

Defense Mode	Secondary Protection*	Power Points
Empty Mind	None	1
Thought Shield	1 mental hardness	1
Mental Barrier	2 mental hardness	3
Intellect Fortress	3 mental hardness	5
Tower of Iron Will	2 mental hardness in 10 ft. rd.**	5
Nonpsionic Buffer	Ability damage converted to stun	n/a

*Mental hardness reduces total ability damage dealt by successful psionic attack.

**Modifiers on defender's Will save does not stack with overlapping psionic defenses, but mental hardness does stack.

Ability Damage from Psionic Attacks

All damage taken during psionic combat is in the form of temporary ability damage. The specific attack mode used determines the type of temporary ability damage dealt. Temporary ability damage returns naturally at a rate of 1 point per day for each damaged ability.

If a psionic being's score in any one ability damaged by an attack mode reaches 0, he or she drops helpless. All further psionic attacks against that target deal temporary Constitution damage. The downed being cannot raise psionic defenses against these attacks. If his or her Constitution reaches 0, he or she immediately dies. If brought back to life through magical or psionic means, the victim comes back with a Constitution score of 1. Lost ability points continue to return normally as the temporary damage fades.

Psionic Attack and Defense Modes

Psionic attack and defense modes are in many ways akin to standard powers, but they differ in some ways. Since they do not really belong to any one discipline, a psionic character can use any mode he or she has access to without worrying about a key ability score.

Ego Whip

Attack Mode (Dex)

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Negates (see text)

Power Resistance: No

Power Points: 3

The defender makes a save. Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's save. Those who fail their saving throw take 1d4 points of temporary Dexterity damage. Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table: Psionic Combat Modifiers). On a failed saving throw, nonpsionic creatures are stunned for 1d4 rounds.

Empty Mind

Defense Mode

Display: Au

Manifestation Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 1

A manifester can raise empty mind as a reaction in response to a psionic attack mode, even if he or she has already taken the full allotment of actions for the round (unless the manifester is surprised or out of power points). Cross-reference this defense with the attack mode on Table: Psionic Combat Modifiers to get the appropriate modifier to the save.

Id Insinuation

Attack Mode (Str)
Display: Me
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Negates (see text)
Power Resistance: No
Power Points: 3



The defender makes a save. Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's save. Those who fail their saving throw take 1d2 points of temporary Strength damage, regardless of mental hardness. Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table: Psionic Combat Modifiers). On a failed saving throw, nonpsionic creatures are stunned for 1d2 rounds.

Intellect Fortress

Defense Mode
Display: Au
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 5

A manifester can raise intellect fortress as a reaction in response to a psionic attack mode, even if he or she has already taken the full allotment of actions for the round (unless the manifester is surprised or out of power points). Cross-reference this defense with the attack mode on Table: Psionic Combat Modifiers to get the appropriate modifier to the save. The manifester also gains mental hardness 3, which is applied against any temporary ability damage dealt by the attack mode if the manifester fails his or her save (except against id insinuation).

Mental Barrier

Defense Mode
Display: Au
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous

Power Points: 3

A manifester can raise mental barrier as a reaction in response to a psionic attack mode, even if he or she has already taken the full allotment of actions for the round (unless the manifester is flat-footed or out of power points). Cross-reference this defense with the attack mode on Table: Psionic Combat Modifiers to get the appropriate modifier to the save. The manifester also gains mental hardness 2, which is applied against any temporary ability damage dealt by the attack mode if the manifester fails his or her Will save (except against id insinuation).

Mind Blast

Attack Mode (Cha)

Display: Vi (see text)

Manifestation Time: 1 action

Range: 60 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: negates (see text)

Power Resistance: No

Power Points: 9

This attack blasts the minds of all creatures in a 60-foot cone. Defenders within the area make a save. Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's save. Those who fail their saving throw take 1d4 points of temporary Charisma damage. A nonpsionic creature's buffer is less helpful against mind blast than other psionic attack modes. The save suffers a -4 penalty, and on a failed saving throw, a nonpsionic creature is stunned for 3d4 rounds (rather than 1d4).

Mind Thrust

Attack Mode (Int)

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: negates (see text)

Power Resistance: No

Power Points: 1

The defender makes a save. Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's save. Those who fail their saving throw take 1d2 points of temporary Intelligence damage. Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table: Psionic Combat Modifiers). On a failed saving throw, nonpsionic creatures are stunned for 1d2 rounds.

Psychic Crush

Attack Mode (Wis)

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: negates (See text)

Power Resistance: No

Power Points: 5

The defender makes a save. Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's save. Those who fail their saving throw take 2d4 points of temporary Wisdom damage. Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table: Psionic Combat Modifiers). On a failed saving throw, a nonpsionic creature is stunned for 2d4 rounds.

Thought Shield

Defense Mode
Display: Au
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 1

A manifester can raise thought shield as a reaction in response to a psionic attack mode, even if he or she has already taken the full allotment of actions for the round (unless the manifester is surprised or out of power points). Cross-reference this defense with the attack mode on Table: Psionic Combat Modifiers to get the appropriate modifier to the save. The manifester also gains mental hardness 1, which is applied against any temporary ability damage dealt by the attack mode if the manifester fails his or her save (except against id insinuation).

Tower of Iron Will

Defense Mode
Display: Au
Manifestation Time: 1 action
Range: 5 feet
Area: 10-ft.-radius emanation, centered on you (see text)
Duration: Instantaneous
Saving Throw: Yes (harmless)
Power Resistance: No
Power Points: 5

A manifester can raise tower of iron will as a reaction in response to a psionic attack mode, even if he or she has already taken the full allotment of actions for the round (unless the manifester is surprised or out of power points). Cross-reference this defense with the attack mode on Table: Psionic Combat Modifiers to get the appropriate modifier to the save. The manifester and those within the area also gain mental hardness 2, which is applied against any temporary ability damage dealt by the attack mode if the manifester fails his or her save (except against id insinuation).

Because tower of iron will has an area, it specifically grants mental hardness (but not a save modifier) to other living, willing creatures against a psionic attack. These bonuses stack. Nonpsionic creatures within the area also gain this mental hardness, which shields them from potential rounds of being stunned instead of temporary ability damage, on a point-for-point basis.

Powers Overview: Manifesting Powers

Choosing a Power

To manifest a power the character must pay power points, which count against his or her daily total, but the character can manifest the same power over and over if he or she has points left to pay for it. A power's cost is determined by its level, as shown below. Every power's cost is also noted in its description.

Table 16: Psionic Power Level

Power Level	1	2	3	4	5	6	7	8	9
Power point cost	1	3	5	7	9	11	13	15	17

Manifestation Time

A character can manifest a power with a manifestation time of 1 action as a standard action. That means a psionic can still move once or perform another small, non-attack action.

A power that takes 1 full round to manifest is a full-round action. It comes into effect just before the beginning of the character's turn in the round after he or she began manifesting the power. The character then acts normally after the power is completed. A power that takes 1 minute to manifest comes into effect just before the character's turn 1 minute later.

Range

A psionic power's range indicates how far from the manifester it can reach, as defined on the Range line of the power description. A power's range is the maximum distance from the manifester that the power's effect can occur, as well as the maximum distance at which the manifester can designate the power's point of origin. If any portion of the area would extend beyond the range, that area is wasted. Standard ranges include:

Effect: Some powers create or summon things rather than affecting things that are already present. Unless otherwise noted in the power description, the manifester must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the power's range.

Ray: Some effects are rays. The character aims a ray as if using a ranged weapon. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. The character doesn't have to see the creature he or she is trying to hit, as the character does with a targeted spell. Intervening creatures and obstacles, however, can block the character's line of sight or provide cover for the creature the character is aiming at. If a ray spell has a duration, it is the duration of the effect that the ray causes, not the length of time the ray itself persists.

Area: Some powers affect an area. The manifester selects where the power originates, but otherwise doesn't control which creatures or objects the power affects. Sometimes a power describes a specially defined area, but usually an area falls into one of the categories described below.

Cone: When the character manifests a power with a cone area, the cone shoots away from the character in the direction the character designates. A cone starts as a point directly before the character, and it widens out as it goes. A cone's width at a given distance from the character equals that distance. Its far end is as wide as the effect is long.

Creatures: Some powers affect creatures directly, but they affect creatures in an area of some kind rather than individual creatures the character selects. The area might be a burst, a cone, or some other shape. Many powers affect "living creatures," which means all creatures other than constructs and undead. If a power has a limited amount of targets it can affect, it will ignore those that it cannot affect.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a power can affect. A line of effect is canceled by a solid barrier. It's not blocked by fog, darkness, and other factors that limit normal sight. A character must have a clear line of effect to any target that the character manifests a power on or to any space in which the character wishes to create an effect. The character must have a clear line of effect to the point of origin of any power the character manifests. An otherwise solid barrier with a hole of at least 1 square foot through it does not block a power's line of effect through the 5-foot section containing the hole. The remainder of the barrier, if unbroken, still blocks line of effect.

Discipline

All powers are grouped according to their discipline. Each of the six disciplines is associated with a key ability score. The key ability score is important when manifesting a power, because it modifies the opponent's saving throw to resist a power, as described in Saving Throw, below. The power's name line gives both the discipline the power belongs to and the appropriate key ability score.

Saving Throw

Most harmful powers allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw line in the power description defines which type of saving throw (if any) the power allows, with additional terms to describe how saving throws against the power work. Someone who has a modifier from the same Ability Score must apply that same modifier to the saving throw.

Negates: This term means that the power has no effect on an affected creature that makes a successful saving throw.

Half: The power deals damage, and a successful saving throw halves the damage taken (round down).

Succeeding at a Saving Throw: A creature that successfully saves against a power without obvious physical effects feels a hostile force or a tingle, but it cannot deduce the exact nature of the attack. A character does not sense when creatures succeed at saving throws against effect and area powers.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forgo a saving throw and willingly accept a power's result. Even a character with a special resistance to psionics or magic can suppress this if he or she wants to.

Items Surviving after a Saving Throw: Unless the descriptive text for the power specifies otherwise, all items carried and worn are assumed to survive a psionic attack. If a character rolls a natural 1 for his or her saving throw, however, an exposed item is harmed (provided the attack can harm objects). Determine which four significant objects are most likely to be struck and roll randomly among them.

Table 17: Items Affected by Magical Attacks

Order*	Item
1 st	Shield
2 nd	Armor
3 rd	Magic/Psionic helmet (or circlet/headband/third eye)
4 th	Item in hand (including weapon, wand, etc.)
5 th	Magic/Psionic cloak
6 th	Stowed or sheathed weapon
7 th	Magic/Psionic bracers
8 th	Magic/Psionic clothing
9 th	Magic/Psionic jewelry (including rings)
10 th	Anything else

*In order of most likely to least likely to be affected.

The randomly determined item must make a saving throw as if wrecked by a non-Superhero.

Power Resistance

Normally, a defender's spell resistance functions just like power resistance in its ability to resist psionic powers. Likewise, power resistance grants psionic creatures an equal chance to resist spells, using the same mechanism. A psionic power's Power Resistance line and descriptive text tell whether power resistance protects creatures from it. In many cases, power resistance applies only when a resistant creature is targeted by the power, not

when a resistant creature encounters a power that is already in place.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a power's duration is variable the Editor rolls it secretly.

Subjects, Effects, and Areas: If the power affects creatures directly, the result travels with the subjects for the spell's duration. If the power creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed prior to when their durations end. If the power affects an area, then the power stays with that area for the power's duration. Creatures become subject to the power when they enter the area and become no longer subject to it when they leave.

Touch Spells and Holding the Charge: If the character doesn't discharge a touch power on the round the character manifests the power, the character can hold the discharge of the power (hold the charge) indefinitely. The character can make touch attacks round after round. The character can touch one friend (or the character can touch his or her self) and move or perform another half-action or touch up to three friends as a full-round action. If the character touches anything with the character's hand while holding a charge, the power discharges. If the character manifests another power, the touch power dissipates.

Display

When psionic powers are manifested, secondary displays usually accompany the primary effect. The psionic display may be auditory, material, mental, olfactory, or visual. No power's secondary display is significant enough to create consequences for the psionic creatures, allies, or opponents during combat.

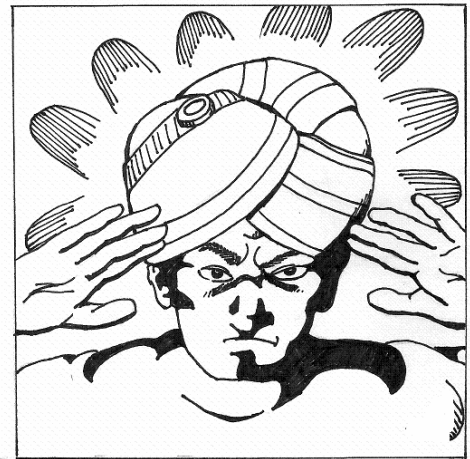
Auditory (Au): From the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), a bass-pitched hum issues, eerily akin to many deep-pitched voices.

Material (Ma): The subject or the area is briefly slicked with a harmless ectoplasmic goo. The slime evaporates after 1 round regardless of the power's duration.

Mental (Me): A subtle chime rings in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option) for the space of 1 second (or lasts for the duration, at the manifester's option).

Olfactory (Ol): An odd but familiar odor brings to mind a brief mental flash of a memory long buried. The scent is difficult to pin down, and no two individuals ever describe it the same way. The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than 1 second (or lasts for the duration, at the manifester's option).

Visual (Vi): The manifester's eyes burn like points of fire while the power remains in effect, and an instantaneous flash of light sweeps away from the manifester to a distance of 5 feet.



Psionics-Magic Transparency

Psionics are spell-like abilities. In most cases, a spell-like ability (and manifesting a power) works just like a spell, and casting a spell works much like manifesting a power for the purposes of the restrictions that apply. Those restrictions are the same as those on casting a spell, except for one important difference: Armor does not hinder the manifestation of a power. In all other cases, manifesting a power follows the rules for casting a spell. Situations (other than armor) that interrupt a spell also interrupt the manifestation of a psionic power. When a

power manifestation is interrupted, the manifester loses the power points he or she would have spent to successfully manifest the power.

The default rule for psionics and magic is that psionic powers interact with spells and spells interact with psionic powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known as transparency. Though not explicitly called out in spell descriptions or magic item descriptions, follow this rule: Spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics.

Spell resistance functions against powers and vice versa. All spells that negate or dispel magic are equally effective against psionic powers of the same level using the same mechanics, and vice versa.

The spell detect magic detects psionic powers, their number, and their strength and location. “Dead magic” areas are also “dead psionics” areas.

Psionic powers and abilities have no verbal, somatic, or material components. The user activates the power mentally.

Daily Power Point Acquisition: Each day, a psionic needs 8 hours of rest, after which he or she spends 15 minutes concentrating. During this period, the psionic character’s mind is charged anew with power points, reaching the maximum allowed for the character based on level, key ability score (for psion only), and feat acquisition. Without such a period of refreshment, the psionic character does not regain power points used up the day before. A psionic character can only refresh his or her power points once every twenty-four hours.

Adding Powers to a Psionic Character’s Repertoire: Psionics gain powers and power points each time they achieve new experience levels; they never gain powers any other way.

Psionic Powers: If magic and psionics exist separately in an H&H campaign, then the following powers are the only ones that psionics can use. If magic and psionics are merged, then spells from the Magic-User class may be converted to psionics, or vice versa, by the Editor and the players.

Level 1
Compression
Empathy
Telepathic Projection

Level 2
Body Equilibrium
Detect Thoughts
Expansion
Invisibility
Levitate
Suggestion

Level 3
Body Adjustment
Clairaudience/Clairvoyance
Dimension Slide

Level 4
Dimension Door
Domination
Polymorph Self
Telekinesis

Level 5
Energy Barrier
Matter Rearrangement
Teleport

Level 6
Aura Alteration
Precognition
Suspend Life

Level 7
Etherealness
Mass Domination

Level 8
Matter Manipulation
Mind Blank

Level 9
Astral Projection
Probability Travel

Astral Projection

Level: 9
Display: None
Manifestation Time: 30 minutes
Range: Touch

Targets: You plus one additional creature touched per two levels
Duration: See text
Saving Throw: None
Power Resistance: Yes
Power Points: 17

This power allows the manifester to project an astral body into another plane altogether. The manifester can bring the astral forms of other creatures with him or her, provided the creatures are linked in a circle with the manifester at the time of the manifestation. These fellow travelers are dependent upon the manifester and must accompany him or her at all times. If something happens to the manifester during the journey, the companions are stranded wherever he or she left them.

The manifester projects his or her astral self into the Astral Plane, leaving his or her physical body behind on the Material Plane in a state of suspended animation. The power projects an astral copy of the manifester and all he or she wears or carries onto the Astral Plane. Since the Astral Plane touches upon every other plane, the manifester can travel astrally to other planes. The manifester then leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence he or she has chosen to enter.

On the Astral Plane or any outer plane, the astral body is connected at all times to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially. Very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or astral form is slain, the cord simply returns to the person's body where it rests on the Material Plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

The manifester and companions may travel through the Astral Plane indefinitely. Their bodies simply wait behind in a state of suspended animation until they choose to return their spirits to their physical bodies. The power lasts until the manifester desires to end it, or until it is terminated by some outside means, such as negapsonics manifested upon either the physical body or the astral form, or the destruction of the body back on the Material Plane (which kills the character).

Aura Alteration

Level: 6
Display: Ma
Manifestation Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous or 10 minutes/level
Saving Throw: negates
Power Resistance: Yes
Power Points: 11

The manifester can disguise the subject's aura (alignment), level, or remove compulsions such as crisis of breath, fatal attraction, curses, geases, and quests. Aura alteration can also sever all charm and compulsion powers of 6th level or lower that might affect a target.

If disguising the subject's alignment or level, the power has a duration of 10 minutes/level. The manifester may change the subject's alignment by only one degree. The manifester may adjust the subject's apparent level by a number equal to one-half the manifester's own level (rounded down).

If attempting to cleanse the subject's aura, the duration is instantaneous. When aura alteration is manifested, the

subject gains another saving throw against the affliction, but with a +2 bonus on his or her roll. The manifester can remove the afflictions noted above, and may be able to remove others at the Editor's discretion.

Body Adjustment

Level: 3
Display: Au, Ma
Manifestation Time: 1 full round
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 3

The manifester cures him or herself of 2d6 points of damage.

Alternatively, the manifester can focus on a disease or poison. He or she must manifest body adjustment separately for each different condition. If used against a disease, the next save to attempt to throw off the infection gains a bonus equal to 4 + the character's manifester level. If used against a poison, any saves gain a bonus equal to 4 + the character's manifester level, including the first one if the power is activated in the first turn of being poisoned. Multiple uses of body adjustment for use against poison or disease do not stack.

Finally, a character can use body adjustment to heal 2 points of temporary ability damage. The manifester doesn't gain all three benefits from a single manifestation of this power.

Body Equilibrium

Level: 2
Display: Vi, Ma
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)
Power Points: 3

The manifester can adjust his or her body equilibrium to correspond with any solid or liquid that you stand on. Thus, he or she can walk on water, quicksand, or even a spider's web without sinking or breaking through (this does not confer any resistance to particularly sticky webs). The character can move at his or her normal speed, but cannot run (x4 speed) on an unfirm surface without sinking or breaking through. If the character falls while using this power, damage from the impact is halved.

Clairaudience/Clairvoyance

Level: 3
Display: Vi, Au
Manifestation Time: 1 action
Range: See text
Effect: Psionic sensor
Duration: 1 minute/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 3

Clairaudience/clairvoyance enables the manifester to concentrate upon some locale and hear or see (manifester's

choice) almost as if he or she were there. Distance is not a factor, but the locale must be known—a place familiar to the manifester or an obvious one. The power does not allow psionically enhanced senses to work through it. If the chosen locale is magically or psionically dark, the manifester sees nothing. If it is naturally pitch black, the manifester can see in a 10-foot radius around the center of the power's effect. Lead sheeting, magical protection or psionic protection blocks the power, and the manifester senses that the power is so blocked. The power creates an invisible sensor that can be dispelled or negated. The power functions only on the manifester's current plane of existence.

Compression

Level: 1

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

The manifester shrink up to 10% per manifester level, decreasing by this amount in height, width, and depth (to a maximum reduction of 50%). Weight decreases by approximately the cube of the size decrease as follows:

Height Decrease	Weight Decrease
–10% (x0.9)	–30% (x0.7)
–20% (x0.8)	–50% (x0.5)
–30% (x0.7)	–60% (x0.4)
–40% (x0.6)	–80% (x0.2)
–50% (x0.5)	–90% (x0.1)

The character's equipment also shrinks. His or her hit points, Armor Class, and attack rolls do not change, but Strength decreases along with size. For every 10% of reduction, the character's Strength score suffers an enlargement penalty of –1, to a minimum score of 1.

Detect Thoughts

Level: 2

Display Vi, Me

Manifestation Time: 1 action

Range: 60 ft,

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: negates (see text)

Power Resistance: No

Power Points: 3

The manifester detects surface thoughts. The amount of information revealed depends on how long the manifester studies a particular area or subject:

1st Minute: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Minute: Number of thinking minds and the mental strength of each.

3rd Minute: Surface thoughts of any mind in the area. A target's save prevents the manifester from reading its thoughts, and the manifester must manifest detect thoughts again to have another chance. Creatures of animal intelligence have simple, instinctual thoughts that the manifester can pick up.

Intelligence	Mental Strength
1–2	Animal
3–5	Very low
6–9	Low
10–11	Average
12–15	High
16–17	Very high
18–21	Genius
22–25	Supra-genius
26+	Godlike

Note: Each minute, the manifester can turn to detect thoughts in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door

Level: 4

Display: Vi

Manifestation Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures (see text)

Duration: Instantaneous

Power Points: 7

The manifester instantly transfers him or herself from the character's current location to any other spot within range. The character always arrives at exactly the spot desired—whether by simply visualizing the area or by stating direction. The character can bring along up to 500 pounds of nonliving matter or 250 pounds of living matter. After using this power, the manifester can't take any other actions until his or her next turn.

If the character arrives in a place that is already occupied by a solid body, he or she becomes trapped in the Astral Plane. Each round that the character is trapped in the Astral Plane in this way, he or she may make a save at -2 to return to the Material Plane at a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, make a save each minute to appear in a free space within 1,000 feet. If there is no free space within 1,000 feet, the character is stuck on the Astral Plane until rescued.

Dimension Slide

Level: 3

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2levels)

Target: You (see text)

Duration: Instantaneous

Power Points: 5

The character instantly transfers him or herself from the character's current location to any other spot within range that the character can see directly. The character arrives at exactly the spot desired, if he or she can see it. A character cannot dimension slide through solid objects; even a curtain blocks dimension slide. A character cannot bring along more than his or her medium load carrying capacity, nor can a character bring along any living matter that weighs more than 20 pounds. After using this power, the character can't take any other actions until his or her next turn.

If the character somehow attempts to transfer him or herself to a location occupied by a solid body, the power simply fails to function.

Domination

Level: 4

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: negates

Power Resistance: Yes

Power Points: 7

The manifester can control the actions of any humanoid of Medium-size or smaller. The manifester establishes a telepathic link with the subject's mind. If the manifester and the subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. If no common language is shared, the manifester can only communicate basic commands. The manifester knows what the subject is experiencing but does not receive direct sensory input from him or her.



Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the manifester and subject are on the same plane. The manifester need not see the subject to control it.

Protection from evil or a similar spell or power can prevent the manifester from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or negate it.

Empathy

Level: 1

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: negates

Power Resistance: Yes

Power Points: 1

The manifester detects the surface emotions of any creature he or she can see that is in range. The character can sense basic needs, drives, and emotions.

Energy Barrier

Level: 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal

Target: You
Duration: 10 minutes/level or until discharged
Power Points: 9

The manifester's body assimilates and converts energy attacks to harmless light. The character gains resistance 10 to a specific energy attack. Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points) from specified energy attacks, it is discharged. Specified energy attacks include powers and spells that deal acid, cold, electricity, fire, and sonic damage. When the character absorbs damage, he or she radiates visible light for a number of rounds equal to the points of damage successfully ignored. The light is strong enough to illuminate a 60-foot-radius area.

Etherealness

Level: 7
Display: Vi
Manifestation Time: 1 action
Range: Touch (see text)
Targets: You and one other touched creature/3 levels
Duration: 1 minute/level (D)
Power Resistance: Yes
Power Points: 13

The manifester and other creatures joined by linked hands (along with their equipment) become ethereal. Besides him or herself, the manifester can bring one creature per three manifester levels to the Ethereal Plane. Once ethereal, the creatures need not stay together. When the power expires, all affected creatures in the Ethereal Plane return to material existence.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). As an incorporeal creature, the character can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and magical abjurations affect the character normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and powers manifest while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. By contrast, treat other ethereal creatures and ethereal objects as if they had become material.

If the power ends and creatures become material while inside a material object, they are shunted off to the nearest open space and suffer 1d6 points of damage per 5 feet so traveled.

Expansion

Level: 2
Display: Ol
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)
Power Points: 3

The manifester grows up to 10% per manifester level, increasing by this amount in height, width, and depth (to a maximum growth of 100%). Weight increases by approximately the cube of the size increase as follows:

Height Increase	Weight Increase
+10% (x1.1)	+30% (x1.3)

+20% (x1.2)	+70% (x1.7)
+30% (x1.3)	+120% (x2.2)
+40% (x1.4)	+170% (x2.7)
+50% (x1.5)	+240% (x3.4)
+60% (x1.6)	+310% (x4.1)
+70% (x1.7)	+390% (x4.9)
+80% (x1.8)	+480% (x5.8)
+90% (x1.9)	+590% (x6.9)
+100% (x2.0)	+700% (x8.0)

Equipment worn or carried is also enlarged. If insufficient room is available for the desired growth, the character bursts weak enclosures. However, the character's larger size is constrained without harm by stronger materials.

The character cannot crush him or herself.

The character's hit points, Armor Class, and base attack bonus do not change, but Strength increases along with size. For every 20% of enlargement, the character gains a +2 bonus to Strength, and all Strength over 18 counts as True Strength even for non-Superheroes.

Invisibility

Level: 2

Display: None

Manifestation Time: 1 action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 10 minutes/level (D)

Saving Throw: negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 3

The creature or object touched vanishes from sight. If the recipient is a creature carrying gear, the gear vanishes, too. If a character manifests the power on someone else, neither the character nor allies can see the subject, unless they can normally see invisible things or employ psionics to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so. Any part of an item that the subject carries but that extends more than 10 feet from her becomes visible.

The subject is not magically silenced, and certain other conditions can render the recipient detectable. The power ends if the subject attacks any creature. For purposes of this power, an "attack" includes any power targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not negate the power. Causing harm indirectly is not an attack. Note that powers that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible attacker gains a +2 bonus on his or her attack roll (for the single attack, either melee or ranged, that he or she is allowed before becoming visible), and the defender against such an attack loses any Dexterity bonus to Armor Class.

Levitate

Level: 2

Display: Ol

Manifestation Time: 1 action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

Levitate allows the manifester to move him or herself, another creature, or an object up and down as the manifester wishes. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The manifester can mentally direct the recipient to move up or down up to 20 feet each round; doing so is a move-equivalent action. The manifester cannot move the recipient horizontally, but the recipient push or pull themselves along surfaces (generally at half its base speed).

A levitating creature who attacks with a melee or ranged weapon finds him or herself increasingly unstable; the first attack has an attack roll penalty of –1, the second –2, and so on, up to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Mass Domination

Level: 7

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 day/level

Saving Throw: negates

Power Resistance: Yes

Power Points: 13

The manifester can control the actions of any humanoids of Medium-size or smaller, regardless of language. The manifester establishes a telepathic link with the subjects' mind. The manifester can generally force the subjects to perform as he or she desires, within the limits of the subjects' abilities. The manifester can give different directions to different creatures. The manifester knows what the subjects are experiencing but does not receive direct sensory input from them.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the manifester and subjects are on the same plane. The manifester need not see the subjects to control it.

Protection from evil or a similar spell or power can prevent the manifester from exercising control or using the telepathic link over a subject so warded, but it does not prevent the establishment of domination or negate it.

Matter Manipulation

Level: 8

Display: Au, Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)
Area: 1 cu. ft./level of inanimate material
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes
Power Points: 15

The manifester can weaken or strengthen the substance of an object or structure. The power can affect both mundane and magical inanimate material. **Weakening an object's substance makes it easier to wreck and strengthening it makes it harder to wreck.** The manifester can increase or decrease an object's hardness by a ± 5 modifier to its wrecking things roll. A manifester can't decrease the hardness of an object that already requires no roll to wreck.

Working Manipulated Metals: An object or portion thereof whose hardness is decreased or increased is permanently changed. A manifester can also harden or weaken a preforged weapon, armor, or other finished item.

Matter Rearrangement

Level: 5
Display: Ma
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Nonmagical metal objects weighing up to a total of 1/10 pound, each no more than 1 inch from another
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 9

The manifester can transmute one metal into another. The power can affect a metal object up to 1/10 pound, or several metal objects whose total weight does not exceed 1/10 pound. In practical terms, 1/10 pound equals ten standard coins.

Mind Blank

Level: 8
Display: Ol
Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 day
Saving Throw: negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 15

The subject is totally protected from all devices and power that detect, influence, or read emotions or thoughts. This protects against all mind-affecting powers and effects, as well as information gathering by Clairvoyance/Clairaudience powers or effects. Mind blank even foils extraordinary powers and spells (such as limited wish, miracle, and wish) when they are used in such a way as to affect the subject's mind or to gain information about him or her. In the case of remote viewing or scrying that scans an area that the creature is in, the power works but the creature simply isn't detected. Remote viewing and scrying attempts that are targeted specifically at the subject do not work at all.

Mind blank is not effective against psionic attack modes.

Polymorph Self

Level: 4

Display: Ma, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 7

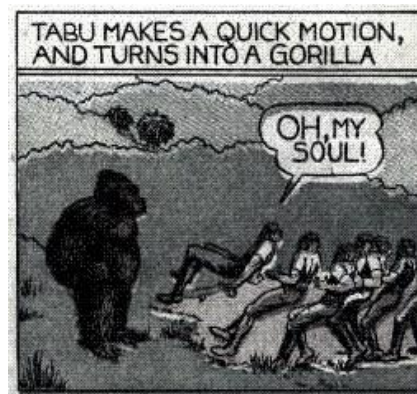
The manifester changes his or her form to that of another creature. The new form can range in mass from one-third to three times the character's normal weight, and can have no more hit dice than the character has, and in any case the assumed form cannot have more than 15 hit dice. A character cannot change into constructs, elementals, outsiders, or undead unless the character is already are that type.

Upon changing, the character regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the character further). If slain, the character reverts to his or her original form, though he or she remains dead.

The character acquires the physical and natural abilities of the new form: natural size, physical ability scores (average Strength, Dexterity, and Constitution for the new form's kind), natural armor, natural weapons, and similar gross physical quantities. A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings.

The character does not acquire the extraordinary, supernatural, or spell-like abilities of the new form. The character cannot change into variation form of a creature. Incorporeal or gaseous forms cannot be assumed.

The character retains his or her Intelligence, Wisdom, and Charisma scores, level and class, hit point (despite any change to the character's Constitution score), alignment, base attack bonus and save bonuses. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The character retains his or her extraordinary abilities, spells, and spell-like abilities, but not his or her supernatural abilities (if any). The character can manifest powers, or cast spells for which the character has components, but the character needs a humanlike voice for verbal components and humanlike hands for somatic components.



If the character's new form is a fey, giant, humanoid, shapechanger, or undead, the character's equipment changes to match the new form and retains its properties. Otherwise, it melds into the new form and becomes nonfunctional. Melded material components and focuses cannot be used to cast spells. Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

The character chooses the form's physical qualities (such as hair color, height, and gender), but they must fall within the normal ranges for the form. The character is effectively disguised as an average member of the new form's race.

Precognition

Level: 6

Display: Vi, Au
Manifestation Time: 10 minutes
Range: Personal
Target: You
Duration: 1 minute/level (D)
Power Points: 5

The precognition power provides the manifester with a useful vision in reply to a question concerning a specific goal, event, or activity that is to occur within a year. The vision can be as simple as a short glimpse of a meaningful image, or it might take the form of a full-length dream lasting several minutes. In all cases, the Editor controls what information is received. Note that if the party doesn't act on the information, the conditions may change so that the information is no longer useful.

The base chance for a correct precognition is 80%, plus 1% per manifester level. The Editor adjusts the chance if unusual circumstances require it. If the dice roll fails, the manifester knows the power failed, unless specific psionics or magic yielding false information is at work.

Multiple precognitions about the same action by the same manifester use the same die roll result as the first precognition and yield the same answer each time.

Probability Travel

Level: 9
Display: None
Manifestation Time: 1 minute
Range: Touch
Targets: You plus one additional creature touched per two levels
Duration: See text
Saving Throw: None
Power Resistance: Yes
Power Points: 17

This power allows the manifester travel to the Astral Plane, and from there to other planes. The manifester can bring other creatures with him or her, provided the creatures are linked in a circle with the manifester at the time of the manifestation. These fellow travelers are dependent upon the manifester and must accompany him or her at all times. If something happens to the manifester during the journey, the companions are stranded wherever he or she left them.

The manifester physically travels to the Astral Plane, leaving nothing behind. Since the Astral Plane touches upon every other plane, the manifester can travel astrally to other planes. The manifester then leaves the Astral Plane, entering into the plane of existence he or she has chosen.

Because the manifester and companions are physically on the Astral Plane, they possess no silver cords and thus are not vulnerable to those who might sever them. However, if a character perishes while out journeying amid the planes, he or she is just as dead as if he or she had perished in his or her home plane.

The power lasts until the manifester desires to end it, or until it is terminated by some outside means, such as negate psionics manifested upon the manifester.

Suggestion

Level: 2
Display: Au

Manifestation Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level or until completed
Saving Throw: negates
Power Resistance: Yes
Power Points: 3

The manifester influences the actions of the subject creature by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. Asking the creature to do some other obviously harmful act automatically negates the effect of the power. The suggested course of action can continue for the entire duration. If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he or she was asked to do. The manifester can instead specify conditions that will trigger a special action during the duration. If the condition is not met before the power expires, the action is not performed.

A very reasonable suggestion causes the saving throw to be made with a penalty (such as –1, –2, and so on) at the discretion of the Editor.

Suspend Life

Level: 6
Display: Ol
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 11

The manifester can place him or herself into a trance so deep that all his or her life functions are essentially halted. Even powers that detect life or thought are incapable of determining that the character yet lives. While suspended, the character feels the passage of one day for every year that actually passes. Though on a slower schedule, the character grows hungry after a “day” without food (though a year may pass in actuality) and begins to suffer the effects of thirst and starvation as appropriate. The character is also aware of his or her surroundings, though events that take less time than 10 minutes occur too quickly for the character to note them. If the character takes damage, he or she comes out of the trance in 4 rounds. If the character chooses to come out of the trance voluntarily, it takes 10 rounds. Once the character leaves the trance, he or she must manifest this power once more to return to a state of suspension.

Telekinesis

Level: 4
Display: Vi
Manifestation Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target or Targets: See text
Duration: Concentration, up to 1 round/level, or instantaneous (see text)
Saving Throw: negates (object) (see text)
Power Resistance: Yes (object) (see text)
Power Points: 7

The manifester moves objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (manifester’s choice).

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per manifester level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful save or with power resistance.

This version of the power lasts up to 1 round per manifester level, but it ends if the manifester ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the range of the power. The power ends if the object is forced beyond the range. If the manifester ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. The manifester might even be able to untie simple knots.

Violent Thrust: Alternatively, the telekinetic power can be expended in a single round. The manifester can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. A manifester can hurl up to a total weight of 25 pounds per manifester level.

The manifester must succeed at attack rolls (one per creature or object thrown) to hit the target with the items. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds for hard, dense objects.

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10 feet (1d6 points).

Telepathic Projection

Level: 1

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One living creature

Duration: 1 minute/level

Saving Throw: negates

Power Resistance: Yes

Power Points: 1

The manifester can alter the subject's mood. An affected creature feels the new emotion, but telepathic projection cannot radically change its emotional state. Instead, the power adjusts its emotions by one step. The manifester can grant up to a +1 bonus on his or her own (or others') attempts at Supporting Cast Member rolls or loyalty/morale saves, or a –1 penalty to morale saves.

Teleport

Level: 5

Display: Vi

Manifestation Time: 1 action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and negates (object)

Power Resistance: No and Yes (object)

Power Points: 9

This power instantly transports the manifester to a designated destination. Distance is not a factor, but interplanar travel is not possible. The manifester can bring along objects and willing creatures totaling up to 50 pounds per manifester level. Only objects held or in use (attended) by another person receive saving throws and power resistance.

The manifester must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. Areas of strong physical, psionic, or magical energies may make teleportation more hazardous or even impossible.

Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation. To see how well the teleportation works, roll d% and consult the table below.

	On	Off	Similar	
Familiarity	Target	Target	Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
Description	01–52	53–76	77–92	93–100
False destination (1d20+80)	—	—	81–92	93–100

Familiarity: “Very familiar” is a place where the manifester has been very often and where he or she feels at home. “Studied carefully” is a place known well, either because the manifester has been there often or has used other means to study the place. “Seen casually” is a place that the manifester has seen more than once but with which he or she is not very familiar. “Viewed once” is a place that the manifester has seen once, possibly using psionics. “Description” is a place whose location and appearance are known through someone else’s description, perhaps even from a precise map.

“False destination” is a place that doesn’t exist. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for the manifester to arrive at or even be off target from.

On Target: The manifester appears where he or she wants to be.

Off Target: The manifester appears safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled.

Similar Area: The manifester winds up in an area that’s visually or thematically similar to the target area. Generally, the manifester appears in the closest similar place, but since the power has no range limit, he or she could conceivably wind up somewhere else across the globe.

Mishap: The manifester and anyone else teleporting with him or her have gotten “scrambled.” Each character suffers 1d10 points of damage, and reroll on the chart to see where the characters wind up. For these rerolls, roll 1d20+80. Each time “Mishap” comes up, the characters suffer more damage and must reroll.

Psionics and Mobsters: If allowed for Heroes, it is encouraged to grant psionics to the following mobster types: basilisks, cockatrices, grey ooze, invisible stalkers, liches, titans, and yellow mold.

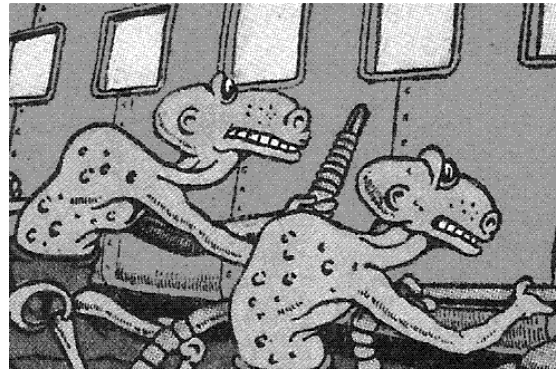
MOBSTERS AND TROPHIES

New Mobsters: The following are new mobsters that can be inserted into any campaign:

Aliens, Jovian

Armor Class: 6 [13]
Hit Dice: 3+1
Attacks: 1 weapon
Special: acid spit
Move: 60 ft.
HDE/XP: 3/120

Jovians are vaguely camel-like humanoid aliens, advanced enough technologically to build rocket ships, but culturally primitive. Most Jovians are brigands or pirates, constantly stealing from each other or launching raids on the Martians. There is a 50% chance of any Jovian having 1-2 hi-tech items, and they favor flame throwers as weapons. In addition, Jovians can all spit their acidic spittle up to 10 ft. for 1d6 damage every third turn.



Anthropomorphic Animals

Armor Class: 8 [11]
Hit Dice: 1
Attacks: 1 weapon
Special: see below
Move: 45 ft.
HDE/XP: 1/40

There are other dimensions inhabited by anthropomorphic animals that resemble Earth's cartoon characters. Most are smaller than human-sized, between three and five feet tall. They are boneless creatures, more flexible and rubbery than vertebrates, and even able to alter their shape for 1 minute per hour. They are not alive in the same way that Earth animals are. If injured, they regain hp at the rate of 1 per turn. If rendered unconscious, they can still not be killed without taking at least 36 points of damage. Most are Neutral and only interested in being amusing.

Cougars

Armor Class: 7 [12]
Hit Dice: 2+1
Attacks: bite (1d4), claw (1d6)
Special: rakes (1d8), climb
Move: 75
HDE/XP: 2/80

Also known as mountain lions, cougars are the smallest of the great cats. The male cougar can weigh up to 240 lbs., while the female cougar tends to be half that size (and has 1+1 HD). If a cougar hits with its claw attack, it can then roll again to rake with its back claws. They are excellent climbers, able to climb as well as 1st level Mysterymen.



Creeper Vines

Listings are for: medium and large vampiric.

Armor Class: 8 [11]. 7 [12]
Hit Dice: 1, 4
Attacks: grab (1d6), 2 constricting vines (1d10 + 1d4)
Special: hold fast, paralysis; hold fast, blood drain
Move: 10, 20
HDE/XP: 2/80, 5/200

Medium-sized creeper vines are, in most ways, identical to smaller creeper vines. There is a 45% of creeping vines leak a paralyzing sap (save against poison or paralyzed for 2d6 turns). Large vampiric creeper vines, instead of having paralytic sap, drain blood through their thorns at the rate of 1d4 hp per combat turn.

Cyclopes

Armor Class: 3 [16] or better
Hit Dice: 14+1
Attacks: blow (4d6+2) or better by weapon
Special: throw boulders wreck things, resistance to fire, javelins of lightning
Move: 65 ft.
HDE/XP: 15/2900

Cyclopes have a True Strength of 36, giving them +2 to hit and +6 to damage when using weapons and wreck things as if 4th level Superheroes. When throwing boulders or other weapons, they do 5d6 damage. There is a 50% chance of a cyclops having 1d3 javelins of lightning that do 2d10+2 damage to any targets in a 120 ft. long, 5 ft. wide ray and can only be thrown by larger-than-man-sized wielders. Otherwise, cyclopes have 1d3 random hi-tech and/or magic items, having made them themselves.

Being supernaturally gifted craftsmen, they can craft items with up to a +4 bonus under the best working conditions, or even +2 in the simplest of forges. They may choose to do so in exchange for valuables or livestock (which they prefer to eat while still alive; they may be capable, but they're still monsters) equal to four times the xp value of the item, but will increase that cost to five or six times at the slightest provocation. Any guile or coercion will make them attack instead.

Cyclopes are rare in Greece and Italy and very rare everywhere else. They stand 12 ft. tall and suffer no loss of depth perception from their one eyes. They take half damage from all heat and fire (rounded down).

Deinonychus

Armor Class: 6 [13]
Hit Dice: 2
Attacks: claw (1d4), bite (1d6)
Special: rake (2d4+1)
Move: 75
HDE/XP: 2/80

These carnivorous dinosaurs are 11-ft. long from tip to tail, but are lean in form and weigh in at only 160-180 lbs. If their claw attack hits, they can also attack with their back claws separately, raking with their over-sized rear talons.

Demons: Demons all have the following characteristics in common: they can see clearly in complete and even magical darkness to a range of 120 ft. (negating a human's -2 bonus to be hit in dim light), can teleport once per hour (as per the spell), have magic resistance to some degree, can polymorph to some degree, are immune to all weapons not made from silver or cold iron or enchanted, and take 1 point of damage per turn from exposure to daylight. All stats consider the demons to be small-sized.

An average-sized demon has d8 hp per die, does +1 damage per hit, and increases HDE by 1. A large-sized demon has d10 hp per die, does +2 damage per hit, and increases HDE by 2.

If psionics are used, all demons are psionic, have all attack and defense modes, and have a number of psionic points equal to 10 per HD.

Demons are treated as living beings, in terms of being immune to Superheroes wrecking things.

All of this also holds true for lemures and baal'rogs, detailed elsewhere.

Demon, Gaap

Armor Class: -1 [20]
Hit Dice: 11
Attacks: 1 grapple (1+2+special)
Special: see below
Move: 50 ft. (100 ft. swimming)
HDE/XP: 12/2000

Known as one of the Goetic demons, a gaap appears to be a man-shaped figure composed entirely of murky water. The gaap attacks by grabbing a victim and drowning him in the gaap's own body. They have a True Strength of 31, giving them a +1 to hit and a +2 bonus to damage. Anyone struck must save against magic each turn or drown, unless able to breathe water. Gaap's can polymorph into the form of an ordinary human, but only for the duration of 1 hour per day. In addition to these and the normal abilities of a demon, the gaap can perform the following spells once per turn: Create Water (but never drinkable water), Confusion, Dimension Door, Invisibility II, Telekinesis, Water Breathing (bestow on others); the spells Charm Mobster and Feeblemind every other turn; and the spell Wall of Ice three times per week. Gaaps are exceptionally intelligent, though unwise, and if a sacrifice is burned for them they are usually willing to debate philosophy instead of attacking. Against spell casters of any level they are 35% immune to all spells

Demon, Glasya

Armor Class: -1 [20]
Hit Dice: 10
Attacks: 1 bite (1d10), 2 claws (1d6)
Special: see below
Move: 60 ft. (75 ft. flying)
HDE/XP: 11/1700

Another of the Goetic demons, a glasya appears to be an ordinary-sized dog with feathery wings, its wingspan seemingly too large and drooping for its size when at rest, yet it is easily able to spread its 35-ft. wingspan in flight. In addition to the normal abilities of a demon, the glasya can perform the following spells once per turn: Dark I, Invisibility I, Speak with Animals, and Speak with the Dead; and the spells Confusion and Telekinesis every other turn. Once per day, a glasya can take the form of an ordinary dog, or a griffin, and change back. Though glasyas are highly intelligent, they lack subtlety and only crave murder, using their intelligence only for cruelty and planing ambushes. They have the Combat Machine ability of a 10th level Fighter. Against spell casters of any level they are 30% immune to all spells

Demon, Incubus

Armor Class: 5 [14]

Hit Dice: 8
Attacks: 1 bite (1d6)
Special: see below
Move: 75 ft. (90 ft. flying)
HDE/XP: 9/1100

An incubus appears to be a handsome man with horns, fangs, and batwings, but can polymorph into the form of a normal man or woman and back at will. An incubus in female form is called a succubus. In addition to the normal abilities of a demon, the incubus can perform the following spells once per turn: Charm Person, Detect Thoughts, Invisibility I, and Sleep. An incubus that spends an entire night sleeping in a bed with a person drains that person of one energy level by dawn. The spells of casters below 3rd level do not affect them, and against higher-level spell casters they are yet 55% immune to all spells.

Demon, Marchosias

Armor Class: 4 [15]
Hit Dice: 11
Attacks: 1 claw (2d4+1), 1 bite (2d6+1), 1 tail constrict (1d12+1)
Special: see below
Move: 65 ft. (120 ft. flying)
HDE/XP: 11/1700

One of the Goetic demons, a marchosias appears to be a bipedal wolf with huge bird wings on its back and a long, snake-like tail. It can polymorph into either the form of a man or a wolf and back again once per day for each. Less subtle than most demons, the marchosias prefers to lead with its fiery breath weapon that does 5d4 damage (save for half allowed) at a range of 40 ft. and 10 ft. wide. They have a True Strength of 30 and wreck things as if 1st level Superheroes. Unlike other demons, the marchosias has no additional spell-like abilities. Against spell casters of any level they are 40% immune to all spells

Demon, Rakshasa

Armor Class: 1 [19]
Hit Dice: 14
Attacks: bite (2d6+4), claw (1d10+4)
Special: see below
Move: 75 (90 fly)
HDE/XP: 16/3200

Amongst the most powerful of demons, rakshasas were first known of in India. They appear to be grotesquely deformed orangutans taller than men in their natural forms. They have a True Strength of 35 and wreck things as if 4th level Superheroes. All rakshasas are also Magic-Users of at least 4th level. In addition to those spells and the spell-like abilities of all demons, rakshasas have the following additional spell-like abilities: Detect Good, Gust of Wind, Invisibility II, Phantasmal Force, and Polymorph to any form at will; and Lightning Bolt (8 HD) every other turn. Rakshasas use d10 for Hit Dice and regenerate 1 hp per turn (or twice normal healing rate if faster). Further, the spells of casters below 4th level do not affect them, and against higher-level spell casters they are yet 65% immune to all spells.

Demon, Valefor

Armor Class: 1 [18]

Hit Dice: 9+1
Attacks: 1 bite (1d10) or 1 kick (1d12+3)
Special: see below
Move: 60 (45 fly)
HDE/XP: 10/1400

Its normal form appears to be the body of a lion with tiny batwings on its back and a face that changes randomly between a man's and a donkey's. It can polymorph into the form of an ordinary lion or donkey and back at will, and can change into the form of a man once every other turn. In addition to the normal powers of a demon, the valefor can perform the following spells once per turn: Invisibility I and Silence 15' Radius. Valefors have all the abilities of a 4th level Mysteryman. Against spell casters of any level they are 45% immune to all spells. Valefors are very intelligent and try to corrupt humans into becoming thieves.

Demon, Yaksha

Armor Class: 3 [17]
Hit Dice: 8
Attacks: fist or weapon (1d10)
Special: see below
Move: 60 ft. (120 ft. fly)
HDE/XP: 9/1100

Yakshas are weaker forms of rakshasas, less twisted in shape, but often combusting into flames. Less accomplished with magic, yakshas only have the following additional spell-like abilities: Invisibility I, Phantasmal Force at will; and Fireball (7 HD) every third turn.

Dryads

*Armor Class: 9 [10]
Hit Dice: 2
Attacks: wooden dagger (1d4)
Special: Charm person (-2 save)
Move: 60
HDE/XP: 3/120*

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a charm person spell with a –2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Erinyes

Armor Class: 6 [13]
Hit Dice: 6+1
Attacks: grapple (1+6), bite (1d4+6+poison)
Special: see below
Move: 55 ft. (100 ft. flying, 20 ft. through earth)
HDE/XP: 8/800

If a titan dies on Earth, an erinyes is born out of its corpse (so erinyes are naturally very rare). Erinyes are vengeful spirits who rise from those remains and avenge themselves on anyone remotely connected to the death of the titan. After their vengeance is sated, the erinyes remain and may act

more independently. While many are still inclined to judge others (and may become vigilantes), others may choose more peaceful paths. Since erinyes are extremely long-lived (and, being essentially undead, do not die so much as destruct over time), multiple erinyes exist in the world at a time and may be in touch with each other.

Erinyes can detect chaos and invisible at will. They have a True Strength of 36, giving them a +2 to hit and +6 to damage. The bite of an erinyes, if the save against poison is missed, causes the victim to lose consciousness for 1d3 turns and, after waking, will have a –1d4 to Constitution for 1d6 days. There is a 50% chance of any erinyes carrying a whip that can be used to bind others, as per the Hold Person power against a single target. Against spell casters of any level they are 40% immune to all spells.

Evil Eyes

Armor Class: 5 [14]
Hit Dice: 7+3
Attacks: 1d3 tentacles (1d10)
Special: see below
Move: 180 ft. (flight)
HDE/XP: 12/2000

While floating eyes observe the world of man to watch justice being meted out, evil eyes are there to kill people so they can watch them die. An evil eye appears to be a giant human eyeball floating in a mass of slimy, gray tentacles up to 7 ft. long. Like floating eyes, evil eyes are never surprised and can communicate telepathically, but there the similarities end.

When encountered, an evil eye will attempt to grab and constrict up to three people in its tentacles at a time. A constricted foe can be freed by a Superhero wrecking things vs. cars, a Magic-User magically compelling the eye with a spell such as Charm Mobster, or another class of 9th level or higher. Once per turn, the evil eye can turn one of its victims to face into the eye. It is impossible to resist looking into the eye and it can be seen even if the victim closes his eyes or is blind. The effect of this gaze attack is based on the Intelligence score of the victim, as follows:

INT Save against

- 3-5 Death
- 6-9 Feeble mindedness (as per the Feeblemind spell)
- 10-12 Madness for 2d6 weeks
- 13-14 Comatose for 1d6 days
- 15-16 Paralyzed for 1d4 hours
- 17 Stunned and unable to act for 1d6 turns
- 18 Confused (as per the Confusion spell) for 1d4 turns

The save is further modified by Alignment, with Lawfuls saving at +1 and Chaotics saving at –1. A Magic-User with an active divination spell cast on him receives a +4 bonus to save and the mental feedback forces the evil eye to save against magic or be stunned for 1d3 turns.

A Hero driven mad by an evil eye will be terrified to ever be stared at – anyone spending a whole turn looking at the Hero forces him to make a morale save (as if a SCM) or flee for 1 whole turn.

The evil eye is content just to know its victims fail to pass this test; it does not need to observe the effects. So it will still be trying to kill the victims, even if unconscious in the evil eye's grasp. This would count as a deathtrap and can be lethal for Heroes.

As if that were not bad enough, evil eyes are also resistant to magic. The spells of 1st-level casters do not affect them and against higher-level casters they are 50% immune to all spells (before saving throws).

Ghouls

Armor Class: 6 [13]
Hit Dice: 2
Attacks: claw (1d4), 1 bite (1d6)
Special: Immunities, paralysis
Move: 45
HDE/XP: 3/120

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures, is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

Giant, Mist

Armor Class: 4 [15]
Hit Dice: 10
Attacks: blow (3d6+2)
Special: throw boulders, wreck things
Move: 45
HDE/XP: 11/1700

Mist giants have a True Strength of 31, can wreck as if 1st level Superheroes, and can throw boulders for 3d6 damage. In addition to their own thick hides, they often wear armor made of animal hides as well and are AC 6 [13] without additional armor. They have a 4 in 6 chance of surprise when in fog or heavy mist.



Averaging 12 ft. in height (but varies depending on how erect they keep their legs), mist giants greatly differ from other giants from the waist down, having two long, snake-like appendages instead of legs. They move by a combination of undulating and pulling themselves along with their long arms. Their heads, though human-like, are misshapen and appear flattened, with their large eyes taking up much of their foreheads. Their skin is a translucent, light gray.

Iguanadons

Armor Class: 5 [14]
Hit Dice: 9
Attacks: claw (2d8), tail swipe (3d6) or trample (7d6)
Special: none
Move: 60
HDE/XP: 13/2300

Iguanadons are herbivorous dinosaurs best known for the spike-thumbs with which they can claw large opponents. They tend to be just over 30-ft. long from tip to tail and weigh 3 ½ tons. Because of their mass and bulk, iguanadons use d12 for Hit Dice instead of d6.

Jaguars

Armor Class: 7[12]
Hit Dice: 3+1
Attacks: bite (1d6), claw (1d6)
Special: rakes (2d4), surprised only on a 1
Move: 85
HDE/XP: 3/120

Jaguars, known as panthers out of the Americas, are among the largest of the great cats, with males weighing as much as 350 lbs. They can climb as well as 2nd level Mysterymen and leap up to 30 ft. If they hit with their claws, they can roll again to rake with their back claws.

Krakens

Armor Class: 4 [15] or 1 [18]
Hit Dice: 20
Attacks: 1d3 tentacles (4d4), bite (4d6)
Special: constrict, energy drain, swallow whole, wrecking things
Move: 45 (swim 60)
HDE/XP: 22/5000

Krakens will try to lash as many tentacles as possible around the same target, for each tentacle automatically does constriction damage each turn and every three tentacles around a target automatically drains one energy level per turn. Each tentacle can be severed by 12 points of damage and has the AC of 4 [15], but a kraken typically has 12-14 of them and only half of their hp count towards the kraken's main body hp. On an attack roll of a 20, a kraken can swallow a man-sized victim whole, who then is drained 2 levels per turn until the kraken is dead or the victim is dead. Krakens wreck as if 5th-level Superheroes. Lastly, once per day, a kraken can cast Control Weather.

The lower bodies of krakens resemble crocodiles, though they can walk partially erect like bears, and their upper bodies look like octopi, only with even more tentacles. Their bodies are 20 ft. long and their tentacles are 15 ft. long.

Lambeosaurs

Armor Class: 5 [13]
Hit Dice: 17
Attacks: trample (10d6)
Special: wreck things
Move: 45
HDE/XP: 21/4700

This huge, herbivorous dinosaur is over 50 ft. long from tip to tail and weighs about 8 tons. Because of their massive size and bulk, they use d12 for Hit Dice instead of d6. Their trample damage is high, but anyone with a faster Move can keep ahead of one of its rampages. They can wreck things as if 2nd level Superheroes. The colorful, bony crests on top of their heads are useful for producing the loud, whale-like songs lambeosaurs sing to each other.

Lamassu

Armor Class: 4 [14]
Hit Dice: 9+3

Attacks: 1 hoof (2d6)
Special: see below
Move: 45 (70 fly)
HDE/XP: 10/1400

Found in Mesopotamia and some certain museums around the world, lamassu are Lawful extradimensional beings summoned to Earth to become guardians. A lamassu can be summoned, but not forced to serve; it must be persuaded in the value of an object or place. If persuaded, a lamassu will remain on guard for up to 3,000 years. To accomplish this, a lamassu can change back and forth at will between flesh and blood and a stone statue. It cannot move when in statue form, though it is aware of its surroundings. In its stone form, it can only be hurt by magic weapons, wrecking, or spells that can affect stone. Once per hour, it can also assume gaseous form (as per the potion).

Most lamassu only have average intelligence, but some have greater and there is a 50% chance of encountering a very intelligent one who is also then a Magic-User of 2nd-7th level. All lamassu can communicate telepathically in both flesh and stone forms. If psionics are being used, all lamassu are psionic.

Lamassu look like large bulls with human heads and necks, and eagle wings. Because of their size and mass (weighing 3,000 lbs.), they use d8 for Hit Dice.

Maruts

Armor Class: 4 [15]
Hit Dice: 12
Attacks: 2 sword (2d6)
Special: see below
Move: 60 (150 fly)
HDE/XP: 13/2300

Maruts are wind spirits, first known of in India. They appear to be humans with antique armor and swords, when not invisible. Maruts can turn invisible (as per the spell Invisibility I) at will. They do so much damage because of the gale-force winds that always back their sword slashes and allows them to attack with such speed that they can do so twice per turn. In addition, they such control of the air around them that they can deflect missiles with gusts of wind, giving maruts a save to avoid being hit by any type of missile that normally only Heroes enjoy. Maruts are Lawful and usually encountered on Earth for some specific purpose instead of loitering around hideouts.

Mosasaurs

Armor Class: 6 [13]
Hit Dice: 22
Attacks: bite (5d6)
Special: swallow whole, wreck things
Move: 10 (swim 75)
HDE/XP: 26/6200

Like a cross between a monitor lizard and a crocodile, but with paddle-like flippers instead of legs and big as small whales, mosasaurus is a should-be extinct species of underwater reptile that roam the ocean depths, competing with their only natural enemies, krakens. They are over 50 ft. long and weigh 15 tons. Because of their mass, mosasaurs use d12 for Hit Dice instead of d6. On an attack roll of 18-20, a mosasaurus will swallow whole a man-sized opponent. Anyone swallowed takes 4d12 damage per turn until the mosasaurus is dead and gutted. They wreck things as if 4th level Superheroes.

Owls, Giant

Armor Class: 6 [13]
Hit Dice: 4
Attacks: bite (3d6), claw (1d6)
Special: +1 to hit in dark, surprised on a 1 in 8
Move: 30 (fly 180)
HDE/XP: 4/160

Giant owls are typically enchanted versions of the Eurasian Eagle Owl and are very rare on other continents. They have a wingspan of 20 ft. and terribly wicked beaks. They have human-level Intelligence and Lawful Alignment, but no ability to communicate with other species.

Pentaceratops

Armor Class: 2 [17]
Hit Dice: 15
Attacks: bite (1d8), gore (4d6), trample (10d6)
Special: wreck things
Move: 45
HDE/XP: 19/4100

This huge, herbivorous ceratopsid dinosaur is a smaller cousin to the triceratops, distinguished by its three horns and two spikes around its face. It is about 27-ft. long and weighs about 6 ½ tons. Because of its mass, it uses d12 for Hit Dice instead of d6. It can wreck things as a 3rd level Superhero.

Phoenixes

Armor Class: 2 [18]
Hit Dice: 12
Attacks: 1 claw (2d8), 1 bite (2d10)
Special: see below
Move: 45 ft. (150 ft. flying)
HDE/XP: 14/2,600

Guarding the most sacred sites and treasures of Egypt, phoenixes are flame-wreathed rocs that are immune both to fire and to nonmagical weapons. Because some of the damage caused by a phoenix's attacks is from the magical fire, Protection from Fire lessens the damage from each hit by – 2. If a phoenix dies, it will be reborn in the same spot 1d4 turns later inside a fireball that will do 5d6 damage in a 20 ft. radius (as per the *Fireball* spell) with full hit points.

Rhinoceroses

Armor Class: 5 [14]
Hit Dice: 8
Attacks: gore (1d10), trample (2d10)
Special: none
Move: 60
HDE/XP: 9/1100

The African White Rhino uses d8 for hp instead of d6.

Robots

Like dragons, robots each have a special attack form that does damage equal to its hit points instead of random damage. Victims can save against science for half-damage. Also like dragons, the Editor is discouraged from rolling randomly for hit points, but should choose from one of the following categories:

- Improvised from spare parts: *1 hit point per hit die, 1 hit point per hit dice inflicted by special weapon.*
- Hastily cobbled together: *2 hit points per hit die, 1 hit points per hit dice inflicted by special weapon.*
- Made from a kit: *3 hit points per hit die, 3 hit points per hit dice inflicted by special weapon.*
- Made in a factory: *4 hit points per hit die, 4 hit points per hit dice inflicted by special weapon.*
- Made in a laboratory: *5 hit points per hit die, 5 hit points per hit dice inflicted by special weapon.*
- Made by an ultra-mad scientist: *6 hit points per hit die, 6 hit points per hit dice inflicted by special weapon.*

Robot, Giant Aluminum

Armor Class: 2 [17]
Hit Dice: 13
Attacks: 2 blows (3d6)
Special: paralysis ray
Move: 75 (possible 120 fly)
HDE/XP: 14/2600

These 13 ft. tall robots are lighter, faster, and more maneuverable than the average giant robot because of their silvery-white aluminum bodies. Forty percent of these robots are equipped with rocket jets that allow them to fly.

All giant aluminum robots can fire a 5 ft. wide paralysis ray from their chests to a range of 80 ft. Anyone struck by this ray with fewer hp than the current hp of the robot will be paralyzed for 2d4 turns (unless the victim saves against science, in which case the victim must be at half or less of the robot's current hp to be affected). These robots are wrecked as if ordinary giant robots.

Robot, Huge Magnesium

Armor Class: 1 [18]
Hit Dice: 12
Attacks: fiery blow (2d8+2d6)
Special: blinding
Move: 50
HDE/XP: 12/2000

These 12 ft. tall, grayish-white robots have arms ending in large rollers that, when engaged, spark with a blindingly-bright white flame. Anyone within 30 ft. of a magnesium robot when it's sparking will be blinded for 1d8 hours if that person's hp is less than the robot's current hp (or, if a saving throw is made, the victim must have half or fewer as many hp). These robots are wrecked as if giant robots.

Robot, Huge Silicon

Armor Class: 1 [18]
Hit Dice: 13
Attacks: blow (3d6)

Special: immune to fire, psionic mind blast, regenerate
Move: 60
HDE/XP: 14/2600

This 12 ft. tall robot is encased in quartz stone. It also houses a computer "brain" greater than the average robot, possessing greater than average human intelligence, as well as the ability to speak. Other robots tend to follow the commands of a silicon robot, unless actively controlled by a person.

A huge silicon robot is also psionic-endowed (roll 1d6 to determine its equivalent level in psionic ability and psionic abilities randomly). No matter how many psionic points it has, it can always release a mind blast once per day. Coated in asbestos, these robots are immune to fire. These robots also self-repair; until at least half of the robot is pulverized into sand, it regenerates 1 hp per hour. They are wrecked as if giant robots (but cannot be wrecked by androids because of their immunity to fire).

Robot, Large Beryllium

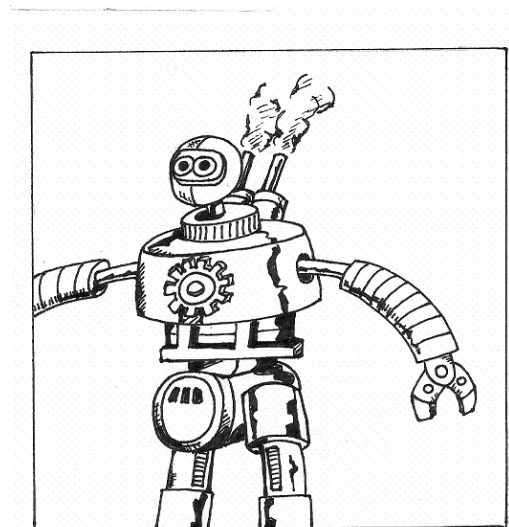
Armor Class: 3 [16]
Hit Dice: 4
Attacks: blow (2d4)
Special: toxic cloud
Move: 35
HDE/XP: 5/200

These 8 ft. tall, silvery robots are usually trimmed with at least \$200 worth of aquamarine and emerald to entice others into attacking them, for the beryllium coating on the robot, when damaged, releases toxic compounds into the air that cause hp of poison damage to all within a 10 ft. diameter of the robot equal to the amount of damage the robot has already taken, cumulative, within the last 5 turns.

Robot, Large Coal

Armor Class: 2 [17]
Hit Dice: 6
Attacks: blow (2d4), drill (2d6)
Special: flame ray
Move: 30
HDE/XP: 7/600

For the mad scientist who likes to go Old School, these steam-driven robots have tall, cylindrical bodies with a single grate covering their otherwise open blast furnaces. Every other turn, the large coal robot can open its grate and blast a ray of fire to a range of 60 ft. that does the robot's current hp in damage to anyone it touches (save for half). One arm usually ends in a functional hand while the other ends in a diamond-tipped drill worth at least \$300 intact. Tougher than the average large robot, they are wrecked as huge robots.



Robot, Lithium

Armor Class: 5 [14]
Hit Dice: 3
Attacks: blow (1d8)

Special: electrical ray
Move: 25
HDE/XP: 4/160

Weaker and smaller (standing 7 ft. tall) than large copper robots, lithium robots are the cheap mobile batteries of the robot world. Their hands, if they have hands at all, are seldom (10%) functional, but better used for clubbing. They can only be programmed to carry out the simplest commands. They are never harmed by electricity and absorb any damage they would have taken. They can release electricity in a ray up to 15 ft. long and 2 ft. wide, doing damage equal to their hp to anyone it touches (save for half damage). They are wrecked as if ordinary-sized robots.

Satyrs

Armor Class: 5 [14]
Hit Dice: 4+1
Attacks: kick (1d10+1)
Special: lullaby
Move: 75
HDE/XP: 5/200

Satyrs might appear to be a light threat, being no more than half of a man and half of a goat. Indeed, the top, human half of the satyr is relatively weak, but the goat legs are fantastically powerful and deliver devastating kicks. If a satyr chooses not to attack, it can perform a lullaby on any musical instrument that will cause anyone of 5 HD or less within 20 ft. to save vs. magic or fall asleep for 1d12 turns.

Satyrs are very rare outside of Greece or Italy, though they are drawn to places with lampposts, which hold a special fascination for them.

Slugs, Giant Land

Armor Class: 8 [11]
Hit Dice: 3
Attacks: bite (1d2)
Special: spit poison, slime trail
Move: 10 ft.
HDE/XP: 3/120

In the dark, damp corners of some hideouts, slugs have been known to grow up to 4 ft. long and weigh in at 100 lbs. They have a poisonous spittle they can spit up to 10 ft. (save against poison or take 1d6 damage). Anyone attacking a giant slug from behind must save against science or slip and fall in its slime trail, which is also mildly poisonous and does 1d3 point of damage to anyone immersed in it.

Snakes, Black

Armor Class: 5 [14]
Hit Dice: 9
Attacks: bite (1d10 + poison)
Special: poison spittle, magic resistance
Move: 45
HDE/XP: 10/1400

These pitch black snakes can be found up to 30 ft. long. Half-demonic, their poison is saved against

at -2 and can be spat up to 40 ft. Against spell casters of any level they are 25% immune to all spells.

Spinosaurus

Armor Class: 5 [14]
Hit Dice: 17
Attacks: bite (5d6), tail swipe (6d6), trample (8d6)
Special: swallow whole, wreck things
Move: 75
HDE/XP: 25/5900

These carnivorous dinosaurs are about 45 ft. long from tip to tail and weigh about 6 tons, with 6-ft. tall sail-like fins on their backs. They are semi-intelligent. If they bite and hit on a 19 or 20, they swallow man-sized prey whole. A swallowed victim takes 9d8 damage per turn until the dinosaur is dead and gutted. Because of their enormous mass and size, they have d12 Hit Dice instead of d6 and wreck things as if 2nd level Superheroes.

Thugs, Drunken

Armor Class: 6 [13]
Hit Dice: 2+1
Attacks: by weapon (1d8)
Special: breath weapon
Move: 50 ft.
HDE/XP: 3/100

A cross between a drunken hoodlum and a thug is this mobster, as dangerous as he is random. Each turn, the Editor should roll for the action of a drunken thug on 1d6. Morale saves are made at +3.

Table 13: Drunken Thug Reactions

Roll	Reaction
1	Goes into a berserk frenzy at +1 to hit and (in melee) damage
2	Attacks, but shows off (skipping a free attack or using a less effective attack)
3	Attacks to the best of his ability
4	Stumbles around and talks randomly
5	Attacks a random target within line of sight (even a friend)
6	Gets sick and doubles over, stunned for 1 turn

The stinky breath of a drunken thug acts as a drunken hoodlum's, requiring a save against poison within 5 ft. or suffer a -1 to hit for 1d6 turns. With a cigarette lighter, a drunken thug can make a gout of flame from his breath that does 1 point of damage at a range of 5 ft. With a fire source as large as a lit torch, a drunken thug can make a gout of flame from his breath that does 1d6 damage at a range of 5 ft.

Tigers, Black

Armor Class: 3 [16]
Hit Dice: 7
Attacks: bite (1d8), claw (1d12)
Special: Get tough, wreck things
Move: 90
HDE/XP: 8/800

These viciously evil, jungle tigers are larger than Siberian tigers, measuring up to 10 feet long and

weighing a lean 700 lbs. Half-demonic, they possess a supernatural strength that makes them able to wreck things as if 1st level Superheroes and to, once per day, use the Get Tough power on themselves (which increases bite damage to 1d10 and claw damage to 2d8 temporarily).



Valkrys

Armor Class: 2 [17]
Hit Dice: 9
Attacks: weapon (1d10)
Special: premonition of death
Move: 60 (120 fly)
HDE/XP: 9/1100

Appearing to be women clad in Chainmail +1 and Shields +1, valkrys sometimes still come to Earth to escort fallen heroes to Valhalla. Once per turn, a valkry can have a premonition of who within sight is most likely to die next. All attacks against that person for the next hour will be at +2 to hit and damage and all saves will be at -2. Valkrys cannot only magically fly, but they can impart that ability to any steed they are riding.

Valkrys are rare in Scandanavia and very rare anywhere else.

Zombies, Pyre

Armor Class: 8 [11]
Hit Dice: 2
Attacks: weapon or strike (1d8)
Special: immune to sleep and charm, immolation
Move: 30
HDE/XP: 3/120

These undead creatures are weirdly enchanted with some sort of necromancy. When hit by a melee weapon, they burst violently into flame, inflicting 1d6 points of damage to anyone within 5ft. Only the bones remain after this conflagration: the remaining skeleton fights as a 1 HD skeleton rather than as a 2 HD zombie (including the lower hit points). The flesh re-grows rapidly, and the creature will fight as a zombie again in 10 turns (combat rounds), including the restored ability to immolate itself.

New Trophies: This section is now broken into hi-tech, modern mythic, magic, and ancient mythic.

Hi-tech items are anything that can be invented intentionally by a Scientist. **Modern mythic items** are half-magical cowboy-related items, imbued with a quasi-mystical power by the American love of the Cowboy-Western mythos. These items can only be found, being spontaneously created. **Magic items** are anything that can be created intentionally by a Magic-User. **Ancient mythic items** are magic items created by gods or god-like beings in the distant past. These items tend to be more powerful and cannot be dispelled or even destroyed by all but the most extraordinary means (or

wrecked by a Superhero of 15th level or higher!).

New tables are presented only if enough new items have been introduced since **Supplement I** to warrant them. Items highlighted in boldface are described below the following tables.

Hi-Tech Trophies

Pills

Table 14: Pills

Roll	Result
01-03	Growth
04-06	Animal Control
07-09	Diminution
10-12	Gaseous Form
13-16	Giant Strength
17-20	Happy
21-22	ESP
23-26	Invisibility
27-29	Enhanced Senses
30-36	Healing
37-40	Sleeping
41-44	Headache
45-47	Polymorph (self)
48-51	Speed
52-54	Flying
55-58	Invulnerability
59-60	Intelligence Boosting
61-64	Impressionable
65-67	Plant Control
68-73	Antidote
74-79	Superheroism
80-82	Human Control
83-85	Poison
86-89	Weight Control
90-93	Fire Resistance
94-95	Alignment Change
96-98	Extra-Healing
99-00	Psionic Endowment

Alignment Change: Anyone swallowing this pill will reverse Alignment for the next 1d6+6 turns, or half that time if a save against science is made. Not only will a Lawful person become Chaotic, but a good person will become evil and a Hero will become a Villain. A player may still control his character under these conditions, at the discretion of the Editor.

Psionic Endowment: Whoever swallows this pill will have randomly determined psionic powers for the next 1d6+3 turns. The abilities will be based on the imbiber's level (so a 1st-level psionic would have 2 psionic points, the mind thrust attack, and either empty mind or thought shield as a defense). An already-psionic imbiber gains 2d6+12 more psionic points temporarily for the duration.

Machines

Table 15: Machines

Roll	Result
1-2	1 power, level 1

3-4	1 power, level 1d3
5	Fighting machine
6	2 powers, level 1d2 each
7	3 powers, level 1 each
8	Malfunctioning machine
9	Flying machine
10-11	Protection machine
12	2 powers, level 1d4 each
13	2 powers, level 1d6-1 each
14	Time machine
15	1 power, level 1d4+1
16-17	War machine
18	Brain Draining machine
19-20	Brain Washing machine

Brain Draining machine: This machine, which appears to be an overly-elaborate hairdresser's chair, complete with blinking lights, Tesla coils, and – on most models – wrist and ankle clamps. Anyone seated in the chair is drained of 1 point of Intelligence per hour (a saving throw against science only doubles the length of time the draining takes). Anyone trapped in the chair until Intelligence drops below 3 becomes a mindless vegetable.

If psionics are being used, all that mental energy is stored in a psychic battery under the seat and can be transferred via wires to a metal helmet. Anyone wearing that helmet will become endowed with psionics and can transfer that mental energy at a conversion of 10 psionic points per point of Intelligence drained. The mental energy is temporary, lasting however long the helmet is worn, plus 1d6 turns.

Brain Washing machine: This machine is similar in both appearance and function to the brain draining machine, but the entire head of the person seated in the machine is enclosed and subjected to a hypnotic pattern of lights. A special microphone attached to the machine by a cord allows someone to attempt to program up to six commands into a single victim over the course of 1d4 hours. The user of the machine will not know in advance how many of the commands will take; the Editor rolls 1d6 to determine how many may take and then the victim gets a saving throw against science for each one.

Table 16: Protection Machines

Roll	Result
1-3	Bullets
4-5	Melee
6	Hi-Tech
7	Magic
8-9	Powers
10	Psionics

Magic, Powers, and Psionics Protection machines: All three protect a 5 ft. radius around where the machine is set up, lasting one hour and usable once per day.

Table 17: Time Machines

Roll	Result
1-3	Time machine, Mark I
4-5	Time machine, Mark II
6	Time machine, Mark III

Time machine, Mark II: This two-seater can transport its passengers up to 1d6+4 weeks into the past

or up to 1d4+2 weeks into the future. It can be used once every 1d3 days. The travelers can set a specific day as their destination. If the day falls beyond the range rolled for the machine, then most of the time nothing happens and the machine simply fails to work, but there is a cumulative 5% chance (up to 50%) each time of the time machine malfunctioning. A malfunctioning machine will need a Scientist to fix it to return to its own time.

Time machine, Mark III: This three-seater can transport its passengers up to 1d10+10 years into the past or up to 1d8+6 years into the future. It can be used once every 1d4 days. The travelers can set a specific hour as their destination. If the hour falls beyond the range rolled for the machine, then there most of the time nothing happens and the machine simply fails to work, but there is a cumulative 5% chance (up to 25%) each time of the time machine malfunctioning. A malfunctioning machine will need a Scientist to fix it to return to its own time.

Table 18: Time Machine Malfunctions

Roll	Result
1	Machine transported to Age of Dinosaurs (Cretaceous Period)
2	Machine transported to Stone Age (Paleolithic Period)
3	Machine transported to Bronze Age (later period, circa 1,100 B.C.)
4	Machine transported to Iron Age (circa 500 A.D.)
5	Machine transported to end of the 20 th century
6	Machine transported to middle of the 21 st century
7	Machine transported to the end of the 22 nd century
8	Machine and users lost in space for all time

Transports

Table 19: Transports

Roll	Result
01	Rocket, interplanetary
02-09	Airplane, antique biplane
10-15	Airplane, 2-seat fighter
16-21	Airplane, cargo
22-24	Airplane, amphibious
25-29	Autogyro
30-33	Blimp
34-35	Airplane, medium fighter
36-43	Boat, sail
44-50	Boat, motor
51-53	Boat, yacht
54-56	Car, amphibious
57-65	Car, jeep
66-73	Car, air-conditioned
74-77	Car, super-charged
78-81	Car, armored
82-93	Motorcycle
94-97	Submarine, small
98-99	Tank, small
00	Tank, medium

Airplane, amphibious: This is an twin-engine aircraft that can also motor across the surface of a body of water, like the Grumman Widgeon used by the U.S. Coast Guard, Navy, and Air Corps. It can hold six, counting its pilot, is 31 ft. long, and has a 40-ft. wingspan. It can fly at 160 MPH, or at a Move of 90 ft. per turn on water.

Airplane, medium fighter: The Bell Airacobra prototypes, considered unsuccessful as a fighter plane by the U.S. Air Corps, is the sort of military plane that might slip through the system and fall into mobsters' hands. Thirty feet long, with a wingspan of thirty-four feet, and weighing in at over two tons, these fighter planes can hold a single pilot. They have a maximum speed of 380 MPH and travel 650 miles. There is an autocannon that fires through the propeller and six machine guns mounted on the wings. While busy flying, though, the pilot rolls 1d20 each turn to determine how many attack rolls he can get. Only Fighters can handle flying fighter planes.

Car, amphibious: A prototype of the DUKW, the amphibious truck later developed for the Army, this large car is 15 ft. long, weighs 2 tons, and seats up to 6. It can travel at up to 55 MPH on a road, or at a Move of 70 ft. per turn on water thanks to its propeller.

Tank, medium: By 1941, the U.S. has begun replacing its old M2 tanks with the M3, a medium tank with an unusually side-mounted tank gun (fires armor-piercing shells, short range of 1,000 ft., 2d4 damage in a 10-ft. radius or 7d6 to a single target, wrecks as a 5th level Superhero) and a smaller tank gun (fires anti-personnel ammo; treat as field gun) mounted in its turret. A machine gun is also mounted at the top of the turret. The tank is 18 ft. long, 8 ft. wide, and 10 ft. tall, weighs 27 tons, and requires a 6-man crew, including 2 to work the turret. It has a Move of 75 ft. off-road and a Move of 85 ft. on-road.

Table 20: Interplanetary Rockets

Roll	Result
1-3	Rocket, Moon
4-5	Rocket, Venusian
6	Rocket, Martian



Rocket, Martian: This tall, long-finned rocket can travel from Earth to Mars in just 19-21 days (traveling at 70 miles per second). The capsule at the head of the rocket has 30 cubic ft. of inhabitable space and can fit up to six crewmembers (like sardines, or three comfortably). The capsule is detachable and can travel at 400 MPH with wings deployed, or walk on 30-ft. tripod legs at a Move of 45. Such a rocket is 60% likely to have a raygun mounted on it.

Rocket, Venusian: This rocket is narrow on take-off, but when it reaches Venus from Earth in 14-16 days, it extends wide wings for helping to navigate the furious winds in the upper atmosphere. It can travel at 500 MPH in Earth's atmosphere or 1,000 MPH in Venus' atmosphere. Because the command module is not detachable, but an integral part of the rocket, there is more spacious accommodations inside and the equivalent of 60 cubic ft. of inhabitable space.

Table 21: Minor Hi-Tech Trophies

Roll	Result	Roll	Result
1	Fluorescent lamp	26	1d2 Magnesium flares
2	Invisible ink pen	27	Antique platemail armor
3	Hot-air balloon	28	Copying machine
4	Microfilm roll	29	Coil of 100 ft. of copper wire
5	Electric fan, large	30	Fire extinguisher
6	Wristwatch/2-way radio	31	Boots w/retractable blades
7	Acetylene torch	32	Mechanical gauntlet
8	Hearing aid	33	Antique shield
9	Flak jacket	34	Mountain-climbing gear
10	Radio, long-range	35	1d3 Canisters of tear gas
11	Gasoline, can of	36	Small sailboat
12	Car battery w/jumper cables	37	Centrifuge

13	Mechanical bicycle	38	Mechanical fortune-teller
14	Television set	39	Smoke alarm
15	Lockable attache case w/ secret compartment	40	Uncountable bullets
16	Miniature movie camera	41	Portable metal detector
17	Printing press	42	Small forge
18	Weightlifting set	43	Camouflage suit
19	Antique leather armor	44	Map-making kit
20	Small motorboat	45	Dog whistle
21	Hinge-removing set	46	10 ft. x 10 ft. of Insect netting
22	Oxygen tank w/closed-circuit rebreather	47	Bulletproof vest
23	Key-making set	48	Electric cooker range
24	Polarized sunglasses	49	Gas range
25	Antique chainmail armor	50	Used town car
	Roll		Result
51	Tape recorder	76	1d20 Caltrops
52	1d4 Rolls of cellophane tape	77	Disguise kit
53	Jug of glue	78	1d4 Flash bombs
54	Lockpicks	79	Hang glider
55	1d4 Packages of nylon hose	80	Parachute
56	1d4 Ballpoint pens	81	Treasure map table
57	4d6 Armor-piercing bullets	82	Balloon backpack
58	1d12 Incendiary bullets	83	1d4 Exploding arrows
59	1d6 Acid bullets	84	Gliding cape
60	1d2 Walkie-talkies	85	Infrared goggles
61	Mini-buzz-saw	86	Infrared scope
62	Diving suit, old-fashioned	87	“Joy” buzzer
63	Gas mask	88	Periscope
64	Glasses	89	Spring-loaded boots
65	Asbestos suit	90	“Super” glue
66	Motorcycle	91	Voice changer
67	Antique biplane	92	Amphetamines, box of 1d10 pills
68	Bulletproof costume	93	First-aid kit
69	Tank of nitrogen gas	94	Smelling salts
70	Tank of sulfuric acid	95	Trench coat with deep pockets
71	Diving suit, modern	96	Tarot deck
72	Tank of break-resistant glass	97	Film projector
73	Smokescreen ejector	98	Captain Billy’s Whiz-Bang Whiskey
74	1d6 Sleep gas capsules	99	Treasure map table
75	Tank of helium gas	00	Roll again, twice

Amphetamines: A legal prescription drug in the 1940s, amphetamines allow the imbiber to ignore all effects of fatigue for 1d10 hours, after which the imbiber must save against science or fall asleep for 1d4 hours.

Captain Billy’s Whiz-Bang whiskey: One pint of this booze and the imbiber will have a +2 bonus to morale saves, enjoy a +1 hp for 1d4 hours, and heal back 1 extra hp from magical healing during the same duration, but will have a –1 to all non-morale die rolls for the same duration.

Film projector: This item appears to be an ordinary movie camera, but the images it projects are surprisingly realistic, to the point that, when seen at a distance, there is a 4 in 6 chance of fooling people (5 in 6 for non-humans) into believing the images are real so long as they are plausible in that location (a train in a small room – no, but a ghost – yes). When inspected at closer than 40 ft., though, these silent images can be automatically identified for what they are.

First-aid kit: This kit contains aspirin, motion-sickness tablets, antiseptic cleansing pads, a splint,

gauze, and bandages. If used correctly on an injured person, this kit has a 3 in 6 chance of giving the injured person a second save against plot to heal twice as fast (someone normally has to rest 4 hours to gain back 1 hp, with a save to heal that fast after 2 hours, but with this first-aid kit the healer gets a save after 1 hour and then again after 2 hours). A kit can be used 1d4 times before needing to be replaced.

Maps: See **Underworld & Metropolis Adventures**.

Smelling salts: Anyone unconscious who is exposed to smelling salts can make a save against plot to regain consciousness for 1d3 minutes. The revived person can not do anything as physically demanding as walking during this time and, afterwards, loses consciousness until he returns to 1 hp or higher.

Tarot deck: From a reading of a Tarot deck, someone might gain some insight into whether an anticipated event in the next 24 hours will go well or poorly for someone (as best as the Editor can guess in advance), with a 4 in 6 chance of being true.

Trench coat with deep pockets: Don't try to figure out the science behind this, but this trench coat can hold up to 20 lbs. of inorganic items in its pockets, even if the dimensions seem impossible.

Magic Trophies

Potions

Table 22: Potions

Roll	Result
1-3	<i>Animal Control</i>
4-6	<i>Clairaudience</i>
7-9	<i>Clairvoyance</i>
10-12	<i>Diminution</i>
13-14	<i>Dragon Control</i>
15-16	<i>Ethereality</i>
17-19	<i>Fire Resistance</i>
20-22	<i>Flying</i>
23-25	<i>Gaseous Form</i>
26-28	<i>Giant Strength</i>
29-31	<i>Growth</i>
32-34	<i>Heroism</i>
35-37	<i>Invisibility</i>
38-40	<i>Invulnerability</i>
41-43	<i>Levitation</i>
44-46	<i>Plant Control</i>
47-51	<i>Poison</i>
52-54	Youth
55-57	<i>Slipperiness</i>
58-60	<i>Trophy Finding</i>
61-63	<i>Undead Control</i>
64-67	<i>Extra-Healing</i>
68-82	<i>Healing</i>
83-85	Zombification
86-88	<i>ESP</i>
89-91	<i>Polymorph (self)</i>
92-95	<i>Speed</i>
96-00	<i>Super-Heroism</i>

Youth: The imbiber will be 10 years younger after drinking this potion. The effect lasts 1d6+6 days before the imbiber returns to his previous age.

Zombification: The imbiber will turn into a zombie temporarily for 1d6+3 turns. If the imbiber drinks the potion willingly there is no saving throw, but if forced on the imbiber, there is a saving throw against magic with a -2 penalty. The temporary zombie will have the stats of a normal zombie, but is entitled to a saving throw (regardless of if taken willingly or not) that, if successful, means the zombie retains the hit points and saving throws of the original form.

If someone's blood is mixed with the zombification potion before it is drank, then the transformed zombie will have to obey the person who's blood he drank during his transformation.

Misc. Magic Trophies

Table 23: Misc. Magic Items (Medium Items)

Roll	Result
1	<i>Amulet Against Scrying</i>
2	<i>Bracers of Defense AC 4 [15]</i>
3-4	Broom of Flying
5	<i>Carpet of Flying</i>
6	<i>Cloak of Protection +2</i>
7	<i>Cloak of Displacement</i>
8	<i>Spade of Excavation</i>
9	<i>Gauntlets of Ogre Power</i>
10	Talisman of Undead Turning
11	<i>Figurine of the Onyx Dog</i>
12	<i>Helm of Reading Magic and Languages</i>
13	<i>Hole, Portable</i>
14	<i>Medallion of ESP</i>
15	<i>Horn of Valhalla, Bronze</i>
16	Drums of Panic
17	<i>Jug of Alchemy</i>
18	<i>Manual of Quickness</i>
19	<i>Mirror of Mental Scrying</i>
20-21	Voodoo Doll
22	<i>Robe of Blending</i>
23	<i>Robe of Eyes</i>
24	Idol of False Curses
25	<i>Robe of Wizardry</i>

Idol of False Curses: This ruby statuette is made of solid gemstone and worth a cool million dollars. But, it has a long reputation of being cursed to kill the possessor. Whoever claims ownership of the idol has a 1 in 6 chance per night of appearing to have died in a darkly ironic fashion (**i.e.**, a fast driver is hit by a car, a weapons collector is impaled on a spear, **etc.**). If no one else claims ownership of the idol, then the idol's "curse" will claim one of the owner's friends or companions each night thereafter starting with those closest to them.

However, no one has actually died. The idol has created powerful illusions of each person dying or being found dead, while having teleported the real person to another dimension. In 1d20 days after each person "died", they will reappear in one of the following situations:

Table 24: Fates of the Idol

Roll	Result
1	You wake up, lying in a gutter, dressed like a hobo, 300 miles in a random direction from where you were

2	You wake up, naked, in somebody's swimming pool, 100 miles in a random direction from where you were
3	You wake up, with no valuables, in a hotel room 200 miles in a random direction from where you were, next to a dead body
4	You wake up, in your own home, clutching a new, random magical trophy in your hands, with no memory of how you acquired it
5	You wake up, 500 miles in a random direction from where you were, in the back of a limousine. The driver is now your loyal follower as long as you do not insist on knowing how you acquired his services
6	You wake up, in your honeymoon suite, 400 miles in a random direction from where you were, vaguely aware that the person next to you married you yesterday and is good-looking, famous, and/or rich (33% chance of each)

Once the true nature of the idol has been learned, it will cease functioning for its current owner and cannot be claimed by a new owner unless he or she has no idea of the secret of the idol. There is still a 2 in 6 chance after every time the idol changes hands that it will just cease functioning entirely.

Talisman of Undead Turning: Anyone possessing this talisman may try to force certain undead encountered to turn and flee from the wielder as fast as the undead can for 2d6 minutes. Up to 2d6 skeletons or zombies are automatically turned. If a 7 or better is rolled on 2d6, then 2d6 ghouls can be turned. If a 9 or better is rolled on 2d6, then 2d6 wights can be turned. If an 11 or better on 2d6 is rolled, then 2d6 wraiths can be turned. If undead of multiple types are encountered, the initial 2d6 roll is only rolled once and treated towards each type, but separate 2d6 rolls are made to determine how many of each type are turned. For example, an initial roll of 8 could wind up turning 12 skeletons, 1 zombie, 5 ghouls, but no wights or wraiths. For undead not named of 4 HD or less, assign it to the undead type with the same or closest HD. There is no limit to how often the talisman can be used.

Voodoo Doll: If this doll has someone's belonging attached to it, then all damage done to the doll will be felt (and hp lost accordingly) by that someone, so long as the victim is within 200 ft. of the doll. Once a voodoo doll is "attached" to someone, there is only a 2 in 6 chance that the doll can be attached to someone else, even if that person dies.

Modern Mythic Trophies: These items can be detected by Detect Magic, which will also recognize these items from being distinct from normal magic items. A Dispel Magic spell, or similar magic, can affect them as if created by only a 4th-level Magic-User. In a campaign using modern mythic trophies, then intelligent guns (see **Book II: Mobsters & Trophies**) should be treated as modern mythic trophies instead of hi-tech trophies.

Guitar of Sanctuary: So long as this guitar is being actively played or strummed, up to 24 minutes per day, anyone wishing to attack the guitar-player must save against plot to do so. The guitar-player can perform no hostile action while playing his guitar.

In addition, a Cowboy playing the guitar while singing a song before camping outdoors will be free of possible wandering encounter checks for the first half-hour afterwards. This can be done once per night and does not count against the time limit on the other sanctuary effect of the guitar.

Gunslingers' Gun: This gun, usually a Colt .45 revolver, is haunted by the spirits of every dead gunslinger to have ever used it. During each turn the gun is fired, one of those spirits takes over aiming the gun and controlling the shot from the wielder. The wielder rolls 1d12 each turn to determine the level in Cowboy of the spirit aiming the gun and rolls to hit as if a Cowboy of that level, even if the wielder would normally be higher in level.



Lucky Ace of Spades: This playing card will appear anywhere its owner wants it to, once per hour. If appearing amongst other cards in a deck, the lucky ace will conform in appearance to the rest of the deck. A clever owner could use the card for a variety of other effects too; like making it flutter down in front of someone's face to distract him, concealing a small object under it, or getting a message written on the card somewhere it could not normally go, like through a shut window. If the owner has to leave the lucky ace somewhere, it reappears in his possession 2d4 turns later. It can be destroyed just like a normal playing card, though, and never reappears if it is destroyed.

Mask of Forgetfulness: This might be a domino mask or it could be bandana meant to be worn over the lower half of the face, but if worn as a mask, anyone observing the wearer who knows who the wearer is will have to save against plot when the wearer is no longer in sight or be unable to remember who that masked man was.

Tin Star of Courage: This deputy's badge, if pinned to one's chest, grants the wearer a +4 bonus to all morale saves and saves against science or magic that would cause fear.

Ancient Mythic Trophies: These items strongly radiate magic if detected. They cannot be dispelled, nor can they be destroyed or wrecked under most circumstances.

Aegis, the Shield of Zeus: This is a long coat of armor that appears to be made from gold crafted with a scale-like texture, but is really the hide of a long dead monster. This Hide Armor +5 (AC 1 [18]) is covered in 100 gold tassels. On the command of the wearer, the tassels will part and reveal a gorgon's head embedded in the chest of the coat. Anyone within line of sight of the head must save against spells or be turned to stone (up to 200 HD can be affected per turn).

One drawback is that the gorgon's gaze can be reflected back on the wearer and is particularly effective if it is (-1 to save). Krakens will also be drawn to the presence of the Aegis if it ever makes a sea voyage (1 chance in 4 of encountering 1d2 krakens per day). The shield can only be destroyed by the digestive juices of a live kraken.

Boots of Loki: The boots are said to appear periodically by hot springs in the far north of Norway. They combine the powers of Boots of Levitation, Boots of Speed, and a Ring of Water Walking.

Whoever wears the boots must eat twice as much as normal. The boots can be destroyed by any destructive spells of 6th level or higher.

Broadsword of Lemminkainen: Buried in some ruins in northern Finland is the lost sword of Lemminkainen. It is a +4 Sword, +5 vs. Serpents. In addition to hitting and damage, the bonus also adds to (subtracts from) Armor Class. On command, the sword blade will burst into flame and do an extra 1d6 points of fire damage per hit. It can further release up to 6 HD of Fireball per day, in any combination of dice. Lastly, the sword has the ability of a Vorpal Blade.

The sword is intelligent and seeks to test its owner's mettle. Each day, there is a 1 in 10 chance of the sword summoning 1d10 Fighters of levels 1-3 to attack the owner at a random hour (said Fighters remain for 6 minutes, as per a Mobster Summoning spell). The sword can be destroyed by a destructive magic spell of 7th level or higher or a Superhero of 13th level or higher.

Copper Axe of Kullervo: This copper-bladed hatchet is a +4 Axe with the ability to hew down any normal tree in 1 minute or do 5d6 damage per hit to a tree-like being with HD. Any Magic-User who carries the axe will effectively be one level higher in all regards so long as he holds it. Further, the owner of the axe may, if not a Magic-User, begin to split his xp evenly between his current class and the Magic-User class without penalty up to the point of reaching 6th level as a Magic-User.

The curse of the axe is that no one employing (or in any other circumstances setting a task for) the owner will ever be satisfied with the results. The axe can be destroyed by a destructive magic spell of 8th level or higher or wrecked by a Superhero of 14th level or higher.

Corrbolg, the Crane-Bag of Manannan Mac Lir: Said to be floating somewhere in the Irish Sea is a large leather sack made from the skin of a crane. The interior of the bag is bottomless. The only restrictions on what can be placed inside it is the width of the opening, which can only be stretched to 3 ft. wide. Any item that has been personally placed inside by the owner of the bag can be commanded to rise to the opening in 30 seconds. Any other item, no matter how specific, can be commanded to rise to the opening, but will not do so until 1d100 turns have passed.

The drawback is that there is a 1 in 6 chance of something else appearing at the opening instead of the item commanded. This something else will be one of the following:

1. A knife
2. A shirt
3. Cutting shears
4. A helmet
5. A pile of pig bones
6. A whalebone girdle

The only way to destroy the bag is to place a black pudding inside it.

Crossbow of Joukahainen: This crossbow is made of iron and copper, inlaid with gold and silver. The bowstring was the sinew of a half-demonic elk. It has carvings all around its surface; it bears the image of a standing horse on its back, the image of a running colt on its shaft, the image of a maiden reclining on the bow, and the image of a crouched hare by the trigger. It functions as a Crossbow +4. At a command from its owner, the crossbow will transform into a rainbow and, at a similar command, will change back to a crossbow. As a rainbow, the crossbow will always be somewhere nearby the owner. At another command from the wielder, up to thrice per day, bolts fired will transform into ordinary hawks. The hawks can be made to perform simple tasks, such as any falconer would be able to teach one to do. Lastly, at a command from the wielder, it will envenom any normal crossbow bolt fired from it. Anyone struck by such a bolt must save against poison or die immediately.

This last power can never be used by a Hero. Nor will a bolt fired from the crossbow ever hit a Hero, always missing. The crossbow can be destroyed by changing it into a rainbow during an eclipse, or by a magic spell of 9th level or higher, or by being wrecked by a 17th or higher Superhero.

Gjallarhorn, Horn of Heimdal: Buried under a sacred tree in Iceland, this horn has many uses. It doubles as both a Horn of Blasting and an Iron Horn of Valhalla. Further, if placed to the ear to listen, the wielder can Speak with Dead once per day. If placed to the lips to drink, the horn will fill with water as if from a Create Water spell thrice per day. Once per day, someone can drink from the horn and gain +1 to Wisdom for doing so, to a maximum of 18. If placed to the lips to sound, the blowing of the horn can be heard everywhere or anywhere in the world, at the selection of the blower.

The wielder has the enmity of all non-Lawful Magic-Users and will be attacked by them on sight. The horn can be broken under the hoof of a ram.

Golden Armor of Varuna: This suit of +6 Scale Armor (AC 0 [19]) is said to be hidden away in a remote temple in the Himalayas. It glows with the light of a continual Light spell and allows the wearer to both levitate and walk on water at will.

Only someone who is Lawful can wear the golden armor. If a Neutral person dons it, he will become helplessly weak with fever (no save) until someone else removes the armor from him. If a Chaotic person dons it, he will immediately be inflicted with a horrible wasting disease (again, no save) that will claim the wearer's life after 1d10 painful days.

The golden armor can only be crushed by a column, said to come from Varuna's celestial palace, which can be found in the same temple.

Gugnrir, Spear of Odin: Rumored to be held by the Vatican in a vault of pagan relics, Gugnrir has a large iron spearhead carved with many tiny runes, bound to a gnarled wooden haft. Gugnrir is a Spear +5 that never misses wolves (including werewolves) and elk. If the owner studies the runes on the spearhead for at least 12 turns, he will enjoy a permanent bonus of +1 to Wisdom. Anyone fighting on the side of the wielder of Gugnrir enjoys the benefit of a Bless spell for two combats per day. Further, the wielder can cast Fear once every 2 hours.

Wolves (including werewolves) will always attack the wielder of Gugnrir on sight. Gugnrir can only be destroyed by the blood of Fenris.

Kantele of Vainomoinen: Rumored to be floating somewhere in the Gulf of Bothnia, this ordinary-looking Finnish harp is made of wood and horsehair strings. It has the following powers: its music can be heard anywhere within 9 miles of the player, playing it can cast a Sleep spell (always maximum duration and number affected, plus a -4 penalty to save against it) thrice per day, and it can cast a Mobster Summoning VI spell twice per day.

No females will be friendly towards the owner of the kantele and no female Supporting Cast Members can be gained or kept so long as the kantele is possessed. The kantele can be destroyed only in the Sampo.

Mjolnir, Hammer of Thor: Hidden in a cave in Norway, Mjolnir can be compelled by its owner to take the form of an axe or a simple wooden club, as well as to shrink to any size, though it can never grow larger than a one-handed hammer. In combat, it is a Hammer +6 that does 2d6 damage vs. trolls, 4d6 damage vs. giants, and 1d100 damage to any earth-based creatures like magma monsters and earth elementals. It can be thrown up to 240 ft. and always return to the hand of its thrower. Its wielder can cast Cure Wounds II twice per day, Control Weather once per day, and cast up to 16 HD of Lightning Bolt per day, divided up any way the wielder pleases.

Only a Superhero with a True Strength of 36 or anyone else wearing a Girdle of Giant Strength



can lift Mjolnir and anyone without fire protection takes 1d10 points of heat damage every turn in which he wields it in combat. There is no means to destroy it.

Rudraksha Beads of Brahma: This simple string of Vedic beads is said to have been worn by Brahma himself and has been rumored both to be in a Hindu temple in Bombay and also in the hands of a lone fakir in Calcutta. The owner of these beads regenerates 3 hp per turn and is immune to disease. Further, the wielder of the beads can cast Cure Disease thrice per day and, once per day.

The only drawback to the beads is that the Cult of Kali wishes to see them destroyed, which can only be accomplished by burying them under a mountain in the Himalayas.

Scepter of Ptah: This gold, gem-encrusted baton is likely still buried in a well-trapped tomb hidden deep inside Egypt. Also known as the Scepter of the Gods, this scepter empowers the wielder so that he functions as if one level higher (even to having an extra Hit Die) so long as he is carrying the scepter. The head of the staff, shaped like an ankh, can be commanded to transform into a bird once per day. The bird is immaterial and cannot be harmed by anyone the scepter's wielder does not wish to be able to touch it. The bird can remember up to one minute of speech and deliver that speech, whispered into the ear, of anyone on Earth in 1d6 turns. If used as a weapon, the scepter is treated as a Club+5. The scepter can be commanded to transform into a black snake (see above) once per day, similar to a Staff of the Snake. Lastly, it has the following additional powers: Light at will and Speak with Dead once per day.

The drawback of the scepter is that anyone who touches it, after dying, comes back as a mummy. Every day, there is a 1 in 20 chance of 1d6 of those mummies showing up and attacking the scepter's new owner at a random hour. The Scepter of Ptah can only be broken when a Staff of Wizardry is broken against it.

Shield of Dunatis: Said to be hidden in a cave somewhere in Europe, this small round, wooden shield functions as a Shield +5. The wielder takes -1 damage per die from earth elementals and boulders thrown by giants. Further, the wielder can cast Bless and Protection from Evil II twice per day each.

The drawback of the shield is that its wielder is more vulnerable to fire, suffering a -1 to save against it and taking +1 damage from all fire attacks. The shield can only be destroyed by dropping it into a volcano.

Silver Bow of Apollo: This bow, lost somewhere in the underworld, appears to be only decorative, carved from silver with a silver string, yet it is as supple as any bow made of wood. It is a Short Bow +4, +5 vs. dragons, and further anyone firing it attacks as if two levels higher. It fires arrows, but never exhausts a quiver of arrows (there must always be at least three arrows in the quiver, though, or this benefit is lost). It can fire three arrows per turn or one poisoned arrow (save against poison at -4 or die).

The drawback of the bow is that there is a 1 in 12 chance per day of the bow accidentally poisoning its user (with the same penalty to save). The bow can only be destroyed if the best harp player in the world misses a note in its presence.

Sword of Horus: This gold-handled falchion sword, believed to be under heavy guard in a British museum, is treated as a Sword +5 in melee, with the ability to flame on command and do an additional 1d6 points of fire damage to anyone hit. Further, the sword can automatically hit and destroy up to three skeletons, two zombies, or one ghoul (non-cumulative) per turn.

If the sword-wielder must choose between undead targets or other targets, the sword will always take

control and attack the undead first until all have been destroyed. After three times the sword has had to choose on its own, it engages in a will contest against its wielder for total control. It has a will score of The sword can only be destroyed by melting it down in a forge operated by a lich.

Thet Amulet: This simple figure of carved and petrified sycamore wood, said to be in the hands of a wealthy private collector somewhere, is also said to have been imbued with great magic by Isis herself. The wearer is immune to all disease. It has all the powers of a talisman of undead turning. For five minutes after the amulet is soaked in water mixed with the flower of the Henna plant, the wearer subtracts 3 from all damage dice taken (results of 0 or less mean no damage). Lastly, once per day, the amulet can be thrown down and commanded to transform into a stone golem. If the golem is destroyed, it merely transforms back into the amulet and reappears back on its previous wearer.

The drawback of the Thet amulet is that the owner is slowly petrified. Once per day, its owner must save against spells or lost 1 point of Dexterity. When the owner loses all Dexterity, he permanently becomes a stone golem with no will of his own. The Thet Amulet can only be broken by scraping it with a carnelian stone soaked in water mixed with lotus blossom, by hand, until the hand is so raw that 1d8 damage has been taken.

Trident of Poseidon: This 8-ft. long trident appears to be made entirely of coral and is said to be in a shipwreck somewhere on the bottom of the Atlantic. It is a Trident +6. Its wielder can breathe water at will and cast Create Water once per turn. Further, he can Polymorph Other into a horse once per four hours, create an Earthquake (as per the spell) once per day, and create a sea storm once every twelve hours. The sea storm can wreck ships as if attacked by an 8th level Superhero, affecting all within a 300-ft. diameter, and anyone in the water within that same diameter must save against spells or drown.

The drawback of the trident is that there is a 1 in 12 chance per day of the wielder no longer wanting to live on land and choosing to disappear into the sea forever (no save). The trident can only be broken if a mermaid princess' heart is broken in its presence.

Uaithne, Harp of the Daghdha: This oak harp, engraved with blossoms and bent into four sharp angles, is said to be an ancient castle in Ireland. The owner of the harp can command it not to play for anyone else until the harp's owner commands it to play again. By playing the harp, its wielder can cast Control Weather up to four times per day. Anyone who hears the harp being played will recognize the player as having the level title (and the authority that goes with it) of a 10th level Fighter, unless the player's level is already higher. Once per day, its owner can command the harp to return to his hand from a distance of up to 5 miles away, wrecking objects between itself and its owner as if a 8th level Superhero.

The drawback is that the harp slowly drains Wisdom from its owner to power it. Each day, there is a 1 in 12 chance of the owner losing 1 point of Wisdom. The harp can only be destroyed by the greatest musician in the world purposely misplaying a note in its presence.

Ukonvasara, Sword of Ukko: There is a 1% chance of this sword appearing before anyone of 9th level or higher who calls for it by name, once in each person's lifetime. This broadsword appears to be made of stone, but feels like steel in one's grip. It functions as a +6 Sword in terms of hitting. It always does, not only enough damage to kill whatever living thing it hits, but kills 1d4 relatives of whoever or whatever was hit (determined by both proximity of relation and physical proximity). The wielder can command the sword to take the form of a hammer or battle axe at will. Further, the wielder can command the sword to burst into flame or crackle with electricity. When in its corresponding state the sword can hurl a 12 HD Fireball or Lightning Bolt twice per day each. The sword is intelligent (17 INT) and can speak to its wielder. Lastly, the sword can be commanded to take

the form of a white snake (as per a black snake, but instead of a venomous bite, its bite has the effect of a Cure Wounds II spell). The sword will stay in this form for up to 12 turns and, if killed, simply reverts to a sword again.

There is a 1% cumulative chance per sentient being slain with the sword of the wielder growing suicidal. The owner of the sword, despondent over what harm he has done, will be compelled to ask the sword if it will kill him, it will say yes, and mortally stab him. The sword can only be destroyed while in white snake form and only if a Wish spell is used to ensure it stays dead.

Vajra, Scepter of Indra: This is an ornately-carved scepter made out of human bone and tipped with a large diamond worth at least \$50,000. It has no known whereabouts, appearing where ever it wishes to be found. It can be used as a Club +5 with the blunt end or a Dagger +5 with the diamond end. The wielder can fly at will (120 Move). The scepter can fire up to seven 8 HD Lightning Bolts (as per the spell) per day, once per turn. After all seven bolts have been expended, the scepter can fire rays of red magical radiance, 100 ft. long, that do 10 points of damage (like touching the outermost layer of a Prismatic Sphere) once per turn.

The drawback of Vajra is that, once any power other than flight is used, it will only stay with that owner for the next 1d20 weeks. After that time has elapsed, Vajra lifts into the heavens and vanishes. Vajra can also never be destroyed. Any time it takes over 100 points of damage, it also lifts into the heavens and vanishes.

UNDERWORLD AND METROPOLIS ADVENTURES

Mobster Tables by Location: Like in previous supplements, boldface denotes that entries came from this supplement instead of previous ones.

African Wilderness: Out of all the locales to choose for an H&H campaign, the African wilderness offers the most similarities to a traditional fantasy “sandbox” campaign. One can choose any “Westernized” city as one’s starting point for civilization; surround it by dangerous savannah; have it connect to jungle (or magic jungle for some spicing up), mountains, swamps, and desert; and hide the ruins of a lost civilization in there somewhere. The end result should have the feel of the Tarzan genre. This is mostly true for South America and the Indian sub-continent as well, though they do not have quite the same geographic variety.



Table 25: African Wilderness Encounters
Roll Result

1	Crocodiles (use alligators)
2	Apes (any size)
3	Giant Beetles (any size)
4	Creepier Vines (any size)

5	Dervishes
6	Lions
7	Nomads
8	Savages
9	Snakes, Giant Poisonous
10	Big Game Hunters (use fighters level 1-2)
11	Gibbon Men
12	Jungle Vine-Trees (any size)
13	Hyenas (use wolves)
14	Giant Tsetse Flies (use giant mosquitoes)
15	Giant Scorpions
16	Man-Eating Trees (any size)
17	Panthers (jaguars)
18	Rhinoceroses
19	Phoenix (one only)
20	Black Tigers

Sample African Wilderness: The city of Abéché, in the Territory of Chad, in French Equatorial Africa, was once the seat of the Ouaddi Kingdom. The monarchy was restored here in 1935 to bring stability to the region, but King Muhammed Ouarada is little more than a figurehead. The city is also home to about 17,000 people and has a palace, garrison, hospital, airport, and busy markets.

To the north and northeast of Abéché is the Sahara Desert and, in the midst of the desert, the Ennedi Plateau. To the west is a savannah that runs to the edge of the swampy Bahr El Ghazal river valley and, past that, the Mandara Mountains. Somewhere in the mountains is the Lost Citadel of Ouaddi, where the great-great uncle of the current king is said to be buried. The citadel is overrun with gibbon men now, with worse dwelling in the catacombs below.

Lost Worlds: Every continent (with the possible exception of North America) seems to have at least one remote lost world area where evolution and nature have gone a little nutty. Superficially, the environment will not look that different, but closer inspection will show that even the trees, plants, and insects are slightly different, like ancestors of their present day versions. Because there is a good chance of running into some frighteningly powerful animals (like dinosaurs) in a lost world, the Editor is strongly encouraged to roll only on one of the tables below appropriate to the level of the Heroes.

Table 26: Lost World (Low Level)

Roll	Result
1	Giant Beetles (small or medium)
2	Cavemen
3	Giant Centipedes (any)
4	Creeper Vines (any)
5	Deinonychus
6	Giant Lizards (small or medium)
7	Giant Rats
8	Sabre-Toothed Cats
9	Savages
10	Giant Poisonous Snakes
11	Giant Spiders (any)
12	Giant Crabs (any)
13	Jungle Tree-Vines
14	Lizardmen
15	Giant Mosquitoes
16	Giant Scorpions
17	Giant Ticks
18	Giant Toads
19	Irish Elks
20	Pternadons

Table 27: Lost World (Mid-Level)

Roll	Result
1	Giant (large) Beetles
2	Iguanodons
3	Giant (large) Lizards
4	Magma Monsters
5	Woolly Mammoths
6	Aurochs
7	Dire Boars
8	Man-Eating Trees
9	Glyptodonts
10	Pachycephalosaurs
11	Styracosaurus
12	Woolly Rhinoceroses

Table 28: Lost World (High-Level)

Roll	Result
1	Giant Ground Sloths
2	Ankylosaurs
3	Gorgosaurs
4	Titanotheres
5	Triceratops
6	Tyrannosaurus Rexes
7	Elasmotherians
8	Lambeosaurs
9	Pentaceratops
10	Spinosaurus

Sample Lost World: Deep in the heart of the Belgian Congo is said to be a place called Dinosaur Forest. Every big game hunter in Africa dreams of finding it and a few claim to have found it, though rarely with any prizes to prove their claims. The forest is about six square miles, almost 4,000 acres, situated on a plateau cut off from the rest of the Congo by deep gorges. A

single rope bridge leads across a gorge on the north side of the island, leading to the island's only settlement, a mixture of 100 cavemen and savages who stay separated from the rest of the forest by a rock and earth wall lined with always-lit torches. This site is holy to these primitives and they will defend it to the death. In the cave that serves as their shrine is a trap door, made by ancient engineers, that leads to an underground lair that leads to openings all around the forest. What ancient culture fashioned these underground tunnels, and for what purpose...?

Mars: Mars is a planet 34 million miles from Earth, or approximately two weeks' travel by a Martian rocket. It is a world of basalt rock and deserts of iron oxide dust and sand, for which it has the nickname "The Red Planet". The planet has canyons and mountains larger than Earth's, as well as craters like the Moon. The northern hemisphere is dominated by volcanic plains. Water is scarce on the surface, but can be found in wells and canals built specifically for transporting water to where the Martian people need it. Mars is only half as large as Earth and has about 1/10 as much mass. In the lighter gravity of Mars, all Humans have the abilities of Aliens.

Martians are a human-like species. Ruins of their hi-tech cities litter the whole planet. The Martians are a dying race, older than mankind on Earth. Perhaps 10,000 of them remain, scattered in small settlements or leading a nomadic existence, scavenging the ruins. A strong militaristic strain runs through them and every so often some Martians will get the idea of attacking Earth for whatever reason, either to conquer a more lush world or simply to bring back Earth women to breed with. Their



primary mode of transportation across Mars is the hover-ship (a hovercraft shaped like a boat). These human-like Martians, or Pink Martians, can easily be distinguished from the other dominant species of the planet, the Gray Martians, who resemble four-armed trolls.

The Martian atmosphere has more carbon dioxide in it than is safe for Earth life to breath. Smaller than man-sized animals must save against poison or die for each hour of exposure, while humans must save against poison per hour or become ill and incapable of fighting. Any exposure to oxygen-enriched air will revive an Earth being.

The Martian year is twice as long as an Earth year. Summer heat tends to be about 60 degrees F, while winter cold can get down to -80 degrees F. Dust storms are a frequent weather problem.

Mars has two moons, Phobos and Deimos, both of which are just as inhospitable to life as our Moon and even more uninhabited.

When encountering fauna native to Mars, use your imagination to make the animals as unique and un-Earth-like as possible, while keeping the same stats.

Table 29: Mars Encounters

Roll	Result
1	Aliens (non-Martian, non-Earthlings)
2	Androids
3	Giant Martian Warrior Ants
4	Apes (medium or giant)
5	Giant Beetles (any)
6	Giant Centipedes (any)
7	Martian Dervishes
8	Martian Fighters (levels 1-6)
9	Mist Giants
10	Lions
11	Giant Lizards (any)
12	Grey Oozes or Gelatinous Cubes
13	Martian Mad Scientists
14	Magma Monsters (any)
15	Martian Nomads
16	Iron or Tin Robots
17	Huge Bronze or Silver Robots
18	Large Brass or Copper Robots
19	Skeletons
20	Trolls (Gray Martians)

Sample Martian Encounter: On a basalt plateau surrounded by red sandy desert is a Martian space center, abandoned 50 years ago after an aborted attempt to launch an attack on Earth. The complex consists of ten glass and steel buildings between one and seven stories tall, all connected to each other by underground tunnels. The largest building is a mostly empty vehicle hangar. Three launchpads surround the complex, all with Martian rockets remaining beneath them in underground silos.

The signage around the center cannot be read by humans without magic, but the iconography is suggestive of rockets and stars and featured everywhere. The buildings are a treasure trove of hi-tech trophies, particularly machines, with 1d10-1 trophies recoverable from each building, but the complex is still guarded by beryllium robots so numerous that even the Gray Martian raiders of the surrounding desert have not been able to take the place.

Metropolises: Though using the wandering mobster lists from previous supplements while in the city can yield some interesting results, the implausibility of creeper vines hanging on the average city street might strain the suspension of disbelief for some Editors and players. Hence, the following tables might work better for urban adventures.

Table 30: Towns (Challenge Level >1)

Roll	Result
1	Half-Pints
2	Cowardly Hoodlums
3	Entertainers
4	Giant Rats
5	Giant Vampire Bats
6	Superstitious Hoodlums
7	Subtle Men
8	Wimpy Hoodlums
9	Vamp (one only)
10	Giant Venus Fly-Trap (one only)

Table 31: Smallest Cities (Challenge Level 1)

Roll	Result
1	Beat Cops
2	Drunken Hoodlums
3	Charade Men
4	Robbers
5	Corrupt Politicians
6	Slick Hoodlums
7	Giant (small) Beetles
8	Tricksters
9	Watch Dogs
10	Androids

Table 32: St. Cloud, Minnesota-Sized Smaller Cities (Challenge Level 2)

Roll	Result
1	Detectives
2	Hoodlums, Yellow Peril
3	Abtruse Men
4	Thugs
5	Anarchists
6	Mad Scientists
7	Magicians
8	Giant (small) Centipedes
9	Good/Bad Men
10	Giant (small) Poisonous Snakes

Table 33: Elgin, Illinois-Sized Small Cities (Challenge Level 3)

Roll	Result
1	Hoodlums, Elite
2	Master Criminals
3	Sergeants
4	Constrictor Snakes
5	Sages
6	Great Men/Evil Great Men
7	Thugs, Drunken
8	Ghouls
9	Apes
10	Robots, Iron
11	Robots, Tin
12	Perplexing Men

Table 34: Fort Wayne, Indiana-Sized Cities (Challenge Level 4)

Roll	Result
1	Extraordinary Men/Evil Extraordinary Men
2	Lieutenants

3	Warlocks
4	Alligators
5	Shadows
6	Robots, Lithium
7	Puzzling Men
8	Burglars

Sample Metropolis: See Duluth in **Book III: Underworld & Metropolis Adventures**.

Moon: Earth's only satellite is over 225,000 miles away in orbit, or a mere two hours' jaunt away by Venusian rocket (one hour by Martian rocket). A quarter of the Earth's diameter, the Moon's surface is rocky basalt surrounded by gray sand of silicon and aluminum. The geography is crater-pocked and punctuated with dormant volcanoes. It is barren save for oases of fungal vegetation found every 2d20 miles apart.

The gravity is lighter on the Moon, allowing a Human to have the movement rate and leaping ability of an Alien while on the Moon. The atmosphere is much thinner and just as inhospitable as the Moon's temperature extremes – up to 175 degrees F by day and -100 degrees F below zero by night. Any living being on the Moon without, say, an environmentally-sealed suit with its own air supply will suffer fatigue four times as fast as on Earth (see Fatigue rules in Book I: Men and Supermen) and take 1d3 points of damage during any turn spent performing any exertion.

The Moon Men live in plastic bubble-protected small cities, always near large craters from which they can recover frozen ice and fungal forests that defy the inhospitable climate outside. The Moon Men usually move about the planet in tank-like vehicles, or sometimes in rockets. The Moon Women, unaffected by the weak atmosphere and temperature extremes, tend to cultivate the fungal forests and live amongst them.

Giant Martian ants are also known to be an invasive species on the Moon and have carved great tunnel complexes beneath the surface.

Because the Moon is mostly uninhabited, wandering encounter checks should only be made twice per day, with a 1 in 10 chance of encountering anything.

Table 35: Moon Encounters

Roll	Result
1	Aliens (from other worlds)
2	Martians
3	Moon Men
4	Moon Women
5	Giant Martian Warrior Ants
6	Iron or Tin Robots

Sample Moon Encounter: In the side of a dormant volcano can be found a large Martian rocket, crashed into its surface some 25 years ago. The rocket is gutted out inside and connects to an underground tunnel complex dug by giant Martian warrior ants. Some hi-tech trophies from the rocket might still be recoverable from the ant tunnels. The power source for the rocket is still active and affecting the volcano, so that it will become erupt in 1d4 days after first being encountered and will endanger a fungal forest cultivated by moon women on the far side of the volcano.

Mythic Wild West: Though the geographic West can be found anywhere west of St. Louis, Missouri – and Editors can certainly keep things that realistic if they prefer – the Mythic Wild West is a metaphysical manifestation of the public's interest in the Wild West and its dominance of popular culture. Some part of everyone longs to be there and, magically, makes that possible. This is how, in the Golden Age comic books, a Hero can sometimes reach the Wild West from his home metropolis, not by time travel or other extraordinary means, but between panels!

No matter where one's starting point, for every 1 hour of travel in a westerly direction someone takes, with the intention of reaching the Wild West, there is a 1 in 6 chance of reaching it. Nothing encountered in the Mythic Wild West is necessarily illusory; any people encountered there are the same people one can encounter by traveling west through mundane methods, but when encountered in the Mythic Wild West, may be elevated to Western archetypes.

Table 36: Mythic Wild West

Roll	Result
1	Bandits
2	Giant Vampire Bats
3	Bears or Cougars (50/50)
4	Brigands
5	Giant (small) Lizards (Gila monsters)
6	Giant Rats or Wolves (coyotes)
7	Savages (Indians)
8	Beat Cops (soldiers)
9	Giant Poisonous Snakes
10	Giant Scorpions
11	Giant Toads
12	Cowboys (levels 1-3)



Sample Mythic Wild West Encounter Area:

Belmonton, pop. 793. This town is 2 miles from some mesas on an otherwise flat, arid plain. Tough scrub clings to the terrain while tumbleweeds roll over it. The sign for Belmonton at the town limits is right next to the hanging tree, with several cut nooses dangling from its branches. The population has been crossed out and re-written, always downwards, several times. The main street is a double row of shops and saloons that ends in a small fort that used to be a Spanish mission and currently serves as the town chapel. The housing around main street are little more than shacks belonging to the shop staff, while the better-off clientele live on horse and cattle ranches spread out in the surrounding countryside. The town's hillside cemetery actually conceals an old mine entrance.

Heroes could easily come into Belmonton and have all kinds of ordinary Western adventures – defeat a bad gunslinger who wants to build a rep in town, get hired to stop cattle rustlers – but Heroes who dig a little deeper might uncover some mysteries. Why does the town's resident gunslinger, a drunk who sits in the Sideburns Saloon all day without even wearing a gun, have such a feared reputation? Why does Leila, the headmistress at the Wild Horses Saloon, have a stagecoach full of innocent-looking recruits from out East arrive each week and how does she turn them into wild showgirls within one week's time? And where do the girls go who get replaced each week? The chapel minister has the old fort equipped like an armory and preaches about a coming attack each Sunday. Are these paranoid ravings, or is some horrible attack coming? The old mine is guarded by an old prospector pretending to be a ghost, but the mine is also protected by traps too elaborate to have been fashioned by his hands alone. Who else wants no one in the mines and what is being guarded there?

Ruins: The ghost town out West (mythic or not), the abandoned Anasazi cliff dwellings of New Mexico, the Mayan ruins of Honduras, and Macchu Pichu, the lost city of the Aztecs in the Peruvian Andes – what they all have in common is that civilization has abandoned them and left them available to become hideouts. There is a 10% chance per decade that the ruins have lain uninhabited that someone, something, or the plural version of either will have made a hideout there. The entrances to such hideouts will likely not be obvious; there should be a 1 or 2 in 6 chance per hour per searcher of finding one. In the meanwhile, any Heroes searching ruins are likely to encounter something if they stay there long enough, hideout or not. Where there is a choice of encounters, choose whichever is

most appropriate for the circumstances.

Table 37: Ruins (low-level)

Roll	Result
1	Alligators
2	Apes
3	Bandits
4	Giant Vampire Bats
5	Giant Beetles (small or medium)
6	Bugbears
7	Wild Cattle (non-combatant)
8	Giant Centipedes (small or medium)
9	Creeper Vines (small)
10	Dervishes
11	Wild Dogs (use Watch Dogs)
12	Druids
13	Giant Lizards (small or medium)
14	Giant Mosquitoes
15	Nomads
16	Giant Rats
17	Giant Poisonous Snakes
18-20	Roll on table 38

Table 38: Ruins (mid-level)

Roll	Result
1	Giant Badgers
2	Giant Beetles (large)
3	Wild Boars
4	Giant Centipedes (large)
5	Cockatrices
6	Creeper Vines (medium or large)
7	Gargoyles
8	Lizardmen
9	Werewolves or Wereboars
10	Magic-Users (level 2-7)
11	Ogres
12	Pegasi
13	Giant Scorpions
14	Shadows
15	Giant Phase Spiders
16	Giant Spiders (small or large)
17	Wights
18	Wraiths
19-20	Roll on table 39

Table 39: Ruins (high-level)

Roll	Result
1	Athatches
2	Barghests (any)
3	Basilisks
4	Chimerae
5	Lemure or Baalrog Demons
6	Djinn or Efreet
7	Black or Green Dragons
8	Gold or Red Dragons
9	Elementals (any)
10	Cloud or Fire Giants

11	Frost or Hill Giants
12	Stone or Storm Giants
13	Giant Lizards (large)
14	Manticores
15	Mummies
16	Ogre Magi
17	Rocs
18	Specters
19	Trolls
20	Will-o-the-Wisps

Sample Ruins Encounter: Copán is the name of a valley in Honduras, the name of the river that runs through the east end of the valley, the name of the small town of 1,500 people living there today, and the name of the ruins of the ancient city still standing a mile away from the semi-modern town. This was a great city of the Mayans 1,100 years ago called Ixwitik then, home to 20,000 Mayans at the height of its power. Its last known king was Yax Pasaj Chan Yopaat in the 9th century.

The ruins includes several step-pyramid temples and palaces, intact plazas and courtyards, and a large cemetery. At least 60% of the ruins should be empty, gutted, and adventure free, but the rest is fair game for Editors to insert anything they like. Rumors of jaguars, gibbon men, and winged snakes suggest some alternative encounters for the ruins, but virtually anything rolled on the above tables can be explained by the existence of underworld levels located beneath the ruins, or perhaps the presence of an ancient mythic trophy in the ruins that draws powerful creatures to it to serve as its guardians.

Underwater: Rare is going to be the all-aquatic campaign, but there will be reasons for Heroes to try extended underwater adventure. The War in Europe is also being fought in the world's oceans and Heroes could easily be drawn into this naval (or even submarine) warfare. Mermen are numerous, technologically advanced (don't try to think too much about how they make machines underwater), and hostile towards humanity, so skirmishes or even outright wars might need to be fought. Even more deadly are the various sea monsters that lurk in the ocean's depths and might rise to the surface to feast in the shipping lanes or terrorize remote islands at any time. And then there are sunken treasures, an "easy" source of income for Heroes who need a quick influx of cash (or their resulting xp).

Similar to lost worlds, the underwater environment can offer such challenges that the Editor is encouraged to use only the table below the Heroes are best suited for.

Table 40: Shallow Waters

Roll	Result
1	Alligators
2	Mermen
3	Giant Octopi
4	Giant Piranhas
5	Pirates
6	Giant Crabs (any)
7	Giant Sea Otters
8	Giant Sea Slugs
9	Giant Eels
10	Giant Stingrays

Table 41: Deep Waters

Roll	Result
1	Sea Monsters
2	Sharks
3	Elasmosaurs
4	Plesiosaurs
5	Giant Squids

Sample Underwater Encounter: Mereel-Por, a secret merman base in Lake Ontario. A compound of stone, Greco-Roman style buildings were built on a shelf 200 feet below the lake's surface in 1938 when the mer-people were still overtly spying on humanity without making contact. There will be 3-300 mermen here at any given time, half of which will be Fighters of levels 1-3. Merman foreign policy is fluid to say the least; there is a 50% chance of an ambassador being present with the authority to entreat with humans and a 50% chance of a warlord being present with the authority to make battle plans against mankind. This situation might not only reverse from day to day, but the ambassador and the warlord might be the same merman! If a warlord is present, there will also be 1d6 elite mermen Fighters of levels 4-7 riding trained sharks.

Not far from Mereel-Por is the wreck of a schooner, but it did not arrive here naturally. The wreck was moved here to conceal a trident stuck into the bedrock under the schooner, which can be found through a hole in the schooner's hull if it is searched. Removing the trident will magically awaken an undead mosasaur-ghoul from the bottom of Lake Ontario, a secret known only to the warlords assigned to Mereel-Por and a coven of mermaid witches who want the monster awakened to wreck havoc.

Note the underwater rules in **Book III: Underworld and Metropolis Adventures**

Underworld: It is up to each Editor whether to treat hideouts as separate lairs, or link them as part of one large, connected, literal underworld. Exploring a mega-hideout could take the course of an entire campaign, with Heroes rarely seeing the light of day. Because of this, 1 in 8 encounters in one should be with Lawful denizens who can help rather than fight the Heroes. Some possibilities include:

- A guardian, not protecting something from the Heroes, but protecting it for the Heroes and just waiting for them to arrive (maybe they have to pass some challenge first, though).
- A roomful of prisoners who can be released and fight with the Heroes.
- An enclave of ex-mobsters who have formed their own self-sufficient community free of crime and from bosses.
- A section of the Hideout that has already been claimed and being held by the police.
- The secret lair of a cabal of Lawful, but extremely secretive Magic-Users.

Hideout levels that house mad scientists, ultra-mad scientists, or Scientists of 7th level or lower should have a 10% greater chance of finding a hi-tech trophy in each encounter area. This chance should be 20% greater if a Scientist of 8th level or higher is present.

Table 42: Hideouts (Challenge Level >1)

Roll	Result
1	Half-Pints
2	Hoodlums, Cowardly
3	Giant Rats
4	Entertainers
5	Giant Vampire Bats
6	Superstitious Hoodlums
7	Creeper Vines (small)
8	Gibbon Men
9	Giant Venus Fly-Trap (one only)
10	Subtle Men
11	Skeleton (one only)
12	Wimpy Hoodlums



Table 43: Hideouts (Challenge Level 1)

Roll	Result
1	Beat Cops
2	Bandits
3	Giant (small) Beetles
4	Brigands
5	Corrupt Politicians
6	Watch Dogs
7	Drunken Hoodlums
8	Slick Hoodlums
9	Robbers
10	Savages
11	Skeletons
12	Vamps
13	Giant Venus Fly-Traps
14	Zombies
15	Charade Men
16	Moon Men
17	Giant (small) Crabs
18	Druids
19	Giant Mosquitoes
20	Tricksters

Table 44: Hideouts (Challenge Level 2)

Roll	Result
1	Giant (small) Centipedes
2	Yellow Peril Hoodlums
3	Giant (small) Lizards
4	Mad Scientists
5	Giant (small) Spiders
6	Thugs
7	Giant Wasps
8	Wolves
9	Detectives
10	Anarchists
11	Giant (medium) Beetles
12	Magicians
13	Lizardmen
14	Giant Scorpions
15	Giant Ticks
16	Giant Toads
17	Good/Bad Men
18	Yellow Mold
19	Abtruse Men
20	Creeper Vines (medium)

Table 45: Hideouts (Challenge Level 3)

Roll	Result
1	Apes
2	Cavemen
3	Floating Eyes
4	Master Criminals
5	Sergeants
6	Mermen
7	Iron Robots
8	Tin Robots
9	Constrictor Snakes

10	Giant Poisonous Snakes
11	Sages
12	Bugbears
13	Giant Badgers
14	Elite Hoodlums
15	Great/Shameful Men
16	Ghouls
17	Jaguars
18	Giant Land Slugs
19	Drunken Thugs
20	Pyre Zombies

Table 46: Hideouts (Challenge Level 4)

Roll	Result
1	Aliens
2	Alligators
3	Giant (medium) Centipedes
4	Lions
5	Lieutenants
6	Giant (medium) Lizards
7	Napoleons
8	Ogres
9	Ultra-Mad Scientists
10	Warlocks
11	Venusian Frog-Men
12	Blink Dogs
13	Wild Boars
14	Harpies
15	Extraordinary/Extra-Bad Men
16	Shadows
17	Lithium Robots
18	Puzzling Men
19	Fleet Speedsters
20	Muggers

Table 47: Hideouts (Challenge Level 5)

Roll	Result
1	Centaur
2	Fu Manchus
3	Genghis Khans
4	Grey Oozes
5	Werewolves
6	4 HD Magma Monsters
7	Captains
8	Large Copper Robots
9	Sabre-Toothed Cats
10	Giant (large) Spiders
11	Warlocks
12	4 HD Barghests
13	Giant (large) Crabs
14	Doppelgangers
15	Gelatinous Cubes
16	Remarkable/Rotten Men
17	Owlbears
18	Wights
19	Secret Men
20	Burglars

Table 48: Hideouts (Challenge Level 6)

Roll	Result
1	Giant (large) Centipedes
2	Gargoyles
3	5 HD Magma Monsters
4	Large Brass Robots
5	Majors
6	Wraiths
7	5 HD Barghests
8	5 HD Jungle Vine-Trees
9	Wereboars
10	Werelions
11	Spellbinders
12	Giant Phase Spiders
13	Lemure Demons
14	Wax Golems
15	Gorilla-Lions
16	Fantastic/Fearful Men
17	Minotaurs
18	Ochre Jellies
19	Enigmatic Men
20	Arrangers

Table 49: Hideouts (Challenge Level 7)

Roll	Result
1	Mystifying Men
2	6 HD Magma Monsters
3	Mummies
4	Ogre Magi
5	6 HD Barghests
6	Giant Apes
7	Bears
8	Commanders
9	Giant (large) Beetles
10	Sorcerers
11	Incredible/Indecent Men
12	Quick Speedsters
13	Racketeers
14	5 HD Hydrae
15	5 HD White Dragons
16	Cockatrices
17	6 HD Jungle Vine-Trees
18	Sheriffs
19	Edisons
20	Large Coal Robots

Table 50: Hideouts (Challenge Level 8)

Roll	Result
1	Basilisks or Desert Basilisks
2	Giant (large) Lizards
3	Manticores
4	Huge Bronze Robots
5	Huge Silver Robots
6	Trolls
7	7 HD Barghests
8	6 HD Black Dragons
9	6 HD Hydrae

10	Salamanders
11	Major Generals
12	8 HD Man-Eating Trees
13	Wizards
14	Aurochs
15	Mighty/Merciless Men
16	Mysterymen
17	6 HD White Dragons
18	Griffons
19	Black Tigers
20	Cutthroats

Table 51: Hideouts (Challenge Level 9)

Roll	Result
1	Djinn
2	8 HD Elementals (any)
3	Hill Giants
4	Specters
5	7 HD Vampires
6	Lt. Generals
7	Dire Boars
8	7 HD Black Dragons
9	7 HD Green Dragons
10	7 HD Hydrae
11	Invisible Stalkers
12	9 HD Man-Eating Trees
13	Senior Wizards
14	7 HD White Dragons
15	Astonishing/Arrogant Men
16	Werebears
17	Mysterymen (10 th level)
18	Incubus Demons
19	Yaksha Demons
20	Valkrys

Table 52: Hideouts (Challenge Level 10)

Roll	Result
2	Senior Wizards
3	Stone Giants
4	8 HD Vampires
5	Full Generals
6	8 HD Black Dragons
7	8 HD Green Dragons
8	8 HD Hydrae
9	10 HD Man-Eating Trees
10	Amazing/Angry Men
11	Will-o-the-Wisps
12	Mysterymen (11 th level)
13	8 HD Blue Dragons
14	Very Fast Speedsters
15	Villains
16	Black Snakes

Table 53: Hideouts (Challenge Level 11)

Roll	Result
1	Mysterymen (12 th level)
2	Black Puddings

3	Chimerae
4	Baalrog Demons
5	9 HD Red Dragons
6	9 HD Vampires
7	Full Generals (11 th level)
8	9 HD Green Dragons
9	9 HD Hydrae
10	Senior Wizards (10 th level)
11	11 HD Man-Eating Trees
12	Super/Super-Villainous Men
14	Banshees
15	9 HD Blue Dragons
16	Arch-Villains
17	Two-Headed Giants
17	Glasya Demons
18	Marchosias Demons
19	Mist Giants
19	Very Fast Speedsters (10 th level)

Table 54: Hideouts (Challenge Level 12)

Roll Result

2	10 HD Gold Dragons
3	10 HD Red Dragons
4	Efreet
5	Fire Giants
6	Full Generals (12 th level)
7	Frost Giants
8	Senior Wizards (11 th level)
9	Flesh Golems
10	10 HD Hydrae
11	Mysterymen (13 th level)
12	10 HD Blue Dragons
13	Super/Super-Villainous Men (10 th level)
14	Gaap Demons
15	Evil Eyes
16	Huge Magnesium Robots

Table 55: Hideouts (Challenge Level 13)

Roll Result

1	11 HD Gold Dragons
2	11 HD Red Dragons
3	12 HD Air or Earth Elementals
4	12 HD Fire or Water Elementals
5	Full Generals (13 th level)
6	11 Hydrae
7	Senior Wizards (12 th level)
8	Super/Super-Villainous Men (11 th level)
9	Mysterymen (14 th level)
10	Arch-Villains (13 th level)
11	Ultra-Scientists (13 th level)
12	Maruts

Table 56: Hideouts (Challenge Level 14)

Roll Result

1	Full Generals (14 th level)
2	12 HD Hydrae
3	Senior Wizards (13 th level)

4	Glyptodonts
5	Super/Super-Villainous Men (12 th level)
6	Phoenixes
7	Giant Aluminum Robots
8	Mysterymen (15 th level)
9	Huge Silicon Robots
10	Very Fast Speedsters (12 th level)
11	Arch-Villains (14 th level)
12	Ultra-Scientists (14 th level)

Sample Hideout: See Reuter Mansion in **Book III: Underworld and Metropolis Adventures**.

Venus: Known as Earth's "sister planet" for being roughly the same size, Venus is 151.9 million miles away, or 2 weeks away by a Venusian rocket (13 days by Martian rocket). The planet is all volcanic plains covered in lush vegetation. It has no surface oceans, but many stream-fed lakes the size of North America's Great Lakes. The atmospheric pressure on Venus will feel unusually strong to an Earthling for the first day, doing 1d2-1 points of damage per hour for the duration of acclimation (unless protected by something like the Impervious power). The high carbon dioxide content in the atmosphere has the same effect for the same duration, unless someone's breathing is protected somehow (like a gas mask). The temperature is warmer on Venus, averaging 130 degrees F in the summer and 95 degrees F in the winter over most of the planet. The summer heat can also cause damage just like the atmospheric pressure and content until one adjusts to it or is somehow protected.

The most common intelligent lifeform on Venus is the frog-men. Most frog-men possess low intelligence, but idiot-savants are not rare among them and these individuals are capable of putting together advanced technology, even interplanetary rockets. Most of the time, frog-men do not use their own technology, though, preferring to live primitively and just hoarding their hi-tech trophies.

Another peculiarity to Venus, and one that makes a stronger case for Venus being our sister planet, is that flora and fauna found on Venus is almost exactly the same as that found during Earth's Cretaceous period.

Table 57: Venus Encounters

Roll	Result
1	Aliens (from other planets)
2	Venusian Frog-Men
3	Harpies
4	Giant Venus Flytraps
5	Black Dragons
6	Green Dragons
7	Rocs
8	Giant Poisonous Snakes
9	Pachycephalosaurs
10	Styracosaurus
11	Anklosaurus
12	Gorgosaurs

Sample Venus Encounter: Fifteen years ago, an ultra-mad scientist built a rocket, flew to Venus, took control over a tribe of frog-men, and commanded them to build him a palace. Due to a miscalculation about the atmospheric pressure, the roof caved in and the palace was abandoned. The scientist since returned to Earth, leaving many hi-tech trophies behind at the palace (and possibly one your Heroes need desperately enough to go to Venus after it). A tribe of frog-Men have taken over the place, their king (an unusually intelligent frog-man) rules from there and orders attacks on neighboring tribes. Also defending the palace, or rather the grassy plain at the back of the palace, is a herd of triceratops who call this area home.

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Appendix A: Index of Golden Age Heroes

Continuing from Supplement II, this list takes the index through the first half of 1941, by cover date. Boldface names are known not to be in the public domain. All characters are from the adventure, jungle, occult, superhero, urban crime, and war genre stories, excluding historical and futuristic settings. This appendix is not, this time, intended to be comprehensive, but merely to present a broad range of examples.

Cowboys

"Bulls-Eye" Bill (Target Comics #12-16)
Golden Arrow (Whiz Comics #12-18)
Hatfield, Jim (Exciting Comics #7-10)
Jones, "Nevada" (Zip Comics #10-15)
Masked Rider (Startling Comics #5-7)
Sheriff Jed (Silver Streak Comics #11)
Silver Ranger (Silver Streak Comics #8-11)
Whip (Flash Comics #13-18)
White Rider (Blue Bolt Comics #8-13)

Fighters

2-R (Target Comics #12-15)
Abdul the Arab (Smash Comics #18-23)
Ace of Space (Feature Comics #40-45)
Atom (All-American Comics #22-27; All-Star Comics #4-8)
Bannon, "Biff" (Speed Comics #14-15)
Bates, Betty, Lady at Law (Hit Comics #7-12)
Battle, Steve, Undercover Agent (Champ Comics #13)
Black Condor (Crack Comics #9-13)
Black X (Smash Comics #18-23)

Bradley, "Slam" (Detective Comics #47-52)
 Brodie, "Shark" (Fight Comics #13-16)
Bronson, "Biff" (More Fun Comics #63-66)
 Buckley, "Ace" (Startling Comics #5-7)
 Byrd, "Lucky" (Target Comics #12-16)
 Capt. Battle (Silver Streak Comics #10-11)
 Capt. Bruce Blackburn, Counterspy (Feature Comics #40-45)
 Capt./Major Colt of the Military Intelligence (Speed Comics #12-13)
Capt. Desmo (More Fun Comics #63-68)
 Capt. Fight (Fight Comics #16)
 Capt. Freedom (Speed Comics #13-15)
 Cap Fury (Doc Savage Comics #3-6)
 Capt. Gallant (Super-Mystery Comics #6, v. 2 #1-2)
 Capt. Kidd (Fantastic Comics #14-19)
 Capt. S.R. "Spin" Shaw of the Naval Air Corps (Feature Comics #40-45)
 Capt. Valor (Zip Comics #10-15)
Carson, "Clip" (Action Comics #32-36)
 Carter, Chic (Smash Comics #18-23)
 Carter, Kit, Cadet (Target Comics #16)
Carver, "Cotton" (Adventure Comics #58-63)
Challenger (Daring Mystery Comics #7)
 Chameleon (Target Comics #12-16)
 Champ (Champ Comics #12-13)
 Chandler, "Happy" (War Comics #4)
 Christian, Jimmy (Smash Comics #18-23)
 Cole, Dick (Blue Bolt Comics #8-13)
 Collins, Chip (Fight Comics #13-16)
"Congo" Bill (More Fun Comics #63-68, Action Comics #37)
Conrad, Steve, Adventurer (Adventure Comics #58-63)
Cornwall, Cliff (Flash Comics #13-17)
 Corporal Collins (Blue Ribbon Comics #8-13)
 Crane, Ted (Exciting Comics #7-10)
Crosby, Cliff (Detective Comics #47-52)
 Curtis, "Cloud" (Silver Streak Comics #7-11)
 D-13, Secret Agent (Mystery Men Comics #18-23)
 Dare, Dan (Whiz Comics #12-18)
 Davis, Dan (Startling Comics #5-7)
 Detective Sgt. Burke (Startling Comics #5-7)
Detective Sgt. Carrey (More Fun Comics #63-68)
 Dolan, Jim (Wow Comics #2-4)
 Dollman (Feature Comics #40-45)
 Dr. Voodoo (Whiz Comics #12-18)
 Falcon, "Flip" (Fantastic Comics #14-19)
Fin (Daring Mystery Comics #7)
 Flynn, "Lefty" (Doc Savage Comics #4)
 G-5, Super Agent (Hit Comics #7-12)
 G-Man Dalton (Startling Comics #5-7)
 Gilday, Greg (War Comics #4)
 Glory, Don (Hit Comics #8-12)
 Hale, Lance (Silver Streak Comics #8-10)
Harrigan, "Hop"/Guardian Angel (All-American Comics #22-27)
Hawkman (All-Star Comics #4-8; Flash Comics #13-18)
 Hill, "Dynamo" (Silver Streak Comics #7)
 Johnson, Buck (Speed Comics #13)
 Johnson, "Gypsy" (Blue Ribbon Comics #8)
 Jungleman (Champ Comics #12-13)
Ka-Zar (Marvel Mystery Comics #15-20)
Lansing, Mark (Adventure Comics #58-63)

Larkin, Lance (More Fun Comics #64-68)
 Lt. Brad Fletcher (Champ Comics #12-13)
Lt. Bob Neal (More Fun Comics #63)
 Lt. Drake of the U. S. Naval Intelligence (Mystery Men Comics #18-23)
 Lion Boy (Hit Comics #7-12)
 Logan, "Loop" (Blue Ribbon Comics #8-13)
 Madam Fatal (Crack Comics #9-13)
Malone, Steve, District Attorney (Detective Comics #47-52)
 Martin, "Presto" (Silver Streak Comics #7-11)
 Masked Pilot (Popular Comics #59-64)
 Mason, "Kinks" (Fight Comics #13-15)
 Mason, "Scoop" (War Comics #4)
Morgan, "Pep" (Action Comics #32-37)
 North, "Frosty" (Fight Comics #13-16)
 O'Casey, Lance (Whiz Comics #12-18)
O'Neil, Barry (Adventure Comics #58-60)
 O'Shay, Rick (Wow Comics #2-4)
 Oran of the Jungle (Fight Comics #13-15)
 Parrish, Ted, Man of a 1000 Faces (Speed Comics #12-15)
 Parker, Pat, War Nurse (Speed Comics #13-15)
 Patriot (Human Torch - Spring, Summer)
 Peace Raider (War Comics #4)
 Powers, "Biff" (Startling Comics #5-7)
 Preston, Lee, of the Red Cross (Crack Comics #9)
 Q-13 (Super-Mystery Comics #6)
 Reagan, Red (Zip Comics #10-15)
 Red Bee (Hit Comics #7-12)
 Red Tornado (All-American Comics #22-27)
 Red Torpedo (Crack Comics #9-13)
Regan, Bart, Spy (Detective Comics #47-52)
 Ronson, "Runaway" (Blue Bolt Comics #8-12)
 Samar (Feature Comics #40-45)
Saunders, "Speed", Ace Investigator (Detective Comics #47-52)
 Saunders, "Sub" (Fantastic Comics #14-19)
 Secret Agent X-101 (Silver Streak Comics #8-9)
 Sgt. Bill King (Exciting Comics #7-10)
 Sgt. Jim Reynolds of the Mounted (Feature Comics #40-45)
 Sky Hawk (Popular Comics #59-64)
 Sky Hawk (War Comics #4)
 "Smilin'" Jack (Popular Comics #61-64)
 Smith, "Sky" (Super-Mystery Comics #6, v. 2 #1-2)
 Spacehawk (first modern-day stories, Target Comics #16)
 Spider (Crack Comics #9-13)
 Spy Fighter (Fight Comics #13-16)
 Stacey, Steve (Blue Ribbon Comics #9-12)
Steele, Larry, Private Detective (Detective Comics #47-52)
 Steel, Spenser (Fight Comics #13-16)
 Taylor, "Speed" (Speed Comics #12-15)
Thompson, "Tex"/Mr. America (Action Comics #32-37)
 Ty Gor (Blue Ribbon Comics #8-13)
 Warren, "Strut" (Fight Comics #13-16)
Watts/Sparks, Les, Radio Amateur (Flash Comics #13-18)
 Wendell, "Wings" (Smash Comics #18-23)
 Williams, Dan (Exciting Comics #7-10)
 Williams, Wally (Popular Comics #59-64)
 Wilson, "Peewee" (Super-Mystery Comics v. 2 #1-2)
 Wilson, "Yank" (Fantastic Comics #14-19)

Magic-Users

Astron the Crocodile Queen (Doc Savage Comics #5-6)
Dr. Fate (All-Star Comics #4-8; More Fun Comics #63-68)
Dr. Miracle (Champ Comics #12-13)
Green Lantern (All-American Comics #22-27; All-Star Comics #4-7)
Ibis the Invincible (Whiz Comics #12-18)
Mr. Justice (Blue Ribbon Comics #9-13)
Mystico (Startling Comics #5-7)
Neon the Unknown (Hit Comics #7-12)
Norgil the Magician (Doc Savage Comics #4-6)
Sargon the Sorcerer (All-American Comics #26-27)
Spectre (All-Star Comics #4-7; More Fun Comics #63-68)
Stardust (Fantastic Comics #14-19)
Starman (All-Star Comics #8; Adventure Comics #61-63)
Thunder, Johnny (All-Star Comics #4-8; Flash Comics #13-18; World's Finest Comics #2)
Tor (Crack Comic #9-13)
Zambini the Miracle Man (Zip Comics #10-15)
Zanzibar the Magician (Mystery Men Comics #18-23)
Zatara (Action Comics #32-37; World's Finest Comics #2)
Zonga the Miracle Man (Silver Streak Comics #7)

Mysterymen

Angel (Marvel Mystery Comics #15-20; Sub-Mariner Comics #1-2)
Batman (Detective Comics #47-52; Batman #4-5; World's Finest Comics #2)
Black Spider (Super-Mystery Comics #6, v. 2 #1-2)
Buckskin Blake (Super-Mystery Comics v. 2 #1-2)
Clock (Crack Comics #9-13)
Crimson Avenger (Detective Comics #47-52; World's Finest Comics #1)
Daredevil (Silver Streak Comics #7-11)
Dr. Mid-Nite (All-American Comics #25-27; All-Star Comics #8)
Fox (Blue Ribbon Comics #8-13)
Fox, Johnny (Champ Comics #12-13)
Hunchback (Wow Comics #2-4)
Invisible Justice (Smash Comics #18-23)
Jester (Smash Comics #22-23)
King/King Standish (Flash Comics #13-18; World's Finest Comics #2)
Lynx (Mystery Men Comics #18-23)
Kirk, Paul, Manhunter (Adventure Comics #58-63)
Mask (Exciting Comics #7-10)
Midnight (Smash Comics #18-23)
Mr. Scarlet (Wow Comics #2-4)
Sandman (All-Star Comics #4-8; Adventure Comics #58-63)
Scarlet Avenger (Zip Comics #10-15)
Scarlet Seal (Smash Comics #18-23)
Sgt. Spook (Blue Bolt Comics #8-13)
Silver Scorpion (Daring Mystery Comics #7)
Sphinx (Exciting Comics #7-10)
Spy Smasher (Whiz Comics #12-18)
Target (Target Comics #12-16)
Thunderer (Daring Mystery Comics #7)
Voice (Popular Comics #59-64)
Wasp (Speed Comics #12-13)
Zero, Ghost Detective (Feature Comics #40-45)

Scientists

Blake, Atom (Wow Comics #2-4)
Doc Savage (Doc Savage Comics #3-6)
Doc Wackey (Smash Comics #23)
Dr. Hormone (Popular Comics #59-60)

Keane, Rance (Feature Comics #40-45)
Professor Supermind (Popular Comics #60-64)
Professor Zog (Marvel Mystery Comics #15-20)
“Wizard” Wells (Crack Comics #9-13)

Speedsters

Flash (All-Star Comics #4-7; Flash Comics #13-18)
Silver Streak (Silver Streak Comics #7-11)

Superheroes

Ajax the Sun Man (Doc Savage Comics #3-6)
Black Terror (Exciting Comics #9-10)
Blue Beetle (Mystery Men Comics #18-23)
Blue Diamond (Daring Mystery Comics #7)
Blue Bolt (Blue Bolt Comics #8-13)
Captain Future (Startling Comics #5-7)
Captain Marvel (Whiz Comics #12-18; Captain Marvel Adventures #1-2)
Green Mask (Mystery Men Comics #18-23)
Hand (Speed Comics #12-13)
Hazzard, Hugh, and Bozo the Robot (Smash Comics #18-23)
Hercules (Hit Comics #7-12)
Hercules (Blue Ribbon Comics #8)
Hourman (All-Star Comics #4-7; Adventure Comics #58-63)
Human Torch (Marvel Mystery Comics #15-20; Human Torch - Spring, Summer)
Inferno (Blue Ribbon Comics #13)
Magno (Smash Comics #18-21)
Magno (and Davey, Super-Mystery Comics #6, v. 2 #1-2)
Martan the Marvel Man (Popular Comics #59-64)
O’Dowd, “Duke”, Human Meteor (Champ Comics #12-13)
Ray (Smash Comics #18-23)
Regan, Rip, the Power-Man (Fight Comics #13-16)
Samson (Fantastic Comics #14-19)
Shock Gibson (Speed Comics #12-15)
Sterling, “Steel” (Zip Comics #10-15)
Sub-Mariner (Marvel Mystery Comics #15-20; Human Torch - Spring, Summer; Sub-Mariner Comics #1-2)
Sub-Zero (Blue Bolt Comics #8-13)
Super-American (Fight Comics #15-16)
Superman (Action Comics #32-37; Superman #8-10, World’s Finest Comics #2)
Thesson, Son of the Gods (Exciting Comics #7-8)
Twister (Blue Bolt Comics #13)
USA, the Spirit of Old Liberty (Feature Comics #40-45)
Vision (Marvel Mystery Comics #15-20)
Vulcan (Super-Mystery Comics #6, v. 2 #1-2)
White Streak (Target Comics #12-16)

Villains

Black Shark (Crack Comics #10, 13)
Captain Blue (Smash Comics #21-22)
Cat’s Paw (Marvel Mystery Comics # 18-20)
Chen Chang (Mystery Men Comics #18-23)
Clayface (Detective Comics #49)
Clown (Super-Mystery Comics #6, v. 2 #1-2)
Cricket (Crack Comics #11-12)
Crow, Jasper (Crack Comics #11-12)
deKraft, Paul (Marvel Mystery Comics #18)
Fang Gow (Adventure Comics #58)
Green Sorceress (Blue Bolt Comics #8-10)
Hammerfist (Target Comics #12-13)
Hitler, Adolph (Feature Comics #41, Speed Comics #14, Crack Comics #9, Blue Ribbon Comics #13)

Joker (Batman #4-5)
Luthor (Superman #10)
 Madame Doom (Smash Comics #20, 23)
 Mask (Whiz Comics #12-15)
 Mighty Mite (Target Comics #12-13)
 Mr. Nimbus (Zip Comics #10)
 Rattler (Zip Comics #11-12)
 Rook (Mystery Men Comics #21-22)
Sivana (Whiz Comics #13-15; Captain Marvel Adventures #1-2)
Tigress (Action Comics #35)
 Trug (Whiz Comics #13-18)
Witch (Flash Comics #15; World's Finest Comics #2)

Appendix B: Index of Comic Book Plots

The following are examples of comic book plots published by the companies Better and Quality, cover dated January or February 1941:

- In British Colonial Africa, rumors of a lost diamond mine remain rumors until the Heroes stumble on a dying man in the jungle carrying an uncut diamond. Unbeknownst to the Heroes, a German agent in the nearby British settlement already knows where the diamond mine is. He has been inciting violence between two rival native tribes in order to make the area where the diamond mine is too dangerous for anyone to explore (Exciting Comics #7).
- A civic leader openly opposed to gambling is murdered. The police miss a vital clue on his person, but one of the Heroes will recognize a membership token from an old, closed athletic club. At the club, the Heroes find some hoodlums and betting forms for the local racetrack and the next day's races. The rest of the hoodlums will be there, planning to kill the horse favored to win with poisoned darts from a dart gun (Exciting Comics #7).
- German spies in the U.S. test their plan for wider sabotage on a small town where their chemical formula turns the contents of a gasoline truck into a deadly poison. Their own plans are complicated when robbers on the lam refuel their car from the gasoline truck. Afterward, their exhaust kills dozens in their wake as they continue to flee from town to town. The Heroes have to catch them and stop the car without being killed, track down the gasoline truck they refueled from, and then trail the German agents to the nearest oil company where they are converting silos of gasoline into poison (Exciting Comics #7).
- British Intelligence asks the Heroes to infiltrate German-occupied Belgium to find out what the Nazis' secret weapon is there. When the Heroes arrive, the German heavy infantry is moving towards the City of Namur. The Heroes can attack the Germans directly and learn that the secret weapon is exploding bullets, or they can move on ahead of the Germans to Namur and learn about saboteurs who have been wrecking Namur's defenses for days. If the Heroes manage to shadow one of the saboteurs (who are landing by parachute under cover of darkness), they will find the saboteurs are looking for maps hidden behind the paper on billboards to find their instructions. Clever Heroes could use these hiding places to lure future saboteurs, or even the advancing German army, into traps (Exciting Comics #7).
- The president of an aircraft company summons the Heroes because he needs better guards for the plans for his top secret plane. Soon after that, a gasoline truck explodes at the factory and someone has been injured and needs rescuing. That person has to be rushed to the doctor on staff at the factory, but a Hero might notice him later use his bandaged right hand to open a door (or the nurse might point it out to them later). The doctor has taken pictures of the plans and concealed the pictures in his accomplice's bandages. If they are found out, they can summon more hoodlums to the scene quickly, but will try to escape to their hideout (Exciting Comics #7).
- A wealthy investor has been robbed of the invention he funded, a germ-killing raygun. The next day, radium goes missing from the safe of a local hospital and the now-missing nurse on duty is suspected of having stolen it. The following day, the same robbers use the raygun in a bank robbery, but now the raygun is able to kill people. The Heroes can lure the nurse out of hiding by planting a story that a new radium shipment has arrived at the hospital and wait for her. If caught, the nurse confesses that she is being forced to steal the radium under threat of violence at the hospital. The robbers are nearby, ready to do just that, but the nurse also knows more – that the investor is also behind the robbers (Exciting Comics #7).

- Commanche braves attack a ranch in the Mythic West and kill everyone. At a town hall meeting, a rich landholder urges everyone to move out, but the mayor feels they will be safe once the U.S. Army arrives. The local sheriff is also skeptical, fearing the troops will be too inexperienced at dealing with the Commanche, and urges the Heroes to meet them. Indeed, the troops will be wiped out in an ambush unless the Heroes intervene. Only the mayor's daughter, riding with the troops by stagecoach, would be spared and taken prisoner. If the Heroes are hard-pressed, the Texas Rangers will ride in at the last minute to help. The rich landholder was the one urging the Indians to attack so he could claim the silver mine buried under the town (Exciting Comics #7).
- One of the Heroes or their SCMs is offered \$1 million to help a Mexican businessman purchase a power plant in San Antonio. The man can be trailed back to Corpus Christi, where he posts bond for 500 illegal immigrants being held there, and then to the German consulate in Mexico to report. Hoodlums will attack the Heroes at each location if they do not use stealth. The German ambassador can be forced to reveal that a traitorous Mexican general is ready to launch an invasion of Texas by a flotilla of warships disguised as freighters. The Heroes can summon the U.S. Navy to help fight the fleet or they can capture the general and force him to recall the fleet. Then the Heroes still have 500 men at the power plant to deal with, building electric planes to serve as the Mexican air force (Startling Comics #5).
- Five U.S. Army colonels and generals have been assassinated, including an investigator already on the case, all killed by the same gun with a unique caliber. U.S. Intelligence requests the Heroes investigate. If they search the previous investigator's home, they find the address of a gun shop. The owner of the shop will admit to selling a rare .46 caliber 1907 pistol to an arms contractor named Hanson that could be the murder weapon, but Hanson has alibis – at the time of the murders he was in meetings with the War Dept. Only if the Heroes persist in investigating Hanson will they run into the hoodlums working for him and if they don't find the hoodlums soon enough, they will kill the next general on their list (Startling Comics #5).
- A scientist the Heroes know invents an invisibility potion, but is soon murdered by his assistant and his body made invisible. The assistant leaves the scientist's daughter in a fiery deathtrap and then sneaks invisibly into the nearest prison to free some of his associates. If the assistant and any of the convicts escape, they stage an invisible attack on an Army fort, intent on taking it over (Startling Comics #5).
- An Army Major asks the Heroes for help with a sensitive matter; the Army believes one of its own captains has stolen blueprints from them and wants the Heroes to quietly investigate. If the Heroes search the house, they find two sets of blueprints. If they shadow the captain, they will find him driving out into the country to a rendezvous with hoodlums. The hoodlums will drive past first, shooting if they see anything suspicious. But at the same time, other hoodlums kidnap the captain's sister. If they question the captain at any time, he will reveal his plan to hand fake blueprints over to the hoodlums to deal with his blackmailers (the captain had once killed a hoodlum) without betraying the government. The captain knows where to find his blackmailers so they can rescue his sister (Startling Comics #5).
- The Heroes discover a time machine capable of traveling to the past. They cannot change the settings, which are set for a round-trip to 1588 England. No matter how stealthy the Heroes try to be, they will eventually be mistaken because of their strange look or speech for Spanish spies and attacked. The battle will be interrupted by Sir Francis Drake, come looking for conscripts for the British Navy. Sir Drake refuses to judge the Heroes himself and wants to take them to London and Queen Elizabeth. The queen, wants the the Heroes thrown in the dungeon, except for ones who have shown to have powers or magic, who must be burned as witches. Sir Drake can be convinced (or tricked) into helping the Heroes' cause, but the Heroes will only be pardoned if they help defeat the the Spanish Armada (Startling Comics #5).
- The world thinks an Arctic explorer is mad for saying there is a tropical lost world at the North Pole, but a circus owner wants the Heroes to prove it and bring him back some unknown animal species for him to exhibit. They can get the exact coordinates from the explorer at the asylum, but if they will be observed and followed by a rival expedition (they will even try to sneak a spy into any help the Heroes hire). A steamship can take the Heroes to Cumberland Sound and then a plane over the ice (but if a spy is onboard, they will have sabotage to deal with). The lost world is surrounded by mountains and a thick mist, but if the Heroes make it through, they will find a mix of tropical savannah and jungle where reindeer, elephants, iguanodons, savages, tigers, and horned (semi-intelligent) bugbears all live together (Startling Comics #5).
- While the Heroes are traveling through the Mythic West, they see outlaws on horseback abducting a woman. The Heroes can rescue the woman, but cowhands riding after the outlaws will catch up to them and attack the Heroes, mistaking them for abductors. Back at their ranch, the cowhands can show the Heroes the

ransom note they found, demanding all of their cut timber for the woman's life. Soon, the rest of the outlaw gang will try to lure the Heroes into a gulch by shooting at them and then fleeing on horseback. The outlaws will ride over a chasm where the desperados wait in ambush. Soon after that, the remainder of the gang will be down river, with dynamite, intending to cause an explosion that will dam the river. The reason the outlaws want the ranchers' logs is that the outlaws had hid thousands of dollars in stolen loot in one of those trees (Startling Comics #5).

- A bank robber is captured in Cheyenne, Wyoming, and the New York Police ask the Heroes to help extradite him back to New York so the robber can turn evidence against his boss-in-hiding. The trip to Wyoming and the trip back to New York are uneventful until the Appalachian Mountains. The robber then confides in the Heroes that he knows where his boss stashed all his money and gives the Heroes an envelope with the location written in it. Then the Heroes and whatever means of transportation they chose are ambushed and attacked by hoodlums who concentrate on capturing or killing the robber-informant. If any of the hoodlums escape, the Heroes can follow them into the mountains where the hoodlums will roll boulders down the cliffs at the Heroes. At the top of the mountain is a house where the mob boss has been hiding (Startling Comics #5).
- While patrolling the waterfront, the Heroes witness a man being stabbed and badly wounded before the Heroes can intervene. If the man is saved, he resists saying what motivated his attackers, but his wife can be made to confess if she is found. With their young, crippled son, they are an immigrant family tricked by mobsters who offered to file their immigration papers, but didn't, and have been blackmailing the family ever since. The family knows of the mobsters' address, living in an upscale penthouse. The Heroes can simply beat up the mobsters or force them to repay all their victims (they blackmail other families as well). Regardless of which they choose, any mobsters who escape their penthouse hideout try to lure the Heroes to a warehouse where they can drop a vat of wet concrete at the Heroes when they come in (Crack Comics #9).
- A boxing manager, in a chance encounter with one of the Heroes, confides that he is in love with a beautiful woman and boxing enthusiast who won't notice him because he's small and puny. He has hatched a scheme, though, to win her attention and only needs someone to take a fall in a fight against him and asks the Hero to do so. Only, if the Hero agrees, the manager's star boxer – who was not in on the plot – observes it and tries to beat up the Hero in revenge (Crack Comics #9).
- The Heroes, or one of the Heroes, find a man dying from poison in the street one night. He tells the Hero/es with his dying breath to warn the explorers' club and to beware of one of the Heroes' old enemies. Soon after the Heroes arrive at the explorers' club, it is attacked by savages armed with spears, knives, and swords. An explorer at the club thinks the savages were there for him and that his wife might also be in danger. Indeed, the wife was abducted at the same time and the Heroes' old enemy is seen driving away. The enemy can be chased to an old house where more savages wait. The savages are here to reclaim treasure stolen from their land by the explorer and his wife, while the old enemy is there to steal the treasures for his or herself (Crack Comics #9).
- The Heroes are patrolling the Atlantic to assist the British Navy when they see a German warship attack an American ship. The Germans try to board the American ship to claim a single passenger, a French doctor who had escaped from a concentration camp and was fleeing to the U.S., and then will renew their attack to sink the American ship. Meanwhile, a German amphibious airplane is approaching to pick up the French doctor from the warship and take him to Berlin. Whether the plane manages to pick up the doctor or not, it will head back towards Berlin, stopping to refuel at a German U-boat along the way in shark-infested waters (Crack Comics #9).
- One of the Heroes is watching a polo game when one of the teams finds itself short a player and asks the Hero to play. But someone on the opposing side is playing ruthlessly in order to impress a woman in the stands and someone, possibly the Hero, will get knocked off his horse and hurt if he isn't stopped (Crack Comics #9).
- The Heroes are aware of five stores being blown up in a specific neighborhood in the last two days. They catch someone suspicious outside a tailor's shop just before it blows up. The police arrive, but mistake the Heroes for the arsonists. If the Heroes are arrested, the arsonists stop the bombings to make it look like the Heroes were behind their protection racket. If the Heroes are not in jail or escape, the arsonists will bomb three more shops to finish that phase of their plan, giving the Heroes three chances to catch them in the act. Alternately, the Heroes might ID the man at the tailor's shop and track him, through his contacts, back to his

crime boss in hiding (Crack Comics #9).

- A college football team is being “plagued” by a feisty young woman intent on dating the entire team. The coach is concerned about the most recent player to be smitten by her, who has been staying out late to night clubs with her and then being too tired at practice. He asks the Heroes to intervene somehow (Crack Comics #9).
- The Heroes are heading to Paris, either officially or unofficially, to offer relief to homeless war victims. En route over France, the Heroes observe a Nazi plane gunning down refugees on the road. The Heroes can deal with the plane and/or the injured refugees who beg to be taken to England for medical help. Some of the refugees are faking their injuries, hoping to be taken to England so they can commandeer the Heroes’ transportation and use it to attack the English (Crack Comics #9).
- The laundry woman that one of the Heroes (or perhaps one of their SCMs) use has been visited by racketeers who cut her lines down to threaten her. If the Heroes look into it, they will find that every laundry in the city pays protection money. Then the owner of the most laundries in town will hear about the Heroes’ investigation and offer to pay them up to \$10,000 to stop the racketeers. Another laundry owner will call the Heroes (or someone they know) and tell them he suspects one of the other laundry owners is behind the rackets, but will be shot before he can say more. But the man survives. So the Heroes can wait at the hospital for the racketeers to try again or they can tell all the laundry owners that they know the man’s secret and use themselves as bait. It’s the rich guy behind the racket (Crack Comics #9).
- It makes it into the newspapers that shopkeepers in the city are being terrorized by racketeers. If the Heroes investigate, they will find the only thing the shops have in common is that they all belong to the chamber of commerce. The Heroes can patrol shops belonging to the chamber, hoping to get lucky, or set up their own dummy store, join the chamber, and wait for the racketeers to come to them. Then the shake-down men can be followed back to their leader, who is the leader of the chamber of commerce (Crack Comics #9).
- While visiting (or volunteering for duty at) an U.S. Army camp, the Heroes chance on a military test just off a remote shoreline. Government officials are watching a torpedo being tested that can fly in the air as well as travel through water. However, before striking a floating target in the sky, the torpedo goes off-course and strikes a military arsenal on the shore. One of the Heroes will spot a periscope in the water nearby. If pursued, the Heroes will find a submarine fleeing to a secret door in an underwater cliff that leads to an underground hideout full of German agents. The next day, the President will be here to see the torpedo tested again and, next time, the Germans will use their guidance control ray from the sub to make the torpedo blow up the President unless stopped (Feature Comics #41).
- The Heroes come into possession of a treasure map that leads to a South Seas island. If the Heroes follow the map and spend the night on any island, they will be lured away from their transportation by ghostly lights. If they get too close to the “ghost lights”, apes will appear and try to drive the Heroes off. The lights are bottles coated with phosphorescent paint being juggled, while the apes are people in costumes. At the same time, three pretty young women try to steal into the Heroes’ transportation to steal it. If caught, these people will confess to being a shipwrecked vaudeville troop that had been touring China and now were just looking to get off the island. They were afraid of the ape costumes scaring off the Heroes, which they can’t ditch because it’s the only clothes they salvaged to wear (Feature Comics #41).
- Army recruitment camps are being plagued by poisonings and bombings that make people afraid to conscript for training. An Army colonel is interviewing the Heroes to see if they can help when he receives word of an attempted train wreck to prevent recruits from reaching another camp. As the colonel is giving advice over the phone about where to divert the train, one of the Heroes can overhear someone outside the door. If the Heroes investigate, they find the watchman who the colonel believes is above suspicion. But if the Heroes observe him stealthily, they can catch the watchman sending coded messages by flashlight out his window. The watchman is being impersonated by a spy who is a remarkable brawler. And if the Heroes hurry (probably by plane), they can reach the re-routed train before disaster befalls it (Feature Comics #41).
- In the African wilderness, the Heroes come across hunters who have captured two lion cubs, but assure the Heroes that they plan to sell the cubs to a humane zoo back in the U.S. and the Heroes can tag along to make sure if they like. That night, rival poachers will show up, hoping to steal the cubs and sell them quicker for their hides. If any poachers flee, they will call in favors and return later with a tribe of savages in tow. The grateful hunters will return the lion cubs (Feature Comics #41).
- The Heroes are asked to come help an old friend stake a gold claim in Papua, New Guinea. In the side of an

extinct volcano they have dug out an entire wall of gold. Behind the wall is a cave complex where the Heroes soon find the prince of a lost city being attacked by guardsmen loyal to his twin brother, who has usurped the crown. If the Heroes approach the castle, the guards will try to catch the Heroes in nets before attacking with swords. If the twin on the throne is found, the prince will wish him slain. If they win, the prince will reward the Heroes with gold (Feature Comics #41).

- The Heroes come across a madman with a gun thinks he's guarding the local gas company, not letting anyone in or out or even walk past, thinking this will win his entrance into the FBI (Feature Comics #41).
- A famous anthropologist summons the Heroes to his house. He shows the Heroes the skull of a mutant with an oddly-shaped head and elongated chin recently unearthed in Egypt and dating back to 100 BC, then shows the Heroes a photograph taken from his own front yard several nights ago, showing in silhouette an intruder with the same-shaped head. If the Heroes guard the house, they will soon encounter a wraith-like figure that tries to come into the house and take the skull, but will also try to take the anthropologist's daughter. If the wraith gets both or either, it will disappear with its spoils and can only be encountered again by going to the temple in Egypt where the skull was found. At the temple, wraiths of the temple's past worshippers try to sacrifice the daughter and another kidnapped woman in their fire pit unless stopped (Feature Comics #41).
- The Heroes are summoned to an U.S. Army Air Corps field to inform them that a flying fortress with a secret bomb sight is coming and that the Air Corps wishes them to help guard it. No sooner does the plane come in for a landing than three other planes dive on the assembled troops with machine guns blazing. Each plane is a 4-man craft; if any of the crew manage to land and make it to the flying fortress, they will attempt to either steal it or destroy it (Feature Comics #41).
- A solo adventure for one Hero – while sleeping, the Hero is woken up by a dwarf king who claims to have come for help against a wizard who is bringing some giants to fight against them. The dwarves are primitive savages and cliff-dwellers with nothing more than simple weapons. The wizard is a dwarf witchdoctor with three ogres, come to claim rulership of the tribe. After the battle for the tribe, the Hero might or not wake up and find it was all a dream (Feature Comics #41).
- During a winter sailboat race, the Heroes spot one of the contestants is dead on his boat. At the parking lot by the races' finish line, they may spot two men getting into their car, one of who is trying to conceal a rifle under his coat. If the Heroes try to make them talk, a second gunman will snipe at them from across a frozen pond that will crack if walked on. If the second gunman escapes, the Heroes might track him back to the nearby resort where the killer might be identified by his shoe prints at the frozen pond. The dead racer was a college director and his killer a professor mad about the director's hypocrisy at cutting sports programs (Feature Comics #41).
- The Heroes are called in to investigate by an Army Air Corps major when a superintendent is murdered at a major airplane factory with defense contracts. Soon, the new bomber the factory has built will be test-piloted – but crash, the pilot dead. However, the plane can be identified as not the bomber at all, but another plane made up to look like it. If the Heroes try to search the pilot's boarding house rooms, they will find that his sister has already come and cleaned them out, but left a note that was gibberish. The Heroes (or their players) should be able to decipher the simple code of the note and discover she has left for the Rocky Mountains. If the Heroes show up in the Rocky Mountains without using stealth, they will be observed and attacked by the stolen bomber and the spies who stole it, including the "sister" (Feature Comics #41).
- A taxi cab driver approaches the Heroes (or an authority figure connected to the Heroes) with news of a protection racket that just smashed his cab with a truck and has done the same to other drivers who won't pay to them. If the Heroes ride in a cab long enough, or become cabbies themselves, eventually they will encounter a car full of racketeers. If the Heroes give them trouble, they will summon more of their gang by radio. Any routed racketeers will fall back to their HQ and can be followed there, or prisoners can be forced to lead the Heroes to their hideout so the Heroes can confront the boss (Hit Comics #7).
- A retired British major dies on an expedition to Africa to find a diamond mine, but Scotland Yard asks the Heroes to investigate because of the death threats he received before heading to Africa. In the African jungle, the Heroes will be ambushed by many savages armed with (sleeping) poison-tipped spears and any taken prisoner will be held for a sacrificial ceremony. Before the ceremony, the savages will be attacked by British mobsters intent on finding the diamond mine for themselves, giving the Heroes a chance to escape or rescue prisoners. After the fight, the hoodlums will offer to join forces with the Heroes. They will all have to

brave the quicksand-laden and leopard-populated veldt, together or not, before they can reach the village where the major died. Searching the village, though, the Heroes will learn that it has been taken over by a second gang of mobsters who are actually still holding the major alive, having faked his death, and are still torturing him to find out where the diamond mine is (Hit Comics #7).

- The Heroes happen to be aboard a U.S. Navy ship stationed at a fortified island naval base just off the coast of Alaska when they are asked to patrol the island and look for suspicious activity. Sure enough, they will find someone snapping pictures with a camera, but will be attacked by other spies if they confront the man. If any spies escape, or capture the Heroes somehow, they will flee by boat to a neighboring island where another base is being built by the Germans. If the Heroes did not manage to follow anyone there, they will learn about the island when another boat is discovered with dying Eskimos in it, shot for getting too close to the rival island. The Germans have three U-boats guarding their island (Note: the Editor and players will just have to accept the comic book logic of Nazis in Alaska, or change the location)(Hit Comics #7).
- One of the Heroes is asked to come to the home of an old, dying man as he changes his will. He was going to leave all his money to a nearby old folks' home until he heard things about the place – but the man dies before he can elaborate. The man actually died from being stabbed through his bed! The Heroes can find stairs hidden under the man's bed that lead to a secret tunnel. If the Heroes fail to catch the killer in the tunnel, they can track him to the old folks' home. Any polite inquiries to inspect the home are met with resistance, the cover story being that the home is closed for remodeling. If the Heroes use stealth, they will find that the old folks' home is overrun with hoodlums, all mistreating their aged guests and skimming money from them. If the Heroes attack directly, the hoodlums can use the aged guests as hostages (Hit Comics #7).
- The Heroes observe a tenement fire with women and children trapped inside. Before or after the Heroes help, they will get to know some of the firefighters (possible SCMs) and their mascot dog. The next night, the firehouse dog comes after the Heroes and tries to lead them back to the firehouse. Once there, the Heroes will find the firemen beaten up and unconscious, but if one is roused they can learn that bank robbers are using their uniforms and fire truck to escape in. The Heroes should be able to learn where the fire truck is (a speeding fire truck is easily spotted by a police patrol car if the Heroes use the police to help) and catch up to it. No sooner will the robbers be beaten than the truck will be summoned to another fire and the Heroes will have to get it there (Hit Comics #7).
- Newspaper headlines in Washington, D.C. scream that the plans for a new machine gun sight have been stolen from an office in the Capitol Building. The Heroes can pick up the trail, but the trail is cold enough that the thieves will have left the country before the Heroes can catch them. Determined Heroes, though, can follow the spies to occupied France and catch up to them in Paris. The spies, celebrating in their hotel suite, are easily overcome and robbed, but getting out of France with the plans will mean dealing with the German army, air force, and/or navy (Hit Comics #7).
- The Heroes are at a remote hotel or resort where a murder takes place. The weapon could be the carbide rifle hanging over the mantelpiece in the lobby, but the manager won't let anyone touch it. The hotel's original owner, before he died, left instructions that the gun never be touched. If the Heroes do not bother with the gun, someone else will be shot and killed in the hotel the following night. If examined, sure enough the gun has been fired. If the Heroes try to leave the hotel with the carbine, a strange man shows up and asks for it back. If the gun is given to him, he puts it back on the mantle. If the gun is not given to him, the man turns out to be undead and attacks to get the rifle back. The man is the "ghost" of the hotel owner, swindled in life by three men currently staying at the hotel, and he plans to kill them all for revenge (Hit Comics #7).
- One of the Heroes has had an aunt die and is asked to come to the reading of her will. There, the Hero learns that the aunt left him (or her) her only possession of value, her "lucky charm" – a broach shaped like a skull with gemstone eyes. One of the Hero's cousins is a jeweler and will offer a good sum for the charm. Whether the Hero sells the charm or not, a colleague of the cousin will try to kill whoever has the charm on their way home and has both a gun and a stick of dynamite to try and do it. The charm is real, acting as a Stone of Good Luck (Hit Comics #7).
- This one requires the Heroes to have already befriended a pride of lions in Africa. While watching the pride's cubs, the Heroes are beset by a pack of hyenas large enough to get at least one of the cubs away. The pride will no longer trust the Heroes afterward and move on. After the Heroes part ways with the lions, they will stumble across a group of poachers already with the body of a lioness from the pride and talking about

getting the rest. If the Heroes defeat the poachers, the pride will observe and trust the Heroes again (Hit Comics #7).

- The Heroes are traveling by boat through the South Seas when a storm grounds their ship on an island. If the island is explored, the Heroes will be attacked by savages who shout American colloquialisms like, “boogie woogie!” and “hep kat!” The savages try to force or lead the Heroes to their camp where the Heroes will encounter four Americans -- a dim-witted man, two girls, and a boy with the quickest wit of the four of them -- who have convinced the natives to make the boy their royal emperor. The boy king says the natives will only allow the Heroes to leave without a fight if they pass a test -- fight a cobra and win with no weapons. True to the boy’s word, the natives honor the contest. The Heroes can even take the Americans with them, though the boy does not want to go (Hit Comics #7).
- Switzerland shocks the world by declaring war on all its neighbors. As the Swiss martial their forces, the Heroes can try to talk to the chancellor. At first the chancellor will admit to being compelled by some strange force before he begins talking like a warmonger again. Perhaps the Heroes can use divination magic to trace the ‘strange force’, or simply travel with the chancellor as their prisoner in whatever direction is making his warmongery stronger. Finally, the magical trail would lead to a lamasery in Tibet where four (one will flee before the Heroes arrive) Oriental Magic-Users (or using psionics) have been pouring their powers into a magical globe that allows them to transmit their charm spells anywhere in the world. In this way they plan to drag the whole world into war to weaken it. (Hit Comics #7).
- The Axis launches a joint fleet of hundreds of giant bomber planes across the Pacific to attack the U.S.. The U.S. Army Air Corps can help the Heroes repel that wave of the attack. Next, the Axis launches a fleet of giant ‘sub tanks’ that drive across the bottom of the Atlantic with a 1,000 soldiers in each tank. Unless the Army and Marines are alerted in time (The only warning of their coming are the thousands of dead fish floating on the ocean’s surface, killed by the pollution of the sub-tank fleet). If not, only local militias are available for back-up before the sub-tanks reach land. Of course, Superheroes able to punch holes in tanks would make short work of the invaders before they can breach the surface. Most of the Axis soldiers, if captured, will quickly change sides and promise to go home and build democracies there (Note: this story also calls for a lot of suspension of disbelief and acceptance of comic book logic, unless the Editor somehow explains the presence of massive refueling stations in the mid-Atlantic)(National Comics #7).
- While making conversation with an old lady running a newspaper stand in the city, the Heroes learn about kids paying for things with a lot of counterfeit money lately. Her grandson thinks he knows where the counterfeit gang is based, but she’s told him to stay out of it. Just then, a newspaper truck drops off bundles with a bribe for the old lady attached, with a note warning the lady to take it. A hoodlum had snuck onto the truck and attached the note, but has jumped out before the Heroes can catch the truck. The Heroes can wait in ambush for the rest of his mob at any newspaper stand or use the grandson to track them down to their hideout. Once a battle breaks out in the hideout, the half-pints being forced to work for the counterfeiters will change sides (National Comics #7).
- The Heroes meet a boy who complains that his teacher made him stay after school all night writing on the chalkboard. If questioned, though, he never actually saw his teacher, but heard the order from another room. The Heroes can easily set a trap for the school bullies, one of whom does a perfect impersonation of their teacher’s voice (National Comics #7).
- A giant talking ape, obviously lost and afraid, befriends the Heroes. Through a SCM of the Heroes, a professor learns of this and comes to tell the Heroes that, on a recent trip to India he confirmed that a race of giant apes live in the Himalayas and he asks them to return the giant ape there. The professor can help them charter passage on an ocean liner bound for South Africa and, from there, India (which takes almost a month, unless the Heroes can somehow get there faster). While crossing the Great Indian Desert, the Heroes are attacked by nomads who try to take prisoners and flee. Eventually, in the Himalayas, the Heroes are met by more giant talking apes who demand one of the Heroes defeat their chief in order to go free (National Comics #7).
- One of the Heroes is walking through the dock district (somewhere on the West Coast) when he overhears men complaining that their funding has been cut and the expedition is off. If questioned, the men are willing to share their plans of finding a mountain of gold in the Rousseau Range of Alaska. If the Heroes help get them to Alaska, they can stay and help deal with an avalanche and a pack of wolves before reaching the mountain (National Comics #7).

- While at the state fair, a pickpocket is caught lifting one of the Heroes' wallets. It turns out there is a whole mob operating around the fair for "vacation" – picking pockets or robbing fairgoers and cashiers alike at gunpoint. After cleaning up the amusement park and fighting hoods on various rides, the mob boss himself will confront the Heroes (National Comics #7).
- The Heroes are flying en route to an Army Air Corps base in Tennessee when their plane conks out and they are forced to land in the mountains. While repairing the plane (or waiting for it to be repaired), the Heroes are approached by a dumb hillbilly who takes a liking to them and tries to become their sidekick. At the base, the Heroes are asked to continue on to Bermuda, where the Army suspects there may be an attack. While the Heroes are patrolling there, they encounter a suicidal woman about to jump into the ocean. If saved, she says her father was a German chemist, forced to make a drug for the Nazis, and his inventions are about to be used in the attack on Bermuda. A fleet of small motorboats is even now being launched, each carrying dynamite and piloted by a soldier who is drugged and compelled to crash his boat into the first naval vessel he comes across. The Heroes can pick off the boats easiest from the air and, once the U.S. Navy is alerted, they can get plenty of help to storm the nearby, German-held island (National Comics #7).
- The Heroes find a dead man floating in the harbor, his hands and feet bound with an unusual rope they can learn is used in oriental carpets. If the Heroes interrogate a worker from the biggest oriental carpet importer in town, they learn that all of the workers are near-East immigrants forced to not register and kept as slave labor. If confronted, the company owner not only has hoodlums working for him, but can convince his non-English speaking workers that the Heroes are here to deport them and urge them to fight. If any Heroes are captured, they are tied up and dumped into the harbor in the same way (National Comics #7).
- A past-his-prime boxer asks one of the Heroes to fight him in the ring to help launch his comeback. While training, the Hero overhears mobsters talking about killing the boxer and framing the Hero for it. The crooks want the boxer dead because they had all lost so much money betting against him in the past (National Comics #7).
- A Magic-User is waiting for a portal to Fairyland to open when he overhears a principal at a middle school lecturing his students about not believing in magic. In Fairyland, he/they encounter a deer with a cherry tree sapling growing from its head, lions hunting a unicorn, and a castle where a princess vows to marry the first man to complete the following quests: to bring her hair from the heads of a three-headed ogre and a two-headed ogre and to bring her a golden egg from the hen belonging to a cloud giant in a castle on a cloud. On his/their return, he/they learn that the princess' true love is a prince held by a dragon, but the princess will honor the contest and marry its winner if the Hero will rescue the prince first (National Comics #7).
- The Heroes are at the circus (perhaps to bring their kid sidekicks there), when one of the Heroes spots a man with the weirdest-looking camera he's ever seen. Another Hero notices that the pretty horseback rider's horse seems to be tapping out a message in Morse code with its hooves. But before the Hero can decipher the message, the cameraman points it at a trapeze artist, who then falls and will die unless saved. If the Heroes follow the cameraman, they will overhear him telling someone else that they got the wrong one and need to try again. If the Heroes talk to the horseback rider, she admits to nothing. However, if the Heroes talk to the acrobats, one of them will admit to being a FBI agent, investigating the horseback rider. The rider can be forced to confess, or followed the next night to a meeting of foreign spies on an abandoned riverboat (Smash Comics #24).
- The Heroes go to the circus, having learned that pickpockets have been following it from city to city and stealing thousands of dollars. While there, one of the Heroes notices his pocket being picked, but the thief is a monkey! Trained monkeys carrying wallets all converge on the wagon of the circus' animal trainer, who has a pair of hoodlums and a trained ape for backup. If any of them manage to escape, they rob the circus payroll and try to make their escape on the backs of elephants (Smash Comics #24).
- One of the Heroes spots a once-famous Broadway actor who everyone thinks went mad when the critics thrashed his performance in Hamlet. The Hero overhears him quoting Shakespeare to a newsstand woman who then signals a cabbie. If the Heroes are suspicious enough to follow the cab, it heads to an abandoned theater in town where two men carry a dead man upright between them into the cab and drive to the waterfront to dump him. Back at the theater, the actor arrives to watch his mobsters murder their next prisoner beneath the stage. All of their captives are actors, tricked into signing what they thought were stage contracts but were really life insurance policies (Smash Comics #24).
- U.S. Army Intelligence summons the Heroes to show them an aerial photo of an unknown airbase, taken

from an infrared camera. The base was never seen before because, somehow, it can only be seen by infrared light, and it also can't be found on the ground. Shortly, bombers attack a U.S. airbase only to flee and disappear from Radar and all pursuit. The Heroes will have a chance to attack the bombers later when they try the same trick against an industrial area. If the Heroes down a plane, they find the pilots wear infrared goggles that allow them to see their secret airbase. A mad scientist's invisibility machine otherwise protects the airbase – an aircraft carrier mounted on top of a giant blimp (Note: feel free to replace this with something more realistic) -- from discovery (Smash Comics #24).

- The Heroes have just dropped off some mobsters to the police when someone phones the police and warns them to let one of the mobsters go. Then a lawyer shows up to post bail for the same mobster. The mobster, if followed, leads the Heroes to a mob boss who had the mobster steal a policeman's gun while at the station. The boss has the mobster sign a letter saying the police tortured him and then sends the mobster outside to be gunned down by another mobster with the policeman's gun as part of a frame-up (Smash Comics #24).
- An U.S. govt. agent wants to meet with the Heroes at a restaurant to ask for their help against Asian agents sabotaging the rubber industry in the South Pacific, but once there a gunman tries to kill the agent. The Heroes and the agent are soon summoned to the hotel room of a Magic-User who knows the agent and has had a vision of one of the Heroes' arch-foes being behind the scheme and heading by plane to Sumatra. There, the arch-foe oversees traitorous Americans selling their shares in the rubber industry to foreign spies, unless the Heroes follow them to Sumatra and stop it (Smash Comics #24).
- The Heroes learn of sabotage at a U.S. munitions plant in Panama and go to investigate. While there, the Heroes observe porters taking crates of food and cigarettes into the jungle. If the Heroes follow, they are attacked by savages before reaching a hidden Mayan city. The Mayans, descended into savagery, are ruled by a recent usurper of their throne allied with foreign saboteurs. If any Heroes are captured, they are thrown into a dungeon with the rightful king to await being sacrificed at the temple, unless they escape and restore the king (Smash Comics #24).
- On a dark street corner, the Heroes come across an odd scene – a dead man, and unconscious man with a gun in his hand, and a woman kneeling over the unconscious man. The woman is the sister of the unconscious man, who was supposed to testify soon against mobsters. She followed him here after he got a note to come here and meet the dead man, who is a police officer involved in the case. The note is missing, but the girl insists men who drove away from the scene before she got there must have taken it. The Heroes' best bet is to force or trick a confession out of the mob boss who was going to be standing trial soon. It might help that the boss is highly superstitious and goes to see a spiritualist every week (Smash Comics #24).
- The Heroes are traveling by boat when a storm wrecks their ship and strands them on an island. Savages on the island want to capture the Heroes and sacrifice them to their fire god. The savages' queen is a fellow shipwreck victim, but she cannot dissuade the savages to spare the Heroes. The savages are particularly keen to have the Heroes sacrificed because their prophecies foretell that on this day the fire god will be angry. The 'fire god' is a volcano that soon erupts. The queen will try to flee the island with the Heroes, but the jealous high priest of the savages will try to hunt them all down and kill them himself (Smash Comics #24).
- A mob boss is murdered and a cop is shot when he comes to investigate – both by someone who appears to be one of the Heroes, which the cop reveals to his peers with his dying breath. Luckily, the Hero on the lam can learn quickly that a rival mob boss in town is also a master of disguise and force hoodlums to reveal the boss' hideout to him. The hideout is a tenement in a busy section of town, so the Hero only has so long to force a confession from the boss before police arrive (Smash Comics #24).
- Over two weeks, five researchers with govt. contracts die of heart failure, their files and plans stolen. Only when a sixth, a chemist working for the Navy, dies are the Heroes called in. The press get wind of this and print the story. Soon thereafter, the Heroes receive a note from someone asking to meet them in a remote hilly area at night. At the rendezvous, the Heroes see a headless man trying to get them to follow him. The headless man leads them past several traps including rolling boulders and dynamite. If the headless man is captured, he gives away the location of his hideout, in a building under a pier back in town, where more headless men are. In the story, they're not really headless, but short men wearing costumes to make them look headless (Note: but feel free to make them scarier!)(Smash Comics #24).

Appendix C: Index of Real-Life Plot Hooks from 1941

This appendix continues from Supplement II, covering the first half of 1941.

January 1941

- All babies born in Puerto Rico after the 12th will be considered U.S. citizens by law. Anyone looking to abduct a bunch of babies for a ritual of dark magic might take advantage of the influx of expectant mothers coming from elsewhere in Central America.
- A German cruiser, known as Raider F by the British, captures the entire Norwegian whaling fleet. Which would be bad if someone was on that fleet the Heroes needed to find.
- John Vincent Atanasoff and Clifford Berry begin working on the first electronic digital computer at Iowa State College. Perhaps their secret prototype was actually too powerful and began manufacturing robots to take over the world.
- The British Army invades the Italian colony of Eritrea on the Horn of Africa. They could probably use some Heroes as advance scouts.
- FDR is sworn in for his third term as President. Given the controversy of his serving a third term and the hostile political climate, it would make sense to have some Heroes on hand for extra security.
- After the Siege of Tobruk in Libya by the 7th Armoured Division of the Australian Army, a counter-attack by Italian forces caused one company to have to retreat. Perhaps it was Heroes, holding back a larger counter-attack, that spared the other companies.
- Charles Lindbergh is about to testify before Congress, recommending the U.S. negotiate for a pact of non-aggression with Germany. This might be the Heroes' last chance to talk to him and change his mind.
- Joseph Grew, the U.S. ambassador to Japan, reports hearing a rumor about a surprise attack on Pearl Harbor. Military Intelligence might ask the Heroes to look into this rumor.

February 1941

- Nicaragua invites the U.S. to build air and naval bases in their country. The Defense Dept. might ask Heroes to go scout the offered areas first. They might find spies, or Mayan descendants who think the bases will be built too close to their ruins.
- The U.S. Conference of Mayors proposes the need for a civil defense plan for all major metropolises. They might ask established Heroes with a good, urban track record for advice – or to test out a proposed plan.
- Several days of rioting in Johannesburg, South Africa, between British soldiers and the local citizenry opposed to occupation might need to be broken up by Heroes before things get too violent.
- When Eleanor Roosevelt refuses a speaking engagement for the American Youth Congress after they announced opposition to her husband's foreign policies, the organization might ask popular Heroes to speak to a large group of young people instead and possibly show off what they can do.
- Japanese troops occupy Kwangtung Province to cut off supply lines to free China. Heroes supporting China against their Japanese oppressors should probably start heading here.
- If the Heroes want to take the fight straight to Nazi Germany, while at the lowest personal risk factor, they might want to join the British Royal Air Force and participate in air raids on cities like Dusseldorf.
- At FDR's request, the USO is formed to provide morale-boosting support for U.S. troops. An aggressive fundraising campaign to build clubhouses and fund concerts begins and could surely use some high-profile Heroes' support.
- The 'Three-Nights Blitz' of Swansea, South Wales happens. The bombing run on the last evening lasts five straight hours. In total, almost 900 bombs are dropped on downtown Swansea unless stopped by Heroes.

March 1941

- Belgium will join the Axis, unless the Heroes can raise a rebellion in occupied Belgium before then.
- The first FM radio station starts broadcasting out of Nashville, Tennessee. Alert radio enthusiasts in

Tennessee might notice spies using otherwise empty FM wavelengths and alert the Heroes.

- British commandos raid the Norwegian archipelago of Lofoten in Operation Claymore. Officially, it is a diversionary operation, but what if the British are trying to secure a Norse mythic artifact before the Germans can seize it?
- Axis spies might be desperate enough to prevent the passage of the Lend-Lease Act in the Senate to kidnap a senator or two and replace them with disguised agents.
- The National Gallery of Art opens in Washington, D.C., with the President at its official opening. The event might be irresistible to art thieves.
- Construction of the first power plant at Grand Coulee Dam in Washington State is finished, making it a natural target for foreign saboteurs.
- Rommel, surely the highest-level Fighter of the German Army, launches his first offensive in Libya against the British and Australian Armies.
- Young King Peter II of Yugoslavia stages a coup to retake the throne from his Axis-supporting cousins with the support of the British and, possibly, some Heroes. Some high-level Heroes had best stick around, because the German, Italian, Bulgarian, and Hungarian armies combined are about to descend on Yugoslavia for Operation Punishment.

April 1941

- The White House declares a shift in foreign policy, declaring it legal for the U.S. to seize ships from Italy, Germany, or Denmark. Next month this goes before the House, but from now on Lawful Heroes can salvage trophies from such ships without making a save vs. plot.
- Things get ugly between factory workers on strike in Milwaukee, Wisconsin and the local police; 35 people will be injured unless Heroes are there to intervene.
- The number of coal miners on strike across 12 U.S. states rises to 400,000. Unless Heroes intervene, coal mine owners might resort to drastic tactics to break the strikes (some strikers were murdered under 'suspicious circumstances').
- Two hundred people are injured during a strike at the Ford River Rouge Complex in Dearborn, Michigan. The factory director wires FDR, calling the strike an act of Communist terrorism. Which, for the sake of drama, it could be.
- FDR orders the Navy to draft Hemispheric Defense Plan No. 1 to prepare for submarine warfare. The Navy might ask the Heroes to contact the mermen of Atlantis to see how much help they would be willing to lend in such an effort.
- The FDA announces that a popular hair-waving treatment uses poison gas and seizes the company that produced it. Could the product have been intended that was, as an elaborate trap for Americans desiring wavy hair...?
- Not long after the British and Australian Armies secured Benghazi, Libya, Rommel's forces roll in and retake it. Or did the Heroes convince the Allies to retreat in order to set a trap for Rommel?
- German freighters are found, hundreds of miles off the coast of Peru, burning, sinking, and abandoned. Did the Peruvians sink them, or did they encounter something else in the ocean that did?

May 1941

- British troops occupy Iraq, to use as a launch point for more forces into Africa. When the Iraqi Army attacks British bases, the British retaliate and accuse the Iraqi government of being pro-German. If the Heroes are hesitant to take sides, perhaps they can broker an agreement between the Iraqi Premier and the British generals.
- U.S. defense bonds go on sale. The Heroes might be asked to perform at a bond rally.
- Geologists at M.I.T. ascertain that the Earth is much older than the established scientific view of 500 million years and, hence, man's existence might exceed the estimate of 1 million years. Perhaps Heroes with a time machine could go back and verify this.

- Physicists at Harvard bombard mercury with neutrons and transmute it into radioactive gold. Sales of alchemical supplies to Magic-Users skyrocket.
- Lebanese and Palestinian nationalists, blaming the Jews for the British occupation of Iraq, use it as an excuse to kidnap prominent Israelis. A rescue operation is called for.
- The New York Public Library acquires \$1 million in rare books including, perhaps, spell books, treasure maps to lost cities...
- Sixty thousand Brazilians race from their homes ahead of the worst flooding in Porto Alegre's recorded history. Was it just ordinary weather that caused it, or some ancient curse?
- Sir James Frazer, author of the famous multi-volume study of folklore, The Golden Bough, dies in Cambridge, England at the age of 87. Or does he? Perhaps fairies come to spirit him away to Fairyland in the end.

June 1941

- Hitler and Mussolini meet at the Brenner Pass in the Alps, where Austria and Italy meet – a rare chance for Heroes to attack both of them at once.
- Twelve thousand lumberjacks are on strike in Washington State. Could a crisis like this bring Paul Bunyan out of hiding? Or perhaps another giant would turn up, impersonating Paul Bunyan, but in the employ of the lumber companies?
- Axis bombers begin nightly air raids on Alexandria, Egypt. By day, perhaps they are launching secret expeditions to recover mythic artifacts from ancient Egypt.
- The U.S. protests the Japanese seizure of American property in French Indochina. The U.S., still wishing to remain neutral with Japan, might have to send Heroes into French Indochina to recover anti-Japanese documents before they fell into Japanese hands.
- The U.S. military starts supporting and training a Costa Rican army and might ask some Heroes to come help with training exercises.
- Teachers unions in New York and Pennsylvania are accused of being Communist and may need Heroes to exonerate them.
- The Radical Party in Argentina charges pro-German factions within their country of spreading propaganda and building up a military presence. They might ask Heroes to come intervene and root out the activists (or the U.S. military might, to help secure their South American allies).
- Japan announces they have taken 25,000 prisoners from Shansi Province, China. Amongst them might be some people important to the Heroes (aged mystics, family to Chinese sidekicks) that absolutely have to be rescued.

Appendix D: Index of Themes by Geography for 1941

This appendix will deal more broadly with issues and themes that could influence a campaign based on where it takes place.

Eastern United States: This region is hit by a bad blizzard in February and heavy snow continues to coat the Northeast well into March, followed by forest fires in April long after a quick Spring thaw. The nationwide issue of massive labor strikes hits the Southeast's coal industry hard. Paranoia about Communist influence hits the Northeast, particularly New York. The FBI (and many Heroes) aggressively pursues fifth columnists through this region, as well as illegal aliens – often suspecting the two groups of being the same thing. A groundswell of patriotism, fueled by immigrants for whom the American Dream seems new and fresh, starts to fill the American mainstream, including the comic book industry. While many criminal gangs work independently of each other, many are also connected to the Italian Mafia.

Midwest United States: The South continues to be heavily segregated, while the North is heavily unionized. The Great Depression is not over yet, at least not in most of the Midwest. While many workers strike to voice their discontent, blacks lobby the President directly for relief from discrimination

in the defense industry, leading to the creation of the President's Committee on Fair Employment Practice. Civil defense is a burning issue, particularly in metropolises that fear becoming air raid targets. Chicago alone already has tens of thousands of civil defense volunteers learning enemy aircraft detection, blackout procedures, chemical weapon defense, first aid, and other emergency operations. Organizations like the Freemasons still have lots of political clout, while organizations like the Ku Klux Klan are not yet gone. The Midwest crime syndicates of the 30s are largely broken, though many smaller syndicates operate under the radar of law enforcement, their bosses hiding behind legitimate businesses while appearing to have no connections to crime.

Western United States: High unemployment and labor unrest has led many Westerners to flee into the Mythic West where they can try to live out their fantasies inspired by cowboy movies and the Western genre. The gateways to the Mythic West are often small mining towns and horse ranches that, by clinging to the old ways of the West, coexist comfortably in both worlds. It is these 'open' gateways that allow anyone heading west to reach the Mythic West, if they so desire. There is a racial prejudice at work here, though; since most people do not picture the Japanese as being part of America's mythic past, these people have largely not been able to enter. Back in the real world, Japanese American face strong prejudices, though not yet as strong as against blacks in the South.

Canada: The Great Depression was even harder on Canada than most countries because of their dependence on export income back when world trade collapsed. Because of its closer ties to Great Britain, Canada has been officially at war with Germany since 1939. The 1st Canadian Infantry Division was briefly in France in 1940, but since then have been defending Great Britain. Back home, Canada is still mobilizing a larger army and modernizing. Like the U.S., they are investing heavily in the defense industries. This and massive spending by the government is creating jobs to get Canada working again. Large expanses of Canada are still rural or wilderness. These wild, lawless regions are only brought to order by the diligence of the Mounted Police, or Mounties.

Mexico: Colima, Mexico, is rocked by a bad Earthquake in April. Though there may be sympathizers among the people, the government is anti-Nazi. Merchant ships belonging to Axis countries have been seized. A weak economy, fluctuating currency values, and the fact that Mexico has never fully industrialized has hurt them. Far behind their neighbors medically, Mexico suffers endemics and deaths even from diseases like measles. But there are sources of relief too. Mexico has a blossoming movie industry, wildly popular professional wrestling, and northern parts of Mexico can sometimes access the Mythic West.

Central America: No country that traded internationally was immune to the Great Depression. Belize, though, a British colony, is seeing some recovery from providing labor and troops to Great Britain. Most other Central American countries are too weak, or have militaries too weak to be considered of any importance for the ongoing wars around the world. Some, like El Salvador and Guatemala, suffer from cruel dictators of their own. Some, like Honduras and Panama, are strongly pro-United States (Panama's democracy being strongly influenced by U.S. sovereignty over the Panama Canal within their borders). Some are both, like Nicaragua, with a strongly anti-German dictator (though, in this case, it is out of a desire to seize German ships and land from German immigrants).

South America: The independent countries of South America remain officially neutral, though all for different reasons. Argentina and Uruguay are pro-British, with Argentina being one of their major exporters of food. Brazil has pro-U.S. leanings. Some countries, such as Bolivia and Paraguay, are still ravaged by internal and external wars and of no consequence on the world scene. Paraguay is a dictatorship. Chile is too busy rebuilding its economy to bother with the outside world. Other countries, like Colombia, Ecuador, and Peru, are distracted watching their mutual borders. Ecuador and Peru are currently building up to war on each other, unless tempers there are quelled. Peru, additionally, has been teetering on the brink of civil war ever since the Great Depression hit. Venezuela is a dictatorship, but one of the world's most lax dictatorships at this time.

The loyalties of British Guiana are clear from the name, but the colonies of Dutch Guiana (modern-day

Suriname) and French Guiana have been a more complex matter since France and the Netherlands fell to Germany. Germany would surely love to secure a toehold in South America by occupying both colonies, but are unready to battle neighboring British Guiana and have won no allies in South America to support them. There are talks with the U.S. to allow them to come occupy Dutch Guiana and defend it, but as of June 1941 it has not happened yet. The most significant kind of South American H&H campaign, then, would be to have the Heroes positioned there to stop Nazi agents from winning such allies and to prevent occupations of the colonies.

For more H&H, visit <http://sites.google.com/site/hideoutsandhoodlums/>

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