

The Trophy Case

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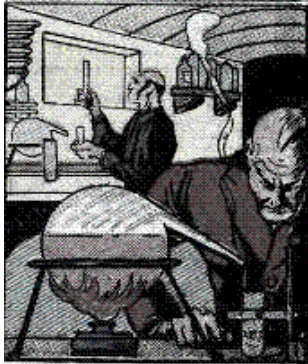


H&H

Swoops to the Rescue!

In the Hideout...

--Scott Casper--



This issue marks a big step forward for The Trophy Case, with our largest number of writers yet. With this, the newsletter takes another step forward towards being a professional periodical.

To a large extent The Trophy Case will not change in focus. It will continue to offer

coverage of H&H, Golden Age comic books, strips, and pulp novels, and other RPGs that emulate them. We're going to slowly branch out into the Silver Age, as material for it becomes available. This is one change that has been asked for by H&H's fans and TTC has to be responsive and grow to meet these needs.

H&H has always been a marginal component of the OSR - Old School Renaissance - movement. That is unlikely to change, but TTC could definitely play a larger part. We have seen it once already with an in-depth review of *Dicey Tales*. What *can* change is to make sure that TTC better represents all Golden Age superhero gaming. This will require more outreach to other creators and making sure they understand that TTC is somewhere they can plug their games and products.

At some point, as TTC continues to grow and become more professional, this newsletter should become a for-sale newsletter. We're not there yet and this will continue to be free for the near-future, but I want the readership to know my intentions so it won't catch anyone by surprise later. If things work out, I should be able to start paying for material, albeit a nominal pittance.

In the meanwhile, I can only offer big, hearty thanks to this issue's contributors. Walt Jillson has been featured in TTC before. With this issue, he becomes our Silver Age Specialist, tweaking the rules bit by bit to conform to the power inflation found in superhero comic books 20+ years after the debut of the genre. Jason Johnson very ably plays Dr. Fate in one of the online H&H campaigns and, in the course of that game, has questioned quite a few assumptions about how spells should work and how skills would work in H&H. Within these pages, you'll get a chance to see how he's expounded on some of his thoughts. Bob Druschitz happens to be, not only a close friend, but also the second person to play Captain Liberty in the original online H&H campaign. Some of his thoughts as to how and why Superheroes should be able to wreck non-corporeal undead grace our Q&A section.

Speaking of contributors, one of the biggest thrills in this whole H&H business so far has been publishing

someone else's adventure module, made using my own game system. *Sons of the Feathered Serpent* is not just a joy for me, though, but a must-have item for any H&H fan. It's my pleasure to finally start paying Steve Lopez his nominal pittances for this, even if it was a labor of love, as he keeps telling me.

And speaking of labors of love, I'm still laboring on *Supplement IV: Captains, Magicians, and Incredible Men*. Short of a miracle, it's looking unlikely to be completed by October as I had hoped. I can only assure you that it will be worth the wait when it is done! In many ways, Supplement IV will be the culmination of all H&H has led up to; the language kit, if you will, for a whole new way of talking about the Golden Age of Comics and its specific heroes and villains. To whet your appetite, and show you better what I mean, I'm going to start showing off glimpses of Supplement IV in each issue of TTC until the book is ready!

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Does a 3d6 Stat Roll Really Work for a Superhero Game?

By Walt Jillson

This will, God and the Editor willing, be the first of a series of three articles on converting Hideouts and Hoodlums to the Silver Age of comics. Little is needed, really, beyond the Golden Age rules Scott has crafted, but by the beginning of the Silver Age, many of the paradigms of comic book heroes have changed, at least somewhat. Generally speaking, most comic book heroes would tend to begin the game with higher stats than ordinary mortals, in a period in which the fighter types without any actual superpowers can pretty well sweep the floor with ordinary hooligans, and even such previously swooning sidekicks as Lois Lane are studying martial arts.

The Fighter would have to be tougher than normal just to get his start. Even if he was some really weenie kid who got picked on, and learned martial arts from the Korean janitor at his school, he'd be able to handle most ordinary people by the time he was first level. This is hardly consistent with an average Str, Con, Dex.

The Superhero compensates somewhat by adding his Str and Wis to determine what he can actually accomplish physically, but even here, I think that most of his stats should be above normal. Even Tony Stark, who would have an extremely low Str, Con, and Dex for the bullet in his chest, makes up for these things with his armor. Peter Parker starts out a real wimp, but after the spider bite, he is throwing around professional wrestlers.

Even Magic-Users usually get some kind of (minor) martial arts training, so that they can at least fight well enough to go toe to toe with ordinary bruisers, and possibly keep away from those they cannot beat.

Here is what I would propose. All player characters roll their stats up on 2d6+6, rather than 3d6. This gives an average of 13, a maximum of 18, and a minimum of 8.

That, IMHO, sounds like a better range for even a minor super like the Question, the Huntress, Green Hornet, Daredevil, *etc.* It averages 2 points higher than human normal, allow a reasonable

chance for some very high (though not superhuman) stats, and yet still allows for a few low stats, that could probably be roleplayed as disadvantages of some sort.

Granted, it changes the balance of the game a little, but only a little. The average first level Fighter man or Superhero could probably go into a bar and beat any ordinary man in it, though he'd have only a slightly better than average chance of beating two, and he'd be pretty well outclassed by three. It also would put a little of the "super" into the game at first level.

Mobster Spotlight

BULETTE

By Salvatore Macri [Reprinted, with permission, from the Swords & Wizardry The Monster Book. - SC/Editor.]

Also known as the landshark, the bulette is a terrifying predator that lives only to eat. A bulette mostly resembles a shark or an armadillo. It is about 9 1/2 feet tall at the shoulder and 12 feet long. It has blue to dark brown turtle-like plates and scales that cover most of its body and form a large crest on its back, which it uses to burrow under ground. It walks on all four legs that have large thick claws and has strong beak-like maw. The name landshark was given to the bulette because when attacking, its crest often breaks the ground. The flesh exposed underneath the bulette's raised crest has an AC 6 [13], while the creature's eyes possess an AC of 4 [15] (-2 to hit). Bulettes will eat horses or humans.

Bulette: HD 9; AC -2[21]; Atk claw (3d6), bite (4d12); Save 6; Move 60 (burrow 15); CL/XP 9/1100.

[Editor's note: bulettes are not indigenous to Earth, but a mated pair of specimens fell to Earth aboard a spaceship that crashed in the Huron Mountains of Michigan.]

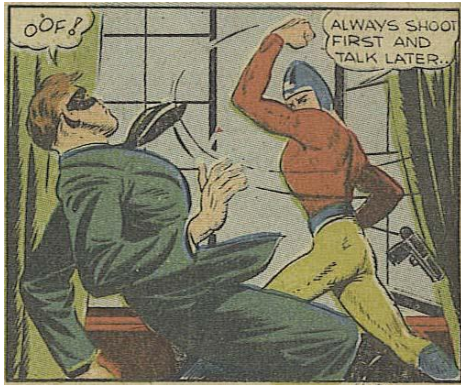
DEVIL SLIME

Armor Class: 6 [13]
Hit Dice: 2+1
Attacks: claw (1d8), bite (1d4)
Special: surprise 3 in 6, transformation
Move: 30
HDE/XP: 4/160

A devil slime usually attacks by jumping out of a body of water and attacking a nearby target within 15 ft. Anyone clawed by a devil slime must save against poison at -1 or be infected. Over the next 5-8 turns, slime will spread over the victim (assuming the size of a full-grown human) until completely covered, at which time the victim transforms into a devil slime. The slime can be burned off before that happens, as long as the victim also takes points of damage from fire equal

to the number of turns that have elapsed since infection (unless resistant to fire).

A devil slime is an amphibious creature, resembling a giant frog, but with malformed and stubby legs and human-like arms that end in webbed claws. Devil slimes are mistakes of mad science, often rejected by their creators.



Q&A with the Editor

Lots of these questions come up during actual game play. The first answer was co-written by Jason Johnson and Scott Casper in the OOC folder of the ongoing Paizo board H&H campaign.

Q: How do guns apply to the Protection from Normal Missiles spell?

A: Anything that is primarily an anti-personnel weapon should be considered a 'normal' missile. Edge cases would be things like shrapnel, landmines, bombs and grenades. I wonder about .50 cal heavy machine guns though. They were mixed anti-personnel/light vehicle weapons so who knows. Then there are the odd things like flame throwers and bang-sticks/knuckle guns, not to mention the 1941 era soviet PTRD anti-tank rifle that was used by some snipers in an anti-personnel role.

If the weapon is not necessarily an anti-personnel weapon only, that roll a d6 with 1-3, protected, 4-6 unprotected. The Editor can decide if this roll should be made once per casting of the spell or once each turn.

This second question was posed by Bob Druschitz on the Rpol campaign board and I'll include his detailed reasoning before my answer.

Q: Why can't superheroes wreck non-corporeal undead? The wrecking mechanic never seemed to specify non-corporeal undead as being unaffected, and since this *isn't* D&D, without a plethora of magic swords being available, how else are we supposed to fight such monsters?

How would Superman deal with a ghost? He'd probably find a way to punch it or affect it with x-ray vision or discover it was really a trick of the

light that Lex Luthor developed to defeat him in some way shape or form. But would he pick up a silver long sword and challenge it to a duel? Most likely not.

Superheroes, with supernatural powers should be supernaturally able to affect such supernatural things.

Without this, the difficulty of fighting such undead goes up considerably. Unless you wish to up the availability of items that affect said monsters, but I like the game for the fact that it *isn't* D&D, and have no wish for the Captain to be wielding a +1 mace.

...or you should be multiplying the experience we get from their defeat.

A: A wise Editor makes it possible for the Heroes to find something close by that can be used as a weapon when any mobster that needs special weapons to hit is encountered, whether it be a special lamp that can burn shadows, a cross that can hurt wraiths, or magic bullets that can stop a demon.

That said, a clever player may come up with a good rationale for being able to wreck something that should not normally be wreck-able, such as "my Superhero's powers are mystical in origin, so it makes him magically attuned to wraiths" or "because my Superhero is an android using fire to wreck, the brightness of the fire should be able to hurt shadows." Fine - a wise Editor is also flexible. I would recommend allowing the wrecking roll - but with twice the normal target number, unless it would be automatic.

Comic Book World

Back in 2007 and 2009 I took in-depth looks at the first two issues of Captain Marvel in Whiz Comics for my blog (see <http://scottenkainenland.blogspot.com/2007/10/origin-of-captain-marvel-annotated-p-1.html> and <http://scottenkainenland.blogspot.com/2009/01/captain-marvel-annotated-whiz-comics-3.html>). By that already cushy schedule, I'm a year behind on the third issue's analysis. So, without further ado, the annotations for Whiz Comics #3b (so called because they re-used the #3).

That Billy Batson is not suspicious about being lured out into the countryside to find a rocketship being built should not seem too naïve. The spaceships in H.G. Wells' 1901 First Men on the Moon and C.S. Lewis' 1938 (though not published in the U.S. until after this comic book was published) Out of the Silent Planet are both launched from rural back yards. It seems a common misconception of the pre-Space Age that once a method was found to travel in space, it would be so easy it would be accomplished by a few people working in secret.

The location of the Village of Belairs would be a great clue about what city Billy Batson is really from if there was a way to trace this village to a real life location. Given that it is an "out of the way" village, it is unlikely to be the Bel Air neighborhood of Los Angeles, California, even as early as 1940.

Sivana, disguised as Professor Xerxes Smith, shows considerable cunning in getting Billy Batson aboard the rocket. Rather than force Billy on board, or even ask him to come along, he initially tries to shoo Billy away and appears to only reluctantly let Billy talk him into coming on the trip to Venus.

Of course, this is only cunning if Sivana had indeed planned to lure Billy to Venus. There seems to be no explanation for why Sivana invited Billy by an anonymous invitation. On page 7, Sivana claims this was all an elaborate hoax to lure Billy into this trap on Venus, knowing he is secretly Captain Marvel, but on page 3 Sivana shows surprise when he sees Billy transform into Captain Marvel. Further, though we see the invitation on page 1, we do not see it actually addressed to Billy. It is just as possible that Sivana had intended for the anonymous invitation to reach someone else and it only accidentally passed into Billy's hands - which would explain why Sivana initially tried to shoo Billy away, only to change his mind as soon as he changed his plans. The note seems to be for a reporter, as it specifically mentions there is a news story in this, but what other reporter could Sivana have wanted? If we ignored company lines, it would be fun to think that Sivana could have wanted Clark Kent, or even Tintin. More on this a bit later.

One moment of naivete that Billy cannot be forgiven for is when he agrees to wait until they reach Venus to broadcast to the world about the spaceship and his journey. Surely Billy does not believe his radio backpack has that kind of range, though Sivana/Smith might have convinced Billy between panels that he had an invention aboard the ship that would be able to contact Earth.

It is also interesting that Venus is said to be 30 million miles from Earth when they land. At its closest, Venus passes 26 million miles from Earth, which seems like it would have been a more practical time to make the trip. The author may, of course, have not done his homework. Perhaps this was not common knowledge in 1940. However, the likeliest reason is because Sivana needs to fetch someone from Venus right now to keep his master scheme on schedule (more on this later).

When the first Earth spacecraft in real life made the trip to Venus in 1961, it took 97 days to make the trip. Though the story does not specify how long it took for Sivana's craft, if we assume the

story takes place during the month between issues of Whiz Comics, then it may have taken only two weeks for Sivana's rocket to make the same trip. This would mean the rocket was traveling at a steady 77,380 MPH (nearly Mach 11), or even faster for part of the trip. The fastest speed ever attained by a manned vehicle, the Apollo 10 rocket, was less than one-third this speed.

The terrain on the part of Venus where they land seems to be semi-tropical, with fog or mist that comes and goes between panels. The flora includes fern-like trees and other trees that look like palm trees. Some of the trees have red, round fruit that grow in clusters like many tropical fruits do. Some plants appear to just be giant blades of grass. The strangest trees have long stems, no visible branches, and clusters of white leaves that grow several feet apart from each other up the stem. Only some hills seem to be grassy or forested, while others are rocky and barren in the same vicinity.

The fauna of Venus is even stranger. Billy first encounters a yellow or gold dragon. This dragon exhibits no breath weapon, but has a tail with a stinger on it. The dragon also appears to only have one back leg, though the other leg is perhaps somehow concealed by the tail. It appears to be about the size of an elephant. In D&D parlance, this is more likely a wyvern than a dragon.

The next monster Billy (now as Captain Marvel) encounters is said to be a giant eagle, though it looks more like a giant condor or vulture with what appears to be a very long, barbed tail instead of a short and feathery tail. Weirder, instead of laying its eggs in a nest and waiting for them to hatch, this bird drops its eggs from a great height and lets them shatter. Each egg contains roughly eight black tadpole-like larvae with crab-like claws that somehow grow into birds later. The larvae are born able to move about and hunt for food. They are only one foot long, with one-foot tails.

The Venusian Frog-Men were stated in Supplement I and described there as being six to seven feet tall, though that is hunched for leaping. At full extension, they are probably closer to giants. Somehow the frog-men take Captain Marvel as their prisoner. Unless there are more frog-men than just the four pictured (he easily bests five of them on page 8), it seems unlikely that they actually defeated Captain Marvel. More likely, Capt. Marvel surrendered in order to protect Sivana/Smith from the battle, since Marvel is still not onto Sivana's deception yet at this point.

The Palace of the Empress of Venus has towers at least five stories high. It is apparently the frog-men who built it. Although the frog-men do not

seem to speak, they can be made to understand instructions and perform such complex tasks as knot-tying.

It is interesting how Captain Marvel is held prisoner by being tied to two 50-ton weights. Captain Marvel never escapes his death trap by lifting the weights, but by cracking the pillar the weights are suspended from. This would seem to indicate the Captain's maximum lifting capacity is under 100 tons.

So, Captain Marvel's death trap is to be tied down by these heavy weights while a giant monster that appears to be a cross between a frog and a (to use D&D's parlance again) carrion crawler eats him, but why on Venus? Would it not have been easier to transport the monster to Earth and trick Captain Marvel into becoming his prisoner and weight him down there?

One reason is because Beautia, the Empress of Venus and Sivana's daughter, is on Venus and Sivana needs her for the next part of his master scheme (as mentioned earlier). But another reason seems to be made clear when Beautia asks Captain Marvel if he wants to be her emperor and Sivana seems just fine with this suggestion. Rather than being an off-hand comment, it is more likely, based on Sivana's reaction, that Beautia was expected to make this suggestion. So Plan A, at this point, would seem to be to convince Captain Marvel to marry Beautia just to escape this trap and get back to Earth, while Plan B is to kill him if he refuses. And that is still assuming that Sivana actually knew Billy was Marvel all along. It is still possible that Sivana had planned to shanghai someone else to become Beautia's husband and altered his plans only on learning who Billy could become.

It is an underutilized use of the Wisdom of Solomon that allows Captain Marvel to reproduce Sivana's rocket ship. Mastering technology is usually seen as a product of intelligence rather than wisdom, but this power seems to be broader than just that. This power would also be problematic for statting Captain Marvel in H&H if inventing things were restricted to the Scientist class. It would be necessary to retain the ability of Superheroes to invent things, as detailed in Book II.

Beautia turns up a week after Billy makes it back to Earth at the "Empress of Beauty" contest, representing Venus. That a "Miss Kentucky" is also in the contest, though, seems to suggest this is actually the Miss America Pageant, which began in 1921. This would also date the story as taking place in September, which will shortly be important.

That Beautia is not disqualified from winning by representing another planet is no surprise when the judges are all male. When the narrator says

Beautia's beauty acts as a drug on males, it is likely not just because Beautia resembles movie star Betty Grable; we can assume this is literally true somehow. It is possible that Sivana has chemically altered her to release pheromones that affect men.

It is one of the most brilliant pieces of characterization for Sivana that he not only thinks he deserves to rule the United States, but that he thinks he's being *reasonable*. His outrage that President Roosevelt is not answering his letters demanding the President cede power to him is a comic master stroke.

At last, on page 11, Sivana finally reveals the final phase of his master plan - to release a paralyzing gas from his machine that will make every man, woman, and child his slave. At that point, Beautia will become their empress. But how does paralyzing people make them slaves, and how is Beautia's role important in any of this?

One possibility is that Sivana plans to seize power during the time that the entire U.S. is temporarily paralyzed. When people become un-paralyzed and discover Sivana has taken over, Beautia's pheromones would hamper any man who tried to stop him. Another possibility is that the gas would amplify everyone's susceptibility to the pheromones, so that even women and children would become docile around Beautia. In this case, Sivana was only being figurative when he said this would "paralyze" the nation.

The beauty contest even figures into this plan by making Beautia a famous person before Sivana takes over. People who recognize Beautia would be more likely to stop and listen to her and be "drugged by her beauty."

But this is still Sivana's Plan B. What if Captain Marvel had agreed to become Beautia's emperor? In one sense, the combination of "the carrot and the stick" that would be Beautia and Captain Marvel would virtually guarantee no resistance to Sivana's takeover. But also, Sivana may just be showing old-fashioned chauvinism here, preferring to see a man in charge than even his own daughter.

Also fun to reconsider, in light of this, are our earlier candidates for possible other intended victims of Sivana's Plan A. Would Tintin and Beautia's combined charisma have been an unbeatable combo? Could Sivana have guessed Clark Kent was really Superman and wanted him instead?

Another delightful and subtle comic touch is that Sivana needs the hired thugs Joe and Spike only because the valve he built on his own gas machine is too hard for him to budge himself.

Once Captain Marvel dispatches the thugs and wrecks the machine, the story is wrapped up all

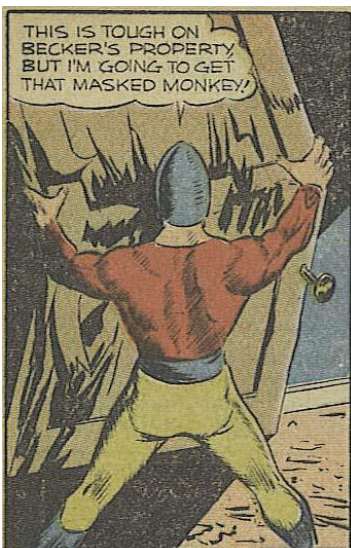
too quickly with Sivana and Beautia having simply slipped out of the room when Capt. Marvel wasn't looking. While, throughout the story, we have had to guess at Sivana's motives because of the lack of thought balloons, we get to see hearts over Beautia's head before she escapes, signifying that she is truly crushing on the good Captain. Perhaps it is to impress him that Beautia leaves her trophy from the contest behind and a handwritten note that, humorously, calls him "marvelous".

A long misunderstood fact about Captain Marvel has always been, is he Billy in the form of a man, or a different being who trades places with Billy? In the first two adventures of Captain Marvel, the latter seemed to be the case, but in this issue Captain Marvel blushes like a boy at Beautia's note, as well as showing resistance earlier to Beautia's drug-like beauty. This, then, is the first issue to raise the suspicion of the first theory. Perhaps the real explanation is, Billy and Captain Marvel are either, depending on the whims of the writer.

In conclusion, the fact that it took over two pages of small text to explain 12 pages of a comic book may suggest that the writing was poor and muddled. Such is not the case. The unanswered questions found in these early adventures of Captain Marvel's are the source of their senses of wonder and whimsy, two of the hallmarks for what made his adventures so special. This adventure in particular, with its remarkable travelogue of Venus, begs for further pondering - and might be the inspiration for an H&H adventure module someday...

Sources:

Whiz Comics #3b has been reprinted in The Shazam Archives, vol. 1, by DC Comics, but can also be found at The Digital Comic Museum, at <http://digitalcomicmuseum.com/preview/index.php?did=9918&page=1>



Also consulted:

<http://www.marvelfamily.com/faq/mfinspiration.aspx>
http://en.wikipedia.org/wiki/Orders_of_magnitude_%28speed%29
<http://curious.astro.cornell.edu/question.php?number=564>

An Alternate Skill System

By Jason Johnson, with help from Scott Casper

[Careful H&H readers may be wondering, "What skill system did we already have?" The short answer is that the save vs. plot mechanic can be used to quickly resolve questions like, "Can my hero fly a plane?" A successful save vs. plot means the hero has whatever skill he needs for the plot, at that moment and an unsuccessful save means he doesn't.

What you will read below, however, is a more complex mechanic that will take class more into consideration. Use whichever you like when playing H&H.-Scott/Editor]

Background should be the deciding factor when determining if a hero has a given skill or not. A speedster with a background as a mid-western farm boy would have a better chance to understand train-switching procedures than a playboy magic-user from Providence. The speedster player could easily argue that they spent their youth racing trains and therefore paid close attention to them. The playboy in turn would have a grasp on the upper crust of East Coast society, the big politicians, the captains of industry, the old money, and the criminals trying to ape them. This deals with the easy questions, but sometimes the background is not a clear guide. Does Suicide Jack, east coast playboy and Mystery Man, know how to turn a radio receiver into a transmitter, or rig an engine to fail when used at maximum power?

This system is based on class and level. The idea being that class can limit the time and need for other skills and as a hero grows in ability they also grow in ways that are not listed on the character sheet.

Superheroes: 3 or 4+level in 10. The deciding factor between 3 and 4 here would be the presence of powers similar to the skill, such as a first level hero with travel-related powers having a 4 in 10 chance to fly an auto-gyro, but a 3 in 10 chance of making a really, really good sandwich.

Speedsters: 2+level in 10. Though often shown in the comics as being super-fast learners, this is balanced against a speedster's obsession with all things zoom, not to mention the fact that speedsters are already spoiled with special abilities.

Magic Users: 1+level in 12. Studies tend to preclude non-esoteric areas of knowledge and most skills can be replaced by spells. Also worth considering would be tweaking the Summon Mobster spells to allow a Magic-User to summon a minion with a specific, desired skill. One idea would be to allow the summoning of a minion with a bonus on any rolls or saves made related to their skill equal to the level of Summon Mobster cast. It goes without saying that these minions will be humorously incompetent at combat or anything other than their dedicated task.

Paragons, Mystery Men: 2xlevel in 10. For example, a 3rd level Magic-User would have a 3 in 12 chance of flying a plane. If a Paragon Magic-User, he would be able to choose between that 3 in 12 or 6 in 10. A hero with more than one class would be able to choose the better chance as well.

Fighters, Aviators, and Villains: Automatic, unless their background really precludes them knowing, and then 1+level in 12. An example would be a Tarzan-type flying a plane, or a hardened Boston P.I. reading Ogham marks.

Mind you, once a hero has performed a skill by a lucky roll, they then should always do it automatically. The Editor could assign modifiers to a roll, like a penalty of +2 to the roll if trying to fly an alien craft. Alternatively, something really common, like driving a car, would either be an auto success or give a bonus modifier. Mind you, if you go with the positive modifier you might end up with someone you can fly a secret German reverse-engineered flying saucer, but not a Piper Cub, which would be odd.



Nazi Soldier Stats

By Steve Lopez

[I just use Fighter stats for all soldiers, even Nazis, when I run H&H. But this is a fine alternative! - Scott/Editor]

The Hideouts & Hoodlums roleplaying game contains plenty of material for Golden Age comics fun; there are all kinds of villains, animals, robots, and mythological creatures to choose from when populating a hideout. But I'm surprised that there are no specific stats for Axis soldiers, especially considering the game's setting and time period. Comic book heroes of the Golden Age are often seen giving German soldiers a well-deserved drubbing.

I considered modifying some of H&H's rank and file hoodlums to devise some soldier stats, but most of the game's hoods have some kind of "issues" (cowardly, drunk, or superstitious) which make them a bit inept to various degrees. I wasn't looking to create super-soldiers (well, actually I was), but I wanted to stat out some normal fighting men first as a kind of benchmark.

I flipped through some books and paged through some PDFs before I finally found a partial solution in the pages of Swords & Wizardry (which is sort of H&H's spiritual godfather twice removed on its mother's side). I took some S&W stats for various human soldiers, tweaked them around a bit, and within a few minutes I had some workable numbers for World War II Nazi soldiers.

Here are the stats I'm using for three different kinds of "regular Fritzes" in my Hideouts & Hoodlums games: common soldiers, low-level leaders (sergeants), and fanatics (which are a tip of the cap to the "berserker" rules from the old Squad Leader boardgame). Note that these are not official H&H rules additions.

Common Nazi soldier: (HD: 1; AC: 7[12]; Attack: rifle [1d6]; Move: 60'; AL: C; ML: 16; HDE/XP: 1/40). This is a normal Wehrmacht foot soldier.

Nazi sergeant: (HD: 3; AC: 5[14]; Attack: machine pistol [1d8 or automatic fire]; Move: 60'; AL: C; ML: 15; HDE/XP: 3/120). Sergeants typically command 4d4 common soldiers.

Nazi fanatic: (HD: 1+1; AC: 7[12]; Attack: rifle, bayonet, or knife [1d6]; Move: 60'; AL: C; ML: [see description]; Special: +2 to attack rolls; HDE/XP: 2/80). Fanatics need never check morale; they will continue attacking until they are killed. They enjoy an extra +2 bonus to attack rolls due to their state of battle frenzy.

These stats are for normal rank and file German soldiers. Elite S.S. troops should get +1 to their starting hit points, a +1 attack bonus, and -1 to all saving throws. Note that the +1 attack bonus is in addition to any other bonuses (so an S.S. fanatic would get a +5 attack bonus, two for his regular hit dice bonus, two for his berserk status, and one for his S.S. bonus). Such troops should also be

worth an extra 20 to 40 experience points (at Editor's discretion) compared to their normal counterparts.

If you want to create higher-level Nazi soldiers or villains, either use villains of the "Napoleon/Genghis Khan" variety from Book 2, or else just use the player character creation rules for whatever Class (Aviator, Fighter) foe you need.

Have fun! – Steve

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100 Random Clues

Sometimes the Heroes may need to know something to keep the plot moving in a scenario, like when examining the scene of a crime. These situations may not always be appropriate for the Editor to introduce a Plot Hook SCM, especially if the scene of the crime is a locked-up building at night.

Maybe the Editor knows in advance what the players need to know, but other times the Editor may need to come up with the details on the fly. In these cases, it does not matter so much what the Heroes learn, so long as they learn *something* the Editor can run with. In these cases, roll 1d100 and consult below. If the result can be fitted to the situation, run with it. The Editor need not even know how the clue makes sense yet, but can choose which sounds best of the theories the players come up with!

1. The murderers left with a single piece of paper that's missing.
2. All four of them were once partners in the same corporation.
3. There is a public notice in the newspaper addressed to the Hero and telling him to pick

up an envelope at the Post Office under a certain name.

4. An article in the newspaper about the murder names the next of kin.
5. An old newspaper clipping happens to mention a scientist who was once working on just such an invention.
6. The Hero learns that someone under police protection has suddenly taken the police away.
7. The police failed to recover a body from the river.
8. A little black book is blank except for one page of addresses.
9. The criminals left behind a matchbook with the name of a club on it.
10. A page is missing from a notepad, but if a pencil is rubbed over the next page, the impression of an obscure name can be seen.
11. The criminals always leave the same calling card at the scene.
12. The criminals left fingerprints.
13. The operator can give the last number dialed from this phone.
14. There is blood in the room, but none on the body.
15. A word is written in blood on the floor.
16. The body's shoes are missing.
17. A warning note has a hint of perfume on it.
18. There is a bloody footprint on the window sill.
19. The color of the mud matches mud only found in a certain area in these parts.
20. There is a puddle of water on the floor.
21. There had been a jacket in the room earlier that is not there now.
22. But he was left-handed!
23. There is a cigarette butt left at the scene of an unusual brand.
24. The dog didn't bark in the night.
25. Footprints outside are from a square-toed pair of shoes.
26. The footprints in the attic appear to have been a child's.
27. Several animals in the vicinity have gone lame recently.
28. This particular type of knot is commonly used by sailors.
29. There is a cardboard box with two severed ears packed in salt in it.
30. The criminal left a coded message, where every third word is meant to be read.
31. The bed had not been slept in.
32. The footprints lead to a pond. If the pond is searched, only a sack containing what appears to be junk is found.
33. Nothing valuable was stolen, just ordinary things like a ball of string.
34. There is a torn corner of a sheet of paper with just a few words on it.
35. There are no powder burns.
36. There is no sign of footprints, despite the mud or snow.
37. The door was locked, but the key is missing.

38. The broken glass is on the wrong side.
39. The footprints are an animal's.
40. The tire tracks seem particularly deep, as if the car was unusually heavily-loaded.
41. The kettle was left boiling on the stove.
42. The doorbell was rung, but no one was there.
43. Nothing was stolen.
44. No one heard a shot.
45. The letter was written in alternating good and shaky handwriting, suggesting it was written while in a car or on a train.
46. The fire smelt of burnt flesh.
47. A monogrammed item was left at the scene.
48. His finances show that he had been writing substantial checks to the same man.
49. Someone drew a row of dancing stick figures with chalk on the wall.
50. There is a bullet hole in the window sill, but no bullet there.
51. There is an untouched pile of cash in the room.
52. The flowerbed outside the room is trampled.
53. The bicycle tire tracks show that one tire had a patch.
54. There are two dirty glasses by a bottle of rum.
55. An un-dusty space on a shelf suggests something was taken from there.
56. There is a broken pencil tip on the floor.
57. There is a fresh cut in a wooden desk.
58. A broken watch gives the time the crime the time took place.
59. The wine bottle's cork was removed with a knife, despite a corkscrew being in the room.
60. The rug is soaked, but the stain on the floor underneath is not in the same location.
61. The clocks are set two hours back.
62. The note was written by someone with poor English skills.
63. There is no evidence of violence.
64. Despite the severity of the wound, surprisingly little blood is found by the body.
65. There is a theater ticket for tonight.
66. A little ivory box with a sliding lid has a hidden, poisoned spring inside it.
67. The flowerbed was not trampled.
68. The lights were switched off, so it would have been dark.
69. A matchbox has a worm in it.
70. No ordinary climber could have reached that window.
71. There are bite wounds on the neck.
72. The handwriting changes in the middle of the original manuscript, as if someone else had taken over writing it.
73. The gloves smell like tar.
74. There is a harpoon embedded in the wall.
75. There is a hint of bitter almonds in the air.
76. The person's identification has a different name on it than expected.
77. Some of the paint on the painting is fresh.
78. There are bones in the furnace.
79. The gun is still warm.
80. The fireplace is still warm.
81. Photographs were burned in the fireplace.
82. There was a pet kept here, but the animal is nowhere to be found.
83. There is a stack of unpaid bills.
84. There is an earlier copy of the will that names different beneficiaries.
85. A knife is missing from the kitchen.
86. The brake line was cut.
87. The bills are forgeries.
88. There is a photo of the missing person with a twin sibling.
89. There is a photo showing the two suspects together, so they already knew each other.
90. The diary entries grow increasingly paranoid, ending with "They are coming."
91. The diary reveals that there was a secret lover.
92. His correspondence indicates that he is/was an anarchist.
93. His book collection indicates that he is/was a communist.
94. His swastika armband indicates that he/is was a Nazi/Nazi sympathizer.
95. The outline of a gun over the mantelpiece indicates that one was kept there in the sunlight.
96. The dead plants indicate that no one has been around to water them.
97. There is lipstick on the glass.
98. There are glasses, but he/she claimed to have good vision.
99. His/her wedding ring is missing.
100. There are scuff marks on the floor, as if someone or something heavy was dragged.



SPECIAL FEATURE Duluth Gazeteer

The following expands on the Duluth sample metropolis description in Book III. It is a compilation of historical fact and fiction. I leave it to the reader to sort between them.

Duluth is still known as “Zenith City”, though it is a slowly fading city past its heyday. With a total population, as of 1940, of 101,065, Duluth is a level 4 metropolis. While not the safest place for novice Heroes to get their start, Duluth has quite a few characteristics that make it a good candidate for basing a campaign around. As a busy port, exotic characters could arrive in Duluth from anywhere. Strong with industry, Duluth could be a possible target for prewar saboteurs. It is reachable by land, sea, and air, but is still in a relatively isolated location (especially circa 1940). It is in a “borderland”, if you will - an underdeveloped wilderness between Canada and the United States' bigger cities where all sorts of evil people and things could be lurking. Within a short drive is a state park, a national forest, a glacial park, and a bit further off is an Indian reservation and another country, offering a variety of settings for scenarios. Even Duluth's famously harsh winters could add challenge to scenarios.

Duluth is also a city noticeably past its prime. Pavilions where the idle rich once came from as far away as Chicago to while away their vacations have burnt down and remain only as ruins. Wonders like the three-story bridge over the Lester River fell into decay and have been torn down.

At 28 miles long and 3 miles wide, Duluth is Minnesota's fourth largest city and the seat of St. Louis County. It is a port in northeastern Minnesota, bordering Lake Superior and the city of Superior, Wisconsin, with which it shares the distinction of being called “the twin ports”. Geographically, Duluth is one big hill, starting at the bottom, the six mile-long Park Point sandbar (elevation 600 ft.) jutting out from the lakeshore, and ending at Williamson-Johnson Municipal Airport where it sits on the far side of the downtown area (elevation 1,427 ft.). Duluth's steeply-angled downtown streets are reminiscent of San Francisco. Down in the Duluth-Superior Harbor, the canal leading into the harbor is spanned by the Aerial Lift Bridge.

Climatically, Duluth has long, harsh winters and mild summers. During the winter, temperatures of below zero Fahrenheit and a foot or more of snow are not uncommon.

Ethnically, Duluth has a very large Scandinavian population, even sporting a Finnish-language newspaper and the Work People's College, a trade school for Finnish socialists, but is also home to immigrants from all over Europe and as far as Russia.

Commerce and Public Services: Ships on Lake Superior can reach any port along the Great Lakes and commonly carry coal, iron ore, and grain. Duluth is also an industrial city, with a cement plant, nail mill, wire mills, and

shipbuilding yards. The shipbuilding yards are based along the St. Louis River, in the neighborhood called Riverside.

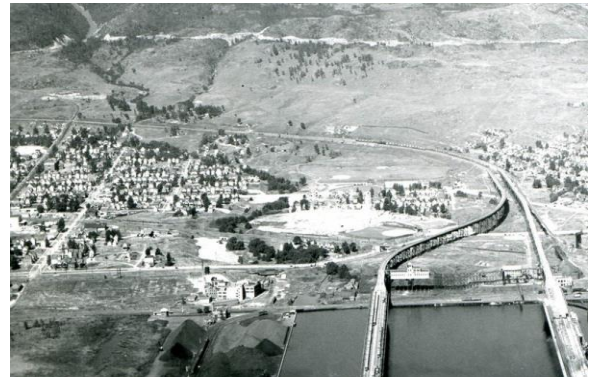
Educationally, Duluth offers the College of St. Scholastica, Duluth Business University, and Work People's College for higher education. Central High School overlooks the harbor. For news, the city turns to the Duluth News Tribune and the Duluth Budgeteer News.

The most prominent religions are the Roman Catholic Diocese of Duluth; the Episcopal Church, Diocese of Duluth; Endion Methodist Church; Bethesda Lutheran Church and the First Lutheran Church; and Temple Israel.

Duluth gets electric power from Duluth-based Minnesota Power & Light Co. Minnesota Power & Light primarily uses western coal to generate electricity, but also has a four small hydroelectric facilities named Little Falls, the Pillager, Sylvan, and Blanchard stations. Despite its abundance of rivers and creeks, the majority of its drinking water comes from Lake Superior - which is downhill of everywhere - hence the city relies heavily on pumping stations to move water.

Transportation: By road, Duluth can be reached by U.S. Highway 53, which stretches from LaCross, Wisconsin to International Falls, Minnesota; by U.S. Highway 2, which runs from Michigan all the way out to Washington State; and by State Highway 23, which runs from Duluth to South Dakota. Highway 61 is a newly paved road as of 1940. Following the same route is the Lakefront Line, with its freight and passenger trains (and, on Summer Sundays, the “Fisherman's Special” that drops off at trout streams). Greyhound buses run daily between Duluth and the Twin Cities, plus Wisconsin and Michigan.

Duluth once had an elaborate streetcar system and horizontal tram that went up the main hill of Duluth, but all of these services have since been shut down and the systems dismantled.



Major commodities shipped through Duluth's port include grain, limestone, cement powder, rock salt, clay, and industrial machinery. The Duluth,

Mesabi and Northern Railway transports mainly taconite, but was the earliest railroad to transport ore to Duluth. Duluth is served by six other rail lines, including the Canadian Pacific Railway and the Union Pacific Railroad.

Law Enforcement: Law enforcement, at least the daily operation of it, is the province of the Duluth Police Department. The St. Louis County Sheriff's Office handles administrative duties like licensing in the city, but mainly handles law enforcement in the rest of the county. The U.S. Marshals Service has a presence here, but only enough officers to guard the courthouse. As of 1940, the U.S. Coast Guard established a Duluth station, but the Coast Guard's jurisdiction ends at the port.

For the most part, Duluth will be tolerant of costumed vigilantes. It, at least initially, has no means of incarcerating super-criminals or otherwise unusually dangerous mobsters, who will either have to be transported to special FBI holding cells in Minneapolis, or handed over to the U.S. Coast Guard, who can keep criminals in the brig of ships far out on Lake Superior.



Classes in Duluth: The previous section details the various organizations of Fighters in Duluth. The highest-ranking Fighters are Sheriff Sam Owens and Coast Guard Major Ken Lessing.

There is no organization of Magic-Users in the city, though most local practitioners know each other. The most public Magic-User in town works in the rare books room of the Duluth Public Library. The eccentric wizard Layton Fournier is known, in certain circles, to spend half his time here in Duluth.

Duluth has no publicly known Superheroes, Mysterymen, Explorers, Speedsters, Villains, or Cowboys as permanent residents (yet).

Scientists can be found at the colleges and the U.S. Fisheries Station. There is an eccentric (you could say mad) scientist working from his home. This Mr. Smith is said to be working on a metal disintegrator.

Aviators can be found at the airport. None of them are particularly high in level. In fact, anyone higher than 4th level in Duluth is very rare.

Crime in Duluth: Aside from petty crime, most significant crime in Duluth can be traced back to the Lars Erikson mob. The mob controls all gambling in town, smuggles to and from Canada, and extorts from local businesses (usually not for protection, but more subtly, like making sure stores only buy supplies through them).

If the Lars Erikson mob was only operating inside the city, it probably would have been rooted out by now. But the mob's main base of operations is the infamous Reuter Mansion, the abandoned estate of deceased mobster Tyrone Reuter several miles northwest of town. It is rumored that Reuter Mansion has multiple levels of hideout beneath it and the county sheriff's office has been afraid to tackle the hideout after a disastrous attempt at a raid a few years back. Even the FBI, though aware of the mansion and its hideout, have made no assault on it yet.

History of Heroes: The earliest known instance of costumed vigilantes in Duluth came in 1939, a group that included such (relatively) famous crime-fighters as Amazing-Man, the Arrow, and Zanzibar, that made two short forays into Reuter Mansion's hideout.

In the months of May and June of 1940, another group of costumed vigilantes began to operate in Duluth, using it to stage an expedition into Reuter Mansion's hideout. This group included the Mountain Man, Spellbinder, Silver Scorpion, and Dice Morgan and, though they were believed to have been successful in clearing much of the hideout, the hideout seems to have a way of becoming restocked over time.

In July 1940, the Flash came to Duluth. Apparently, with Lars Erikson's mob weakened by the previous heroes, a new crime lord called Black Mike had taken over, but was stopped from acquiring Mr. Smith's metal disintegrator.

Duluth Encounter Areas

See the map at the back of this issue for the Census Tract locations, many of which roughly correspond to neighborhoods. Many neighborhoods are built on a slope and are known as Hillside rather than Uptown or Downtown. West Duluth and Eastern Duluth consist of communities that were once suburbs, since absorbed into Duluth, though well off of Duluth's main hillside.

A. Fitger & Co. / Lake Superior Brewery: In East Hillside, a neighborhood in downtown Duluth (Census Tract 17) is this block-long brewery and factory. Production is up to 100,000 barrels a year by 1940 on Fitger's Beer. They also produce Silver Spray Champagne and many fondly recall the candy Fitger's made during Prohibition.

There is a 1 in 20 chance per day of mobsters turning up here.

Allenfalls' Fine Apparel for Men, or other clothing store: On the east side of the Lincoln Park neighborhood of Downtown Duluth (Census Tract 27) is this 1-story garment store. Harry Allenfall is not quiet about tailoring suits for Lars Erikson.

There is a 1 in 10 chance per day of a mobster turning up here to pick up nice duds.

Chester Park: In Kenwood, a neighborhood in Hillside Duluth (Census Tract 4). A 108-acre plot of land with 2 ½ miles of hiking trail, part of which follows the rim of a 10-20 ft. deep gorge. The hillside on the north end of the park, known as Upper Chester, is a ski hill in the winter. The park is scenic, with wooden footbridges crossing over waterfalls. In the lower part of the park, or Lower Chester, is a cauldron (a glacial hole) called Devil's Hole. The creek that runs through the park pools in the gorge and is used for swimming. At the south end of the park, it disappears for the length of several city blocks as a subterranean creek.

Though Magic-Users have always been rare in Duluth, and magical duels rarer still, there is a tradition of holding them near Devil's Hole. Between 11 pm and 1 am, anyone within 100 ft. of Devil's Hole has a -1 penalty to saves against magic. For six hours before or after this two-hour span, Detect Magic spells detect a faint radiance emanating from the hole. Other than that, no explanation for the phenomena has ever been found. There is a 1 in 20 chance per day of 1d3 Magic-Users being here.

City Hall: Located in the Central Hillside neighborhood of downtown Duluth (Census Tract 19), the new City Hall (built in 1927-28) houses both the civic government and the police department in the same building. "The City Hall building was the second structure to be erected within ... the Civic Center. The main entrance to City Hall faces west and fronts on the landscaped Civic Center Plaza.

"Italian Renaissance in architectural character, major exterior materials of granite with copper spandrel panels and parapet walls. The building is 80 feet tall, as follows: 5 floors at the 1st Street elevation, 4 floors at the 2nd Street elevation, and 4 on the avenue, with the main entrance facing on the ... Civic Center Plaza.



"Ground Floor (1st Street entrance): This floor houses the Police Department, mechanical equipment, storage rooms, and tunnel to the Courthouse. Major materials include terrazzo floors, ornamental plaster cornices at ceiling, and travertine marble wall at the elevator lobby. Marble stairways lead to the 1st floor.

"First Floor: The major significance of this floor is that it houses the main building entrance and Hall of Mayors, and faces the Civic Center Plaza. The walls are lined with travertine marble with a botticino marble base imported from Italy. Floors--terrazzo; ceiling--ornamental; plaster cornices--coffer pattern.

"Second Floor: Central interior ceiling--terrazzo floors with integral base.

"Third Floor: Significant features include the courtrooms and Council Chamber. The Council Chamber has oak wainscoting with ornamental coffered ceiling. The courtroom is lined in oak paneling with ornamental coffered ceilings.

"Fourth Floor: On this floor is located the Mayor's Office and Mayor's Reception Room. The Reception Room is elegantly detailed in wood and plaster at the walls, with a coffered ornamental ceiling from which hang four crystal chandeliers."

The mayor, from 1937-1942, is C.R. "Rudy" Berghult, Duluth's first native-born mayor and, at that time, the youngest mayor of a major city (35 in 1940).

In the police force are 30 patrol officers, 2 sergeants, 1 lieutenant, and 1 chief, though the Editor may add however many policemen as he needs to crack down on any anti-heroes who get out of hand.

SCMs: Chief Kris Brouwer, Lt. Oscar Olson, Officers James Claybrooke, Todd Roeser, Ryan, and Kelly.

Darling Observatory: In Central Hillside, downtown Duluth, also known as the "West End" (Census Tract 19), more specifically on top of Point of Rocks. "The stucco building featured a nineteen-foot dome. Its telescope, mounted on

solid bedrock, had a nine-inch, 261-pound refracting lens with a focal length of 130 feet. The observatory included a lecture room that seated up to twenty, and Darling regularly conducted public sessions lasting up to three hours.” Despite being a private observatory, with all the sessions hosted by the aging Mr. Darling, thousands of people will visit each year.

There is a 4% chance of some astronomical event occurring, like a meteor being spotted, per day that might need the attention of Heroes.

SCMs: John Darling

Duluth Clinic: Found in the Central Hillside neighborhood of downtown Duluth (Census Tract 19). Founded in 1915, this was one of the country’s first multi-specialty practice groups. The four-story brick corner building has crenellation along the rooftop, making it look like a little fort. Most of the same physicians work at all the clinics/hospitals in Duluth.

Clinic care costs \$2 per hp restored, but they only have the facilities to heal up to 12 hp.

SCMs: Dr. Owen, Dr. John Lyon, Dr. Malcolm Hollenhorst, Dr. Brewer.



Duluth Curling Club: Found on the east end of the Scottish Hunters Park neighborhood, Hillside Duluth (Census Tract 6), the curling club has grown into one of the nation’s largest in the last 49 years, with annual Club Championship contests. It is housed in a rambling, three-story structure.

As popular a sport as curling is in Minnesota, the Editor may eventually wish to use a curling contest to resolve a scenario. The easiest mechanic for resolving curling would be to have each person (on a 4-man team) roll 2d20, add all 8 rolls together, and compare it against the opposite team - highest score wins.

Duluth Public Library: In Central Hillside, downtown Duluth, or “West End” (Census Tract

19), the “Duluth Public Library is located on a steep sloping site at the northwest corner of First Avenue West and Second Street in downtown Duluth. The Carnegie building is a two-story Classical Revival style building with a raised rusticated stone basement. The building is faced with brick and sandstone and is crowned by a low circular dome with oculus. Modifications to the roof occurred in 1908 due to structural design issues caused substantial interior damage. Despite the re-roofing, the design concept is still evident and restoration work on the dome has been completed in recent years. The main facade consists of a principal entry at the basement level of the portico. This slightly projecting entrance is supported by four Ionic columns and the words ‘Duluth Public Library’ are boldly inscribed on the frieze.

“Some of the interior features include the white marble staircase with bronze filigree balustrades that leads to the second level. The reading and the reference rooms were designed identically and located on either side of the staircase. The main difference between them is the carved sandstone fireplace found in the reading room. Stained glass windows are also a significant feature of the Duluth Public Library.”

The rare books librarian is a Magic-User and the rare books room houses numerous books of a mystical nature or on arcane knowledge.

First National Bank of Duluth: Found in the Central Hillside neighborhood of downtown Duluth (Census Tract 19), this 2-story bank and its columns used over 5 tons of Georgia granite.

There is a 4% chance per day of seeing 1d6 robbers visit.

Forest Hill Cemetery: Found at the south end of the Woodland neighborhood, in Hillside Duluth (Census Tract 1). Full of rich family mausoleums, the cemetery would be an ideal place for supernatural mobsters to hide.

Hill Hotel and Liberty Hotel: Two cheap, 3-story hotels found in downtown Duluth, “West End” (Census Tract 19). Cost: 75 cents per night (and up).

Lake Superior Zoo: Located in the Fairmount neighborhood on the far west side of Duluth (Census Tract 34), this public zoo has been around since 1923 and houses hundreds of animals, including African lions, jaguars, panthers, hippopotamus, hyenas, chimpanzees, giant tortoises, polar bears, and Bessie the Elephant, a popular attraction with an unusual penchant for being able to escape her enclosure. Kingsbury Creek runs through the zoo, with several bridges for foot traffic. The zoo receives up to 200,000 visitors a year.

There is a 1 in 20 chance per day of an animal escaping, a child falling into a cage, or some other need for a Hero at the zoo.

Lyceum Theater: In downtown Duluth, this is a "brick and brownstone structure with four massive corner towers and arched windows. The triple arched entrance had bronze doors and was surrounded by carved brownstone with theatrical masques, lions, and floral motifs." Since 1921 it has been a movie house.



Miller Memorial Hospital: In East Hillside, downtown Duluth (Census Tract 17) is this 5-story uninspired block of a building. Despite the Depression, Duluth managed to open this 50-bed public hospital in 1934. Most of the same physicians work at all all clinics/hospitals in Duluth.

Hospital care costs \$1 per hp restored, but they only have the facilities to heal up to 10 hp here.

SCMs: Dr. Owen, Dr. John Lyon, Dr. Malcolm Hollenhorst, Dr. Brewer.

Orpheum Theater: In Central Hillside, a neighborhood of downtown Duluth (Census Tract 19), this six-story, 1,600-seat theater has showcased performances by Mary Pickford, Charlie Chaplin, W.C. Fields, and the Marx Brothers. Jack Benny was a regular performer here before becoming famous on radio.

People's Brewing Company & Carmody Irish Pub: Located in the northeast corner of Central Hillside, a neighborhood of downtown Duluth (Census Tract 19) and just three blocks southwest of Fitger's. The pub sells its own home brew as well as many European beers. While Fitger's branched out into candy during Prohibition to stay afloat, the Gleeson's (who married into the Carmody's) also owned two hotels.

Spalding Hotel: Found in downtown Duluth (Census Tract 19). This 8-story hotel has over 200 rooms, a ballroom, and a coffee shop. Because of the steep slope it was built on, part of

the ground floor is actually underground. Cost: \$2 per day (and up).

St. James Home of Duluth: In Woodland, Hillside Duluth (Census Tract 1). A four-story orphanage with its own estate, run by the Catholic Diocese; an ideal place for young orphans to rescue - or even to recruit as kid sidekicks!

St. Louis County Jail: Found in the Central Hillside neighborhood of downtown Duluth, also known as the "West End" (Census Tract 19). The front side of the old jail features the following granite-engraved inscription, which run across the entire 114-ft. frieze near the top of the building: "The great privilege is given to all to develop strength of character, to lead clean and honest lives, to render diligent and worthy service, to help others and to be loyal citizens of the republic and obedient to its laws." The 4-story building is built in the Classical style of gray granite with lions' head motifs.

St. Luke's Hospital: In the Central Hillside neighborhood of downtown Duluth (Census Tract 19), five blocks northeast of the Duluth Clinic, is this private hospital founded by the Episcopalians. A six-story, red brick building, it is the oldest hospital in Duluth.

Hospital care costs \$4 per hp restored, \$200 for anti-venom treatment (allows a 2nd save vs. poison), and \$250 to cure disease (if a cure is known circa 1940), though this latter treatment is only handled with permission from the Episcopal Church (positive SCM encounter reaction roll required). As previously mentioned, most of the same physicians work at all clinics/hospitals in Duluth, just rotating between them.

The city morgue is here.

SCMs: Dr. Owen, Dr. John Lyon, Dr. Malcolm Hollenhorst, Dr. Brewer.

St. Mary's Hospital: In the Kenwood neighborhood, Hillside Duluth (Census Tract 4). St. Mary's is a private hospital run by the Benedictine Sisters of Duluth, who also own the College of St. Scholastica. The hospital is a white 4-story building with corner towers, an enclosed 2-story porch, and a covered walkway along the front of the roof. Hospital care costs \$4 per hp restored, \$150 for anti-venom treatment, \$200 to cure disease or \$400 to completely neutralize poison - but only if the sisterhood approves patients (positive SCM encounter reaction roll required).

For medical problems that cannot be handled by science, the sisters can bring in special priests with mystic rituals (read: Magic-Users). Most of the same physicians work at all clinics and hospitals in Duluth.

SCMs: Dr. Owen, Dr. John Lyon, Dr. Malcolm Hollenhorst (Chief of Internal Medicine here), Dr.

Brewer, Nurse Shirley Close, Nurse March, Nurse Bentley, Mortimer the Orderly.

Williamson-Johnson Municipal Airport: In Duluth Heights, in Uptown Duluth (Census Tract 3). Built at the highest point in Duluth in 1929, the public airport currently consists of three unpaved runways, frequently mainly by local, low-level Aviators.

U.S. Fisheries Station: this hatchery, built just off the Lester River in the Lester Park neighborhood of Eastern Duluth (Census Tract 5), is owned and operated by the federal government. It is manned by a superintendent and a supervisor, both of whom have cabins on the property. One of them is likely a low-level Scientist conducting experiments, as giant salmon and trout of 2-4 HD have been sighted on the Lester River.

There is a 1 in 8 chance per hour of encountering a giant fish along the Lester River.

Whitey's, or any other bar: Whitey's, a gin joint in the Lincoln Park neighborhood of downtown Duluth, the "West End" (Census Tract 27), is known for its stainless steel counter, horseshoe-shaped bar.

There is a 1 in 6 chance of a brawl breaking out here on any given night. There is a 1 in 12 chance of someone in the brawl being a hoodlum.



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Silver Age: The Age of the Neurotic Superhero

By Walt Jillson and Scott Casper

In this period, many heroes, like Spider-Man and the Hulk, are featured with lots of personal problems that tend to get in the way of their crime fighting. Even more traditional hero-types, like Mr. Fantastic, are not immune to hang-ups.

And maybe the Superheroes deserve it more. They do have some of the lowest XP numbers for advancement and some pretty stunning special abilities. Costume armor, if used, takes away one of their biggest disadvantages.

So, for a Silver Age Superhero, choose from or roll on the following table once for each Superhero or Speedster. At the Editor's discretion, this might be applied to other classes as well.

Super Hero Personal Problems:

1. Death or loss of family member or supporting cast member.
2. He is being audited by the IRS.
3. He is diagnosed (falsely) with a terminal disease, that arises from the same source that his powers did. (*E.g.*, the radioactive spider is believed to have given Peter Parker cancer).
4. He has lost his job (or fortune, if wealthy) and is being evicted.
5. A villain (Napoleon, Genghis Khan, or Mad Scientist maybe) has framed him for a murder or bank robbery, and no one believes his explanation. He is on the run from the cops.
6. He acquired an un-wanted, would-be sidekick, who constantly gets in the way, gets captured by the bad guys, discovers his secret identity and gives it away, *etc.*

7. The Hero is in love with someone else who can't decide between the Hero and someone else.
8. The Hero has a monstrous appearance that terrifies people and cannot change out of it.
9. The Hero has an alter ego, when out of costume, who has a handicap - lame in one leg, blind, *etc.*
10. The Hero has an alter ego who cannot remember anything he did as a Superhero.
11. The Hero is a minor and still has to live with/follow the rules of his parents/guardians.
12. Meteor Madness: Meteor crashes nearby and its elements weaken the hero, or turn him evil, while he is exposed to it.
13. Time Travel Terror: Someone from the future (a good guy) comes back in time thinking he has to stop the Hero.
14. Amnesia Anguish: Meteor crashes nearby (or pick your own *Deus Ex Machina*), causing the superhero to lose his memory.
15. Dark Side Danger: An atomic accident, or some such thing, creates an evil duplicate of the Hero who wants to replace the original.
16. Double Dark Side Danger: As above, but there is no difference in appearance, so everybody thinks the hero has turned evil.
17. Father Knows Less: A partial message from the hero's father or other mentor is found, just enough of a clue to really drive him nuts (and possibly serve as a plot hook).
18. Devil May Care: A demon, super-powerful alien, or maybe even the Archfiend himself is responsible for the Hero's powers and keeps expecting favors in return, or a bigger payback in the end.
19. The Incredible Shrinking Superhero: Fooling around with a mad scientist's device causes the hero to always be three feet tall, or maybe even smaller. Particularly in a solo campaign, the Hero could be stuck at the size of an ant.
20. Double Trouble: Roll twice on this table, and combine the two to cause extra insanity.

Most of the time, the neurosis (or situation that could cause a neurosis) already poses its own difficulties for the Superhero which will often result in having to be role-played out. However, at the Editor's discretion, a game mechanic penalty might apply as well. Whenever the Superhero is down to half his hp or less, the neurosis flares up and distracts the Hero (who endlessly monologues about his angst), causing a -1 penalty to all attack rolls, saving throws, and even wrecking things rolls until the Superhero has had a chance to heal back above half his hp.

Further, any time the player rolls a 1 on a d20, the problem shows up in some more concrete manner (IRS agents at the door of his stronghold, unwanted sidekick shows up in the middle of battle, the evil duplicate turns up for a rematch, *etc.*).

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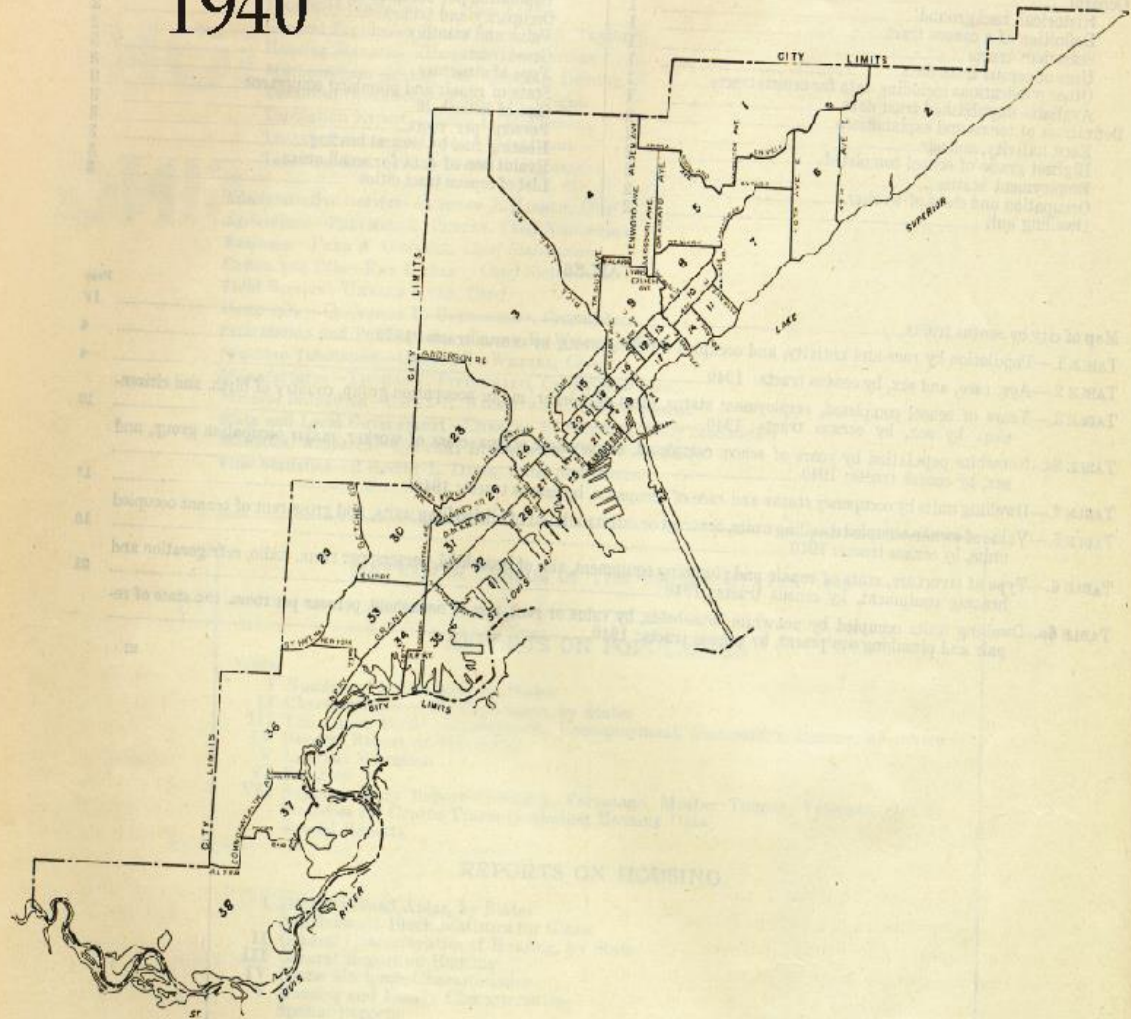
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