

HIDEOUTS & HOODLUMS



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Book Two: Mobsters and Trophies

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™. EZ-BAKE OVEN is the trademark of Hasbro.

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ABOUT GAME MECHANICS: Italicized text will be taken from the S&W Boxed Set rules with little modification, only replacing the names of mechanics that have been replaced. The retained game mechanics from S&W are equally applicable to any genre. All other material is new to this edition and specific to the comic book genre.

MOBSTERS: Mobsters are, specifically, criminals belonging to a mob, but the term will also be used

throughout this work as a general term for anyone or anything encountered within a hideout. When the mobsters are men, this terminology will make good sense. When the mobsters are of different types or categories, such as undead, constructs, plants, or animals, they may be referred to as one of these types if it makes the text clearer to distinguish them so.

There's not a lot of detail given about the mobsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. That said, each mobster will be described in the following terms:

Mobster “to-hit” Rolls

If you're using the Ascending System AC, mobsters roll a d20 to attack, add their Hit Dice to the number (maximum bonus of +15), and if the result is equal to or higher than the defender's AC, the attack hits and does damage.

If you're using the Standard AC System, mobsters roll a d20 to attack, add their hit dice to the number (maximum bonus of +15), and the die roll is compared to the table below. If the attack roll is equal to or higher than the number on the table, the attack hits and does damage.

See the Attack Roll “to-hit” Table in Vol. 1.

No. Appearing: a guideline for hideout design. Obviously, more could be met at one time.

Armor Class: ***See*** Vol. 1 for the difference between the Descending and Ascending Systems. Armor Class is, again, a guideline. Mobsters might wear more or less armor. The numbers do not take cover into account either.

Hit Dice: ***This is the number of dice (d6) rolled to determine an individual mobster's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For a mobster with 4+1 hit dice, you'd roll 4d6, and then add one more HP.***

Total Hit Bonus: ***This is the number the mobster adds to its attack roll to see if it scores a hit. It is exactly the same as the mobster's hit dice.***

Attacks: ***This entry shows you the number of attacks and the damage they inflict. Mobsters have 1 attack and inflict 1d6 damage—but there are exceptions.*** Mobsters fight as if Fighters of the same Hit Dice. Their HD also reflects, as it does for Fighters, the number of times mobsters can attack “normal” men (non-classed and less than 1 HD) in one turn of combat. Generally, mobsters will have more than one attack per turn only if they have more than one form of natural weaponry (bite, claw, etc.). Natural weapons do not count as unarmed combat.

Saving Throw: ***This shows the target number, on a d20, the mobster needs to exceed or beat in order to make a successful saving throw. This number is found by taking 19 minus the hit dice of the mobster.***

Special: ***This is just a “flag” for the Editor to remind him that the mobster has a special ability.***

Move: *This number is the mobster's movement rate, and it's handled just as movement rates are handled for Heroes.* Movement is base movement, alterable by terrain. Numbers after a slash are flying speed, while numbers after two slashes are for swimming speed.

Hit Dice Equivalent (HDE): *This is used to separate the mobster into "difficulty levels," so that when you're creating an adventure you've got some guidelines about what the characters can handle. XP tells you how many experience points the Hero gains for defeating the mobster.*

Some mobsters have multiple saving throws and HDE's listed. This is because certain mobsters have a range of hit dice. Order is always from lowest HD to highest HD.

Some mobsters may have "magic resistance." The given percentage chance is the likelihood that any magic used against the mobster (other than weapon bonuses) will fail to take effect. Roll a d100, and the magic will fail if the result is less than the given percentage.

Mobster Reference Table (Categorical): The following table is arranged by category as follows: mobsters, humanoids, undead, constructs, creatures, plants, and animals. Within each category, all entries are arranged hierarchically, with those being the most powerful, perceived as the most powerful, held in highest regard, or at the top of their food chain at the top. Some ranking is more subjective than others and should be used only as a guideline for the Editor in staging increasingly more important encounters. Special characteristics are dealt with in the alphabetic mobster descriptions below the table.

Table 1: Mobster Reference Table

Type	Numbers	AC [AAC]	Move	Hit Dice
Mobsters				
Cavemen	1d2	7 [12]	60 ft.	3
Savages	3d10	9 [10]	60 ft.	1
Nomads	2d12	9 [10]	60 ft.	1+1
Dervishes	1d20	9 [10]	60 ft.	2
Pirates	3d6	9 [10]	60 ft.	1
Bandits	1d20	9 [10]	60 ft.	1
Half-pints	1d10	7 [12]	45 ft.	1/2
Brigands	2d8	9 [10]	60 ft.	1+1
Robbers	1d8	7 [12]	60 ft.	1
Hoodlums, drunken	1d10	9 [10]	45 ft.	1+1
Vamps	1d3	9 [10]	60 ft.	1-1
Hoodlums, cowardly	1d20	9 [10]	60 ft.	1-1
Hoodlums, yellow peril	1d8	7 [12]	70 ft.	2
Corrupt politicians	1d2	9 [10]	60 ft.	1
Hoodlums, slick	1d12	9 [10]	60 ft.	1
Thugs	1d12	5 [14]	60 ft.	2
Mad scientists	1d2	9 [10]	60 ft.	2

Ogres	1d4	5 [14]	45 ft.	4+1
Master criminals	1d2	7 [12]	60 ft.	3+1
Napoleons	1	7 [12]	60 ft.	4+1
Ultra-mad scientists	1	9 [10]	60 ft.	4
Fu Manchus	1	8 [11]	60 ft.	5
Genghis Khans	1	7 [12]	60 ft.	5+1
Humanoids				
Gargoyles	1d3	5 [14]	45 ft./75 ft.	4
Lycanthropes, werewolf	1d8	5 [14]	75 ft.	3+3
Mermen	1d8	8 [11]	45 ft./90 ft.	3+1
Trolls	1d2	4 [15]	60 ft.	6+3
Centaur	1d4	5 [14]	90 ft.	4
Aliens	1d2	3 [16]	150 ft.	3
Ogre mages	1	4 [15]	60 ft./90 ft.	5+4
Giants	1d6	varies	Varies	varies
Djinn	1	4 [15]	45 ft./120 ft.	7+3
Efrete	1	2 [17]	45 ft./120 ft.	10
Demon, Baalrogs	1	2 [17]	30 ft./90 ft.	10
Undead				
Skeletons	1d10	8 [11]	45 ft.	1
Zombies	1d8	8 [11]	30 ft.	1
Wraiths	1d6	3 [16]	60 ft./120 ft.	4
Mummies	1d4	3 [16]	30 ft.	5+1
Spectres	1d2	2 [17]	75 ft./150 ft.	6+1
Vampires	1	2 [17]	60 ft./90 ft.	7-9
Constructs				
Androids	1	6 [13]	60 ft.	1+1
Robots	1d4	5 [14]	15 ft.	2
Robots, large	1d3	4 [15]	30 ft.	4
Robots, huge	1d2	3 [16]	45 ft.	7
Robots, giant	1	2 [17]	60 ft.	15
Creatures				
Grey oozes	1d4	7 [12]	10 ft.	3+1
Magma monsters	1d6	2 [17]	30 ft.	varies
Cockatrices	1d2	6 [13]	30 ft./90 ft.	5
Manticores	1d2	4 [15]	60 ft./90 ft.	6+1
Black puddings	1	6 [13]	30 ft.	10

Elementals	1	2 [17]	varies	varies
Basilisks	1	4 [15]	60 ft.	6
Chimera	1	5 [14], 4 [15], 3 [16]	45 ft./90 ft.	9
Sea monsters	1	4 [15]	15 ft./60 ft.	15+
Dragons	1	2 [17]	60 ft./120 ft.	9-12
Plants				
Creeper vines	1d8	9 [10]	15 ft.	1/2
Venus flytraps, giant	1d4	9 [10]	5 ft.	1-1
Animals				
Octopi, giant	1d2	7 [12]	//60 ft.	4
Centipedes, giant	1d20	varies	varies	varies
Wasps, giant	1d12	8 [11]	//60 ft.	1+1
Beetles, giant	1d20	6 [13]	45 ft.	1+3
Spiders, giant	1d20	9 [10]	60 ft.	1+1
Piranhas, giant	1-20	8 [11]	//60 ft.	2
Sharks	1d8	7 [12]	//90 ft.	6+1
Snakes, giant poisonous	1-12	8 [11]	45 ft.	2
Snakes, constrictor	1-4	9 [10]	30 ft.	3
Alligators	1d6	8 [11]	45 ft./60 ft.	4
Lizard, giant	1d4	varies	varies	varies
Bats, giant vampire	1d20	8 [11]	15 ft./75 ft.	1/2
Rats, giant	2d12	7 [12]	60 ft./30 ft.	1/2
Dogs, watch	1d6	8 [11]	75 ft.	1+1
Wolves	2-12	8 [11]	75 ft.	2
Apes	1d4	8 [11]	60 ft.	3+1
Bears	1d4	6 [13]	60 ft.	7
Lions	1d4	8 [11]	75 ft.	4+1
Sabre-toothed cats	1d3	7 [12]	75 ft.	5
Giant ground sloths	1	5 [14]	50 ft.	16
Woolly mammoths	1	4 [15]	60 ft.	20

MOBSTER DESCRIPTIONS (Alphabetical):

Aliens

Armor Class: 3 [16]
Hit Dice: 3
Attacks: weapon (1d6)

6

Special: see below
 Move: 150
 HDE/XP: 4/160

Aliens come from other planets, usually ones bearing the same name as obscure elements. They have been on Earth long enough for their exposure to our environment to physically enhance them (new arrivals may have lesser stats while older arrivals may have greater stats). They can make 72-ft. high jumps and, generally, wreck things as if 1st-level Superheroes. There is a 50% chance of aliens looking identical to humans, but an equal chance of the aliens having 1d4 of the following characteristics:

Table 2: Alien Characteristics

Roll	Characteristic
1	Green skin
2	1d2 extra eyes
3	Mouth full of fangs
4	1d2 extra arms
5	Furry body
6	Tail
7	1d4 extra feet tall
8	Bulbous, oozing body
9	Long, drooling tongue
10	Tentacles instead of arms

Alligators

Armor Class: 8 [11]
 Hit Dice: 4
 Attacks: bite (1d6) or tail slap (1d6+1)
 Special: drown
 Move: 45 (60 swimming)
 HDE/XP: 4/160

Hideouts in swamps will often stock the swamps with large, man-eating alligators. Lethargic until aroused, alligators make good stepping stones for 1d2 turns before rearing up to attack. An alligator that successfully bites an opponent with less hit dice tries to pull its victim underwater and will drown him in 1d2 turns unless a save against science is made. Use these stats for crocodiles as well.

Androids

Armor Class: 6 [13]
 Hit Dice: 1+1
 Attacks: weapon (1d6)
 Special: ½ damage from fire
 Move: 60
 HDE/XP: 1/40

Artificial constructs made with synthetic body parts and given artificial intelligence – despite the fact

that transistors have not even been invented yet. Androids are near-identical to humans, with only a 1 in 6 chance of detecting the differences. Androids take half damage from fire. In 10% of androids is a flaw that makes them burst into flame when exposed to oxygen. These androids function just as the android character race.

Apes

Armor Class: 8 [11]
Hit Dice: 3+1
Attacks: rend (1d6)
Special: none
Move: 60
HDE/XP: 3/120

These are big, ferocious gorillas (other species of ape would have less HD; giant apes might have double this HD or more).

Bandits

Armor Class: 9 [10]
Hit Dice: 1
Attacks: weapon (1d6)
Special: none
Move: 60
HDE/XP: 1/40

These are the mobsters of rural, but civilized areas. They are Neutral in Alignment and, although they may attack to defend their territory, they are in it for the money and can be bribed to leave people alone (one morale check per \$1 per bandit). For every 15 bandits, there will be one Fighter of 2nd, 3rd, or 4th level. Composition of force will be 65% unarmored and armed with bolt-action rifles, 25% armored with bulletproof vests and armed with semi-automatic rifles, and 10% armored with flak jackets and armed with machine pistols.

Basilisks

Armor Class: 4 [15]
Hit Dice: 6
Attacks: ***bite (1d6)***
Special: ***petrifying gaze***
Move: 45
HDE/XP: 8/800

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (one way of resolving this: fighting without looking incurs a -4 penalty to-hit). If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself. Basilisks are either produced by magic or mad science and are only found in hideouts.

Bats, Giant Vampire

Armor Class: 8 [11]
Hit Dice: ½

Attacks: bite (1d3)
 Special: entanglement
 Move: 15 (75 flying)
 HDE/XP: <1/20

Mutated by mad science, these vampire bats have a 5 ft. wingspan. If their victim(s) has long hair, giant vampire bats become “stuck” in the hair and can continue hitting automatically after their first hit.

Bears

Armor Class: 6 [13]
 Hit Dice: 7
 Attacks: claw (1d6), bite (1d6-1)
 Special: none
 Move: 60
 HDE/XP: 7/280

These stats apply to brown grizzly bears (black bears would have slightly less; polar bears or prehistoric cave bears would have slightly more).

Beetles, Giant

Armor Class: 4 [15]
Hit Dice: 1+3
Attacks: ***bite (1d6-1)***
Special: ***none***
Move: 60
HDE/XP: 1/40

Mutated by mad science, these goliath beetles have been enlarged to 3 ft. long. Their mandibles are strong enough to lift a grown man off the ground and carry him.

Black Puddings

Armor Class: 6 [13]
Hit Dice: 10
Attacks: smother (1d6+3)
Special: ***acidic***
Move: 30
HDE/XP: 11/1700

Blots of ink from the cartoonist's pen on the comic book page that have come malevolently to life, ink blots are also known as black puddings, as that is what they also resemble. *Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chainmail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold, and divide when attacked by lightning.*

Brigands

Armor Class:	9 [10]
Hit Dice:	1+1
Attacks:	weapon (1d6)
Special:	none
Move:	60
HDE/XP:	1/40

As per bandits, but make morale checks as professionals and are of Chaotic Alignment. Brigands cannot be bribed into leaving their victims alone.

Cavemen

Armor Class:	7 [12]
Hit Dice:	3
Attacks:	weapon (1d6)
Special:	none
Move:	60
HDE/XP:	3/120

Though Neanderthals were not extraordinarily stronger than ordinary humans, the ones who were frozen in ice and then thaw in modern times to run amok were invariably super-strong mutants or mutated while frozen. These cavemen should be capable of wrecking things as well as a 1st level Superhero. They do not wear armor, despite their AC. They make morale checks as if cowardly, superstitious criminals, though they are always of Neutral Alignment. (NOTE: Cavemen living in hidden lands today should be treated as pygmies, despite their above-average height)

Centaurs

Armor Class:	5 [14], 4 [15] w/ shield
Hit Dice:	4
Attacks:	kick or weapon (1d6)
Special:	none
Move:	90
HDE/XP:	5/240

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Editor may choose any "version" of the centaur from myth or folklore for his campaign: some are evil, some aloof, and some are soothsayers. All are found in remote, enchanted areas of the world and very rarely in hideouts.

Centipedes, Giant

Listings are for: small, medium, and large

Armor Class:	9 [10], 5 [14], 0 [20]
Hit Dice:	(1d2 HP), 2, 4
Attacks:	bite: 0, 1d6-1, 1d6+1
Special:	poison (save): +4, +6, +4
Move:	65, 75, 90
HDE/XP:	2/80, 4/240, 6/400

Small: Giant lethal centipedes of the small size inflict a poisonous bite with a +4 modifier to opponent's saving throw, but inflict no damage if the saving throw is successful. Any victim who misses the save will fall

unconscious with a raging fever for 1d3 hours.

Medium: *This man-sized giant centipede is a deadly predator with armored segments,* and a near-deadly bite. Any victim who misses the save will fall into a coma for 1d12 days.

Large: *A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom.* Any victim who misses the save will die in 2d4 turns. While “small” giant centipedes may grow naturally in hideouts, the “medium” and “large” ones are usually the result of magic or mad science.

Chimera

Listings are for: goat, lion, dragon

Armor Class: 5 [14], 4 [15], 3 [16]
Hit Dice: 9
Attacks: 3 attacks: 1d6-1, 1d6, 1d6+1
Special: breathes fire, flies
Move: 45 (90 when flying)
HDE/XP: 11/1700

The chimera has three heads; one is the head of a goat, one the head of a lion, and one the head of a dragon. Great wings rise from its lion-like body. The dragon head can breathe fire (3 times per day) with a range of 50 ft, causing 3d6 damage to anyone caught within the fiery blast (saving throw for half damage). Although the chimera has its roots in mythology, chimera found today are much more likely to be the patchwork work of mad scientists.

Cockatrices

Armor Class: 6 [13]
Hit Dice: 5
Attacks: bite (1d3+special)
Special: bite turns bitten into stone
Move: 30 (90 when flying)
HDE/XP: 7/600

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

Corrupt Politicians

Armor Class: 9 [10]
Hit Dice: 1
Attacks: weapon (1d6)
Special: summon Fighters
Move: 60
HDE/XP: 1/40

Mayors, trustees, councilmen – any public official taking money from organized crime may wind up in a hideout someday. Politicians are not particularly effective in the hideout, but if alerted in advance of combat, can summon police (1d8 beat cops) to attack the Heroes when they leave the hideout.

Creeper Vines

Armor Class: 9 [10]
Hit Dice: ½
Attacks: grab (1d3)
Special: hold fast, paralysis
Move: 15
HDE/XP: >1/20

Mad scientists sometimes go into botany and produce things like these vines that act like constrictor snakes. A successful hit means the victim is held fast and will take constriction damage each round until the vine is killed or magically compelled. Some 20% of creeping vines leak a paralyzing sap (save against poison or paralyzed for 2-12 turns).

Demons, Baalrog

Armor Class: 2 [17]
Hit Dice: 10
Attacks: sword (1d6+1), whip
Special: see below
Move: 30 (75 when flying)
HDE/XP: 10/1400

The Baalrog's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder and Baal is an ancient and evil pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a baalrog uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the baalrog and burned by the fires of the demon's body (3d6 hit points). Baalrogs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A baalrog could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

Dervishes

Armor Class: 9 [10]
Hit Dice: 2
Attacks: weapon (1d6)
Special: +1 to hit
Move: 60
HDE/XP: 2/80

Found primarily in the Middle East, but also Africa and Asia, dervishes are fanatically religious nomads who make morale checks as fanatical followers, have a +1 to hit bonus in combat (+2 vs. non-classed or below 1 HD opponents), and are Lawful in Alignment. In addition to leader-type Fighters as per bandits, dervishes will always be led by 1 4th level Superhero.

Djinn

Armor Class: 4 [15]
Hit Dice: 7+2

Attacks: *fist or weapon (2d6-1)*
Special: *flight, magic, whirlwind*
Move: 45 (120 when flying)
HDE/XP: 9/1100

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10 ft. More powerful types of djinn might be capable of granting limited wishes or even true wishes.

Dogs, Watch

Armor Class: 8 [11]
 Hit Dice: 1+1
 Attacks: bite (1d6-1)
 Special: see below
 Move: 75
 HDE/XP: 1/40

Watch dogs are not fooled by invisibility, nor do they suffer a -2 penalty for attacking humans in dim light.

Dragons

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

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

Dragons are found in enchanted, remote, wilderness areas, or in the depths under magic-laden hideouts. The body of an adult dragon is roughly the size of a Clydesdale horse.

Dragons, Gold

Armor Class: 2 [17]

Hit Dice: 10–12
Attacks: claw (1d6), bite (2d6+1)
Special: breathes fire or gas
Move: 60 (120 when flying)
HDE/XP: 12/2000, 13/2300, 14/2600

Gold dragons are the celestial dragons of Oriental legend. They are Lawful in Alignment, can always speak, and cast spells as if a Magic-User of equal level to their age category (so that very old gold dragons are 6th level Magic-Users). They can choose to either breathe fire in a cone 90 ft long and roughly 30 ft wide at the base, or breathe chlorine gas in a cloud 50 ft long, 40 ft wide, and 30 ft high.

Dragons, Red

Armor Class: 2 [17]
Hit Dice: 9–11
Attacks: claw (1d6), bite (2d6)
Special: breathes fire
Move: 60 (120 when flying)
HDE/XP: 11/1700, 12/2000, 13/2300

Red dragons are the fire-breathing wyrms of European legend (NOTE that some dragons are green instead of red). They breathe fire in a cone-shape 90 ft long and roughly 30 ft wide at the base.

Efreet

Armor Class: 2 [17]
Hit Dice: 10
Attacks: fist or sword (2d6)
Special: Wall of Fire
Move: 45 (120 when flying)
HDE/XP: 12/2000

Efreet are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreet can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast Wall of Fire (per the spell Wall of Defense I). They appear as giant humans with cruel features, their skin flickering with flames. Efreet are very rarely visitors to this world from a magical dimension. They are more often summoned by wizards.

Elementals

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be “chained” within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Elemental, Air

Armor Class: 2 [17]
Hit Dice: 8, 12, 16
Attacks: strike (1d6+1)
Special: whirlwind
Move: 180 (flight)

HDE/XP: 9/1100, 13/2300, 17/3400

*Air elementals can turn into a whirlwind of air with a diameter of 30 ft, hurling any creature of 1 HD or less for great distances (almost certainly rendering **them** unconscious). Elemental whirlwinds are approximately 100 ft high.*

Elemental, Earth

Armor Class: 2 [17]
Hit Dice: 8, 12, 16
Attacks: fist (3d6)
Special: tear down stone
Move: 30
HDE/XP: 9/1100, 13/2300, 17/3400

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 rounds (minutes). Earth elementals wreck things as if a Superhero of 2 levels lower than their hit dice.

Elemental, Fire

Armor Class: 2 [17]
Hit Dice: 8, 12, 16
Attacks: strike (2d6)
Special: ignite materials
Move: 60
HDE/XP: 9/1100, 13/2300, 17/3400

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a saving throw (as determined by the Editor).

Elemental, Water

Armor Class: 2 [17]
Hit Dice: 8, 12, 16
Attacks: strike (2d6)
Special: can overturn ships
Move: 30 (90 when swimming)
HDE/XP: 9/1100, 13/2300, 17/3400

Water elementals cannot move more than 60 ft from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, etc). These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 rounds to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.

Fu Manchus

Armor Class: 7 [12]
Hit Dice: 5
Attacks: weapon (1d6)
Special: spells, poison
15

Move: 60
HDE/XP: 5/200

Master oriental assassins who are part-assassin, part-mad scientist, and all about world domination. Unlike regular mad scientists, Fu Manchus conceal their inventions so as to have the appearance of being Magic-Users (though 50% of Fu Manchus are also 1st-2nd level Magic-Users). Fu Manchus have all the abilities of a Napoleon. Their AC is based on martial arts defense instead of armor and they can attack open-handed or with claw-like fingernails without the use of weapons, though 75% of the time they are armed with a knife as well. There is a 50% chance of the knife being poisoned, requiring a save against poison or death.

Gargoyles

Armor Class: 5 [14]
Hit Dice: 4
Attacks: claw (1d6)
Special: flight
Move: 45 (75 when flying)
HDE/XP: 6/400

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators. Gargoyles are a magical race that dwells in magical, subterranean places under the Earth.

Genghis Khans

Armor Class: 7 [12]
Hit Dice: 5+1
Attacks: weapon (1d6)
Special: +2 to hit
Move: 60
HDE/XP: 5/240

Master criminals with world domination ambitions and the ability to whip an entire ethnic group into fanatical followers. Genghis Khans have all the abilities of a Napoleon as well as personally enjoying a +2 bonus to attack rolls. Genghis Khans wear hide armor (50%) or bulletproof vests (50%). They also have equal chances of being equipped with a sword and bow or a machine pistol.

Giants

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

Giant, Cloud

Armor Class: 3 [16]
Hit Dice: 13
Attacks: weapon (3d6)
Special: hurl boulders
Move: 75
HDE/XP: 13/2300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks and other missiles as if they had the Extend Missile Range III power at will. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen. They can wreck things as if at least 5th level Superheroes.

Giant, Fire

Armor Class: 3 [16]
Hit Dice: 12
Attacks: weapon (2d6+2)
Special: hurl boulders, immune to fire
Move: 60
HDE/XP: 12/2000

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders and other missiles as if they had the Extend Missile Range II power at will. They can wreck things as if at least 4th level Superheroes.

Giant, Frost

Armor Class: 4 [15]
Hit Dice: 10+1
Attacks: weapon (2d6+1)
Special: hurl boulders, immune to cold
Move: 60
HDE/XP: 12/2000

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice and other missiles as if they had the Extend Missile Range II power at will. They can wreck things as if at least 3rd level Superheroes.

Giant, Hill

Armor Class: 4 [15]
Hit Dice: 8
Attacks: weapon (2d6)
Special: hurl boulders
Move: 60
HDE/XP: 9/1100

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks and other missiles as if they had the Extend Missile Range I power at will. They wreck things as if at least 1st level Superheroes.

Giant, Stone

Armor Class: 3 [17]
Hit Dice: 9
Attacks: club (2d6)
Special: hurl boulders
Move: 60

HDE/XP: 10/1400

Stone giants dwell in caves, isolated in the mountain fastnesses. They throw rocks and other missiles as if they had the Extend Missile Range I power at will, and can be quite crafty in setting up ambushes in their native mountains—travelers who wander into the territory of stone giants seldom return. They wreck things as if at least 2nd level Superheroes.

Grey Oozes

Armor Class: 8 [11]
Hit Dice: 3
Attacks: strike (2d6)
Special: acid, immunities
Move: 10
HDE/XP: 5/240

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw against science when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing (including gunshots) damages a grey ooze—it is impervious to blunt or crushing attacks.

Ground Sloths, Giant

Armor Class: 5 [14]
Hit Dice: 16
Attacks: claw (3d6), bite (1d6)
Special: none
Move: 50
HDE/XP: 24/5,600

These giant, rodent-like herbivores can stand like a bear 20 ft. tall and weigh 5 tons. Very rarely cloned by mad scientists, giant ground sloths are more likely found in lost worlds.

Half-Pints

Armor Class: 7 [12]
Hit Dice: ½
Attacks: weapon (1d3)
Special: none
Move: 45
HDE/XP: >1/20

These are juvenile delinquents under the leadership of another mobster, usually a lying hoodlum. They can be effective combatants with ordinary toys like slingshots and baseball bats. However, half-pints are highly vulnerable to reformation. If their adult leader is defeated, any half-pints missing their morale checks will reform and shift from Chaotic Alignment to Lawful.

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

Hoodlum, Cowardly

Armor Class: 9 [10]
Hit Dice: 1-1
Attacks: weapon (1d6)
Special: none
Move: 60
HDE/XP: >1/20

Cowardly hoodlums are the lowest end of the chain of command. They are the cowardly, superstitious criminals that make up the bulk of any mob. This is the sort of lowlife that any decent person wants to beat up – in fact, any non-Chaotic Heroes must save against plot just to **not** attack cowardly hoodlums when they are within 30 ft. Cowardly hoodlums are 50% likely to be carrying revolvers, but are just as likely to have only melee weapons like blackjacks (truncheons), knives, or brass knuckles.

Hoodlum, Drunken

Armor Class: 9 [10]
Hit Dice: 1+1
Attacks: weapon (1d6)
Special: drunken breath
Move: 45
HDE/XP: 1/60

Drunken hoodlums would, one might assume, be placed lower on the chain of command in a mob, but are so useful for tasks requiring consumption-bolstered bravery and stupidity, such as feeding the lions in the deathtrap or checking the deathtrap to make sure the Heroes are really dead. They enjoy a +2 bonus to morale. Further, by violent exhalation, drunken hoodlums can cause anyone within 5-ft. range to save against science or become woozy from his breath. Anyone rendered woozy makes attacks and saves at a -1 penalty for 1d6 turns. Drunken hoodlums are only 25% of the time trusted to handle revolvers and are otherwise armed with melee weapons as per cowardly hoodlums.

Hoodlum, Slick

Armor Class: 8 [11]
Hit Dice: 1
Attacks: weapon (1d6)
Special: Charm Person
Move: 60
HDE/XP: 1/40

Slick hoodlums are the con-men and charlatans, the greasy, silver-tongued liars who recruit for the mob or speak to the outside world for the mob. A slick hoodlum is 75% likely to have a revolver hidden on his person, but will always be carrying a knife. His improved AC is from being so oily and slick. So adept at the use of venomous words is the slick hoodlum that he can effectively cast Charm Person once per day against a person within 30 ft.

Hoodlum, Yellow Peril

Armor Class: 7 [12]

Hit Dice:	2
Attacks:	weapon (1d6)
Special:	none
Move:	45
HDE/XP:	2/80

Yellow peril hoodlums are specialized agents of large mobs or the bulk of ethnic mobs. They are martial arts experts, enhancing their AC and Move. They attack with open hand strikes 50% of the time and 50% of the time they will be fighting with weapons like knives, axes, or swords instead. Just 10% of oriental hoodlums are armed with revolvers. Oriental hoodlums happen to resemble bad ethnic stereotypes.

Lions

Armor Class:	7 [12]
Hit Dice:	4+1
Attacks:	claw (1d6)
Special:	none
Move:	75
HDE/XP:	4/160

In the wild, use these stats for female lions. In captivity, male lions are trained to be equally vicious to their female counterparts. Though not normally active at night, lions do not suffer a -2 penalty for attacking humans in dim light.

Lizards, Giant

Listings are for: small, medium, and large

Armor Class:	7 [12], 6 [13], 5 [14]
Hit Dice:	2, 4, 8
Attacks:	bite: 1d6, 1d6, 1d6+2
Special:	hold fast
Move:	45, 60, 75
HDE/XP:	2/80, 4/160, 8/320

Small: The "small" variety of giant lizard includes the monitor lizards, such as the Komodo dragon. These large monitor lizards have poor eyesight and hearing, so that they will not generally notice anyone not in melee range of them. On an attack roll of 20 (provided less than that was required to hit), a small giant lizard can hold a victim up to 2 ft. in height in its mouth and continue biting the victim automatically each turn until the lizard is killed or magically compelled to stop.

Medium: These giant swamp-dwelling lizards are 18 ft. in length from tip to tail. They can hold fast an opponent, as above, of up to 4 ft. in height.

Large: The size of a real dragon and sometimes mistaken for them, large giant lizards can reach up to 30 ft. in length from tip to tail and hold fast an opponent up to 7 ft. in height. A large giant lizard is about as smart as a dog and can briefly rear up on its hind legs and walk like a bear.

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but silver weapons might inflict additional damage. If any character is brought low 50% hit points by a lycanthrope, the character will become a lycanthrope himself. Though werewolves are the only kind remotely common, very rare strains of other forms of lycanthropy may exist.

Lycanthrope, Werewolf

Armor Class: 5 [14]
Hit Dice: 3+3
Attacks: bite (1d6)
Special: lycanthropy, control wolves
Move: 75
HDE/XP: 5/200

Werewolves are the traditional Lycanthropes seen in horror movies. They are often only affected by silver or magical weapons, often are humanoid except for during a full moon, and so on. They are never Lawful in Alignment. Anyone infected with lycanthropy from a werewolf turns into one in 2d12 days unless he eats enough belladonna to kill himself and makes a saving throw against poison to stay alive.

Mad Scientists

Armor Class: 9 [10]
Hit Dice: 2
Attacks: weapon (1d6)
Special: raygun
Move: 60
HDE/XP: 2/80

Mad scientist hoodlums are sometimes the brains behind small-time mobs; other times they are mid-level supervisors in large mobs. Mad scientist hoodlums are bound by the same rules of inventing things as Heroes and will be armed with some device that will have 100% chance of working only on the first use against the Heroes (NOTE: the mad scientist hoodlum can dispatch an unlimited number of innocent victims or his own underlings before without affecting the number of uses left in the weapon). There is a 75% chance that the weapon will be some sort of electric raygun that will do 2-12 points of electrical damage (save vs. science for half damage) with a 40 ft. range, and a 25% chance that the weapon will be something even more exotic like an ice gun, paralysis ray, etc.

Magma Monsters

Armor Class: 2 [17]
Hit Dice: 4-6
Attacks: fist (2d6)
Special: hit only by special weapons
Move: 30
HDE/XP: 5/200, 6/240, 7/280

Magma monsters live in volcanoes or near volcanoes underground. They vary in size and, thus, Hit Dice. They cannot cross water without taking 1d6 points of damage. When they hit, they score two dice of damage or one die against opponents who are somehow protected from heat or fire. Only

magic or hi-tech weapons can harm magma monsters.

Manticores

<i>Armor Class:</i>	<i>4 [15]</i>
<i>Hit Dice:</i>	<i>6+4</i>
<i>Attacks:</i>	<i>1d6 tailspikes (1d6 each)</i>
<i>Special:</i>	<i>flight</i>
<i>Move:</i>	<i>60 (90 when flying)</i>
<i>HDE/XP:</i>	<i>8/800</i>

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 ft. Manticores have their roots in mythology, but are more often now the result of mad science.

Master Criminals

Armor Class:	7 [12]
Hit Dice:	3+1
Attacks:	weapon (1d6)
Special:	none
Move:	60
HDE/XP:	3/120

The leaders of large mobs and the lieutenants of huge mobs, master criminals fancy themselves as so smart so as to be above the law. Anticipating others to violently disagree, master criminals wear bulletproof vests, are armed (50% of the time) with semi-automatic pistols or (50% of the time) machine pistols, and usually are close to a secret escape route.

Mermen

Armor Class:	8 [11]
Hit Dice:	3+1
Attacks:	weapon (1d6)
Special:	none
Move:	45 (90 when swimming)
HDE/XP:	3/120

Varying greatly in appearance, some mermen are almost human in appearance; others have saucer-like eyes, high-arched eyebrows, and pointed ears; still others have blue skin and less human, catfish-like faces. Mermen can breathe air for short periods of time, but every hour they remain out of water they must save against poison or take 1d6 points of dehydration damage. Just 10% of mermen are mutants with winged ankles and the ability to fly at a 60 ft. movement rate.

Mummies

<i>Armor Class:</i>	<i>3 [16]</i>
<i>Hit Dice:</i>	<i>5+2</i>
<i>Attacks:</i>	<i>touch (1d6+1+special)</i>
<i>Special:</i>	<i>rot, hit only by magic weapons</i>
<i>Move:</i>	<i>30</i>
<i>HDE/XP:</i>	<i>7/600</i>

Mummies cannot be hit by normal weapons, and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A cure disease spell can increase healing rate to half normal, but a remove curse spell is required to completely lift the mummy's curse. Not all mummies are cursed with undeath and must rise to do evil, but most mummies transported to the states or otherwise encountered by Heroes usually do.

Napoleons

Armor Class: 7 [12]
Hit Dice: 4+1
Attacks: weapon (1d6)
Special: none
Move: 60
HDE/XP: 4/160

Master criminals with great tactical skills are the generals of organized crime. These Napoleon-type leaders inspire a +1 bonus to hit in all their underlings within a 60 ft. range. A Napoleon-type leader can try to rally hoodlums who fail a morale check, making them rally and return to battle on a 2 in 6 chance. Napoleons always wear bulletproof vests and carry machine pistols.

Nomads

Armor Class: 9 [10]
Hit Dice: 1+1
Attacks: weapon (1d6)
Special: none
Move: 60
HDE/XP: 1/40

Found in the wilderness of Asia or Northern Africa, nomads are essentially tougher bandits and have leader-types at the same ratio. Composition of force differs by region, with desert nomads armed as follows: 50% with swords (scimitars), 20% with bows and swords, and 30% with semi-automatic rifles. Steppe nomads are armed as follows: 20% with swords, 50% with bows and swords, 10% with semi-automatic rifles, and 20% with semi-automatic pistols and swords.

Octopi, Giant

Armor Class: 7 [12]
Hit Dice: 4
Attacks: 3 tentacles (1d6 each)
Special: drown
Move: 60 (when swimming)
HDE/XP: 4/160

Though possibly the result of mad science, octopi also grow to giant size in the ocean's depths. Very rarely, mad scientists will adapt giant octopi to land dwelling. A giant octopus can make up to 3 attacks per turn with its tentacles and, once held, the suction of the tentacles cannot be broken until the octopus is dead or the tentacle is wrecked like a machine. An octopus will try to pull a victim of lesser hit dice underwater and drown him in 1d2 turns unless a save against science is made.

Ogres

Armor Class: 5 [14]
Hit Dice: 4+1
Attacks: weapon (1d6+1)
Special: none
Move: 45
HDE/XP: 4/160

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there.

These may be humans, grotesquely mutated and enlarged by a mad scientist; extraordinarily large and tough thugs; or half-giants from some lost civilization. Whatever the case, they are 8-10 ft. tall and have skin so tough that their hide is equivalent to flak jackets. They tend to move stiffly and slowly, as if slightly encumbered. There is a 50% chance of an ogre attacking bare-handed, 40% chance of one using a club, and 10% with something else equally crude and brutal, like brass knuckles or a length of chain. In exotic locales, there is a 50% chance of ogres being armed with swords or bows instead.

Ogre Mages

Armor Class: 4 [15]
Hit Dice: 5+4
Attacks: weapon (1d6+1)
Special: magic use
Move: 60 (90 when flying)
HDE/XP: 7/600

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10 ft radius circle of magical darkness, change into human form, cast sleep and charm person once per day, and cast a cone of frost with a range of 60 ft to a base of 30 ft, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres.

Piranhas, Giant

Armor Class: 8 [11]
Hit Dice: 2
Attacks: bite (1d6)
Special: none
Move: 60 (when swimming)
HDE/XP: 2/80

Enlarged by mad science to 6-7 ft. in length, giant piranhas can still swarm around a single man-sized victim and all bite until the victim has been picked clean to his bones.

Pirates

Armor Class: 9 [10]
Hit Dice: 1
Attacks: weapon (1d6)
Special: none

Move: 60
HDE/XP: 1/40

Though usually encountered at sea, river pirates exist too. Pirates are water-going brigands in all respects except composition of their force, which will be 60% unarmored and armed with swords (cutlasses - pirates are in general an old-fashioned bunch), 30% unarmored and armed with revolvers, and 10% armored with bulletproof vests and armed with semi-automatic weapons.

Rats, Giant

Armor Class: 7 [12]
Hit Dice: ½
Attacks: *bite (1d3)*
Special: *5% are diseased*
Move: 60 (30 when swimming)
HDE/XP: < 1/20

Giant rats are often found in hideouts, and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the Editor.

Robbers

Armor Class: 7 [12]
Hit Dice: 1
Attacks: weapon (1d6)
Special: none
Move: 60
HDE/XP: 1/40

Robbers, like hoodlums, prefer city life, but like bandits they dislike the organized hierarchy of hoodlums. Small bands of robbers will go on bank-robbing sprees armored with bulletproof vests and armed with machine pistols. Robbers have no high-level leaders and are always of Chaotic Alignment.

Robots

In an age without transistors and with very limited (and huge!) computers, it is amazing that mad scientists are able to invent robots. Robots tend to run on a combination of electronics and clockworks, though steam-powered robots may exist as well. Though man-shaped and man-sized, robots are clunkier and boxier than androids. Most robots can only respond to a limited range of verbal commands or are remote-controlled. Only 5% of robots have any form of intelligence and only 1% is sentient.

Like dragons, robots each have a special attack form that does damage equal to their 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 die inflicted by special weapon.***

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

Robot, iron

Armor Class: 5 [14]
 Hit Dice: 2
 Attacks: drill or other tool (1d6)
 Special: acid ray
 Move: 15
 HDE/XP: 3/120

Often used as a worker robot, these black robots always have a drill for one hand and the other hand will be some random tool like a hammer, wrench, or screwdriver. Further, the robot can “spit” a stream of acid in a ray 20 ft. long and 5 ft. wide that does damage equal to the hit points of the iron robot.

Robot, tin

Armor Class: 5 [14]
 Hit Dice: 2
 Attacks: pincer (1d6)
 Special: ice ray
 Move: 15
 HDE/XP: 3/120

Sometimes used as a mobile air conditioning unit for hideouts, this white robot is a walking tank of liquid nitrogen (though about 50% may be modified to have tank treads instead of legs). In addition to one arm with a pincer for grabbing, white robots have another arm that ends in a nozzle that can spray an ice ray at a range of 15 ft. and 5 ft. wide that does damage equal to the hit points of the tin robot.

Robots, Giant

Giant robots are 13-15 ft. tall and are built for destroying cities. They tend to be sleek in design and most highly advanced.

Robot, giant electrum

Armor Class: 2 [17]

Hit Dice:	15
Attacks:	2 machine guns (2d6), mortar (4d6)
Special:	heat cone
Move:	60
HDE/XP:	19/4,100

These heavy combat robots have machine guns for hands (each making four attacks per turn), a chest-mounted mortar (damages all in a 5 ft. radius of the target), and can fire a cone of heat from its head that is 90 ft. long and 30 ft. wide at its end, that does its hit points in damage.

Robot, giant gold

Armor Class:	2 [17]
Hit Dice:	15
Attacks:	fist (3d6)
Special:	cold cone (3d6), disintegrating ray, poison gas cone
Move:	60
HDE/XP:	19/4,100

These destructive robots can fire a cone of cold out of one hand (70 ft. long and 20 ft. wide at its end), a cone of poison gas (all within 70 ft. long, 20 ft. wide cone save against poison or die) from its other hand, and fire a disintegrating ray from its eyes that makes any one target with less hit points than the robot within a 100 ft. range save against science or be atomized. A non-living target struck by the disintegrating ray is wrecked as if by a 10th level Superhero. The disintegrating ray can only be used once every four turns.

Robots, Huge

Huge robots are 10-12 ft. tall and tend to be built for specialized tasks. Boring robots, for instance, will have large drills instead of hands. Hollow chest cavities may hold varying payloads. A transport robot could use its hollow chest cavity to carry one to two passengers.

Robot, huge bronze

Armor Class:	3 [16]
Hit Dice:	7
Attacks:	fist (1d6+2)
Special:	fire ball
Move:	45
HDE/XP:	8/800

Combat robots designed for killing opponents, huge bronze robots can turn one of their fists into a ball of fire for 6 turns and do 2d6+2 damage per strike for that length of time. Further, the robot can project gout of flame from the fireball hand in a cone 50 ft. long and 20 ft. wide that does damage equal to the robot's hit points.

Robot, huge silver

Armor Class:	3 [16]
Hit Dice:	7
Attacks:	fist (1d6+2)

Special: freeze ray
Move: 45
HDE/XP: 8/800

Combat robots designed for capturing specific opponents, huge silver robots can fire a ray from their chests 100 ft. long and 5 ft. wide that does cold damage equal to the robot's hit points, and also requires a second saving throw against science to avoid being frozen motionless for 1d4 turns.

Robots, Large

Large robots are 8-9 ft. tall and, being built at a size for intimidation as much as usefulness, and just as likely to have an acetylene torch for a hand as a more conventional weapon.

Robot, large brass

Armor Class: 4 [15]
Hit Dice: 4
Attacks: sub-machine gun (2d4) or acetylene torch (1d6), fist (1d6+1)
Special: gas cloud
Move: 30
HDE/XP: 6/240

These advanced service robots have one hand capable of great dexterity, while its other hand has been replaced with either a sub-machine gun (and makes three attacks with it per turn) or an acetylene torch (which does an additional 1d6 damage on the following turn against flammable targets), with an equal chance of each. Further, a brass robot has a hollow chest cavity similar to huge robots, but holding knock-out gas that it can release in a 20 ft. radius cloud once per five turns and requiring all within it to save against poison or be rendered unconscious for 1d4 hours.

Robot, large copper

Armor Class: 4 [15]
Hit Dice: 4
Attacks: acetylene torch (1d6), fist (1d6+1)
Special: lightning bolt
Move: 30
HDE/XP: 5/200

Often used as repairbots for other robots, or just to jump start a stalled robot, copper robots have a bullseye pattern on their chests from which they can fire a ray of electricity 40 ft. long and 5 ft. wide that does damage equal to the robot's hit points to anyone it contacts.

Sabre-Toothed Cats

Armor Class: 7 [12]
Hit Dice: 5
Attacks: claw (1d6-1)/bite (1d6+1)
Special: none
Move: 75
HDE/XP: 5/200

These prehistoric cats have been resurrected by mad science and haunt some areas of wilderness around hideouts. Others have endured in hidden lands through the millennia. Sabre-toothed cats are not fooled by invisibility and do not suffer a -2 penalty to hit humans in dim light.

Savages

Armor Class: 9 [10]
Hit Dice: 1
Attacks: weapon (1d6)
Special: none
Move: 60
HDE/XP: 1/40

Found in the wildernesses of Africa, the Australian Outback, or the Amazon, savages will never be armored and will fight with an equal mixture of spears, clubs, and blowguns (poisoned darts require a save against poison or death). Occasionally, a lone savage will befriend an explorer and follow him back to civilization.

Sea Monsters

Armor Class: 4 [15]
Hit Dice: 15+
Attacks: bite (2d6)
Special: swallow
Move: 90 when swimming
HDE/XP: 15/2,900

Often resembling prehistoric sea creatures, sea monsters are at least 50 ft. long. Sea monsters up to twice as large may exist, with up to twice the hit dice. A sea monster **would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.**

Sharks

Armor Class: 7 [12]
Hit Dice: 6+1
Attacks: bite (1d6+1)
Special: drown
Move: 90 when swimming
HDE/XP: 7/600

These are great white sharks (smaller sharks will have less HD, while prehistoric sharks will have more). Sharks will always attack the first victim to bleed, even if it was another shark. A shark will try to pull a victim of lesser hit dice underwater and drown him in 1d2 turns unless a save against science is made.

Skeletons

Armor Class: 8 [11], 7 [12] with shield
Hit Dice: 1-1
Attacks: weapon or strike (1d6)
Special: none

Move: 45
HDE/XP: 1/40

Skeletons are animated bones of the dead, usually under the control of some evil master.

Snakes, constrictor

Armor Class: 9 [10]
Hit Dice: 3
Attacks: crush (1d6)
Special: hold fast
Move: 30
HDE/XP: 3/120

These are huge anacondas, of uncommon size even in the Amazon wilderness. Once they are constricting a victim, that victim is held and takes damage until the snake is killed or magically compelled to do so.

Snakes, giant poisonous

Armor Class: 8 [11]
Hit Dice: 2
Attacks: bite (1d6-1)
Special: poison
Move: 30
HDE/XP: 3/120

These are rattlesnakes mutated by mad science to lengths of 12 ft. or more. The bite from one requires a save against poison. If the victim has two hit dice or less and fails his save, he dies in 1d4 turns. If the victim has more hit dice than the snake and fails his save, he is comatose for 1d6 days.

Specters

Armor Class: 2 [17]
Hit Dice: 6
Attacks: touch (1d6+level drain)
Special: drains 2 levels per hit
Move: 75 (150 when flying)
HDE/XP: 9/1100

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself, a pitiful thrall to its creator. Half-ghost and half-angel, spectres have been sent from the Beyond to wreck vengeance on the world.

Spiders, Giant

Listings are for: small and large

Armor Class: 8 [11], 6 [13]
Hit Dice: 1+1, 2+2

Attacks: bite (1d6-1+poison), **bite** (1d6+poison)
Special: none, *see below*
Move: 75, 90
HDE/XP: 2/100, 5/240

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw against science to avoid becoming stuck. Those making a saving throw can fight in, and move at a rate of 5ft per round through, the webs. Giant spiders surprise on a roll of 1-5, being able to hide well in shadows. A spider's bite is very poisonous, adding +1 to save vs. poison.

Mutated by mad science, giant spiders walk on legs up to 9 ft. long, supporting bodies up to 4 ft. long. The webbing of larger giant spiders can be wrecked as if doors. Their bite is poisonous, requiring a save vs. poison to avoid death in 1d4 turns. The bite of the smaller giant spiders has no modifier to saving throw and, if failed, results in a coma for 1d4 days.

Thugs

Armor Class: 5 [14]
Hit Dice: 2
Attacks: weapon (1d6)
Special: none
Move: 60
HDE/XP: 2/80

Thugs are professional killers. Mercenary in nature, thugs may work for hoodlums, but separate from the hoodlum chain of command. They are big and tough (some are so tough that they are still AC 5 even with just bulletproof vests on) and though they usually carry handguns, they will often also be proficient in some unusual weapon (like a garrote or throwing knives). Thugs make morale checks as if two hit dice higher and are either Neutral or Chaotic in Alignment.

Trolls

Armor Class: 4 [15]
Hit Dice: 6+3
Attacks: claw (1d6+1), bite (1d6)
Special: *regenerates*
Move: 60
HDE/XP: 8/800

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs. Like centaurs and gargoyles, trolls are a magical race living on Earth in remote, magical places, though (again like gargoyles) mostly underground. Trolls can wreck things as if at least 1st-level Superheroes.

Ultra-Mad Scientists

Armor Class: 9 [10]
Hit Dice: 4
Attacks: weapon (1d6)

Special: none
Move: 60
HDE/XP: 4/160

As per the mad scientist hoodlum, except that ultra-mad scientist's inventions are permanent. They can also create monsters, such as ogres or giant bats, or re-create extinct species, like sabre-tooth tigers. Ultra-mad scientists may work alone or as the leaders of huge mobs.

Vampires

Armor Class: 2 [17]
Hit Dice: 7–9
Attacks: bite (1d6+1+level drain)
Special: see below
Move: 60 (90 when flying)
HDE/XP: 9/1100, 10/1400, 11/1700

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons, and when “killed” in this way they turn into gaseous form (per the spell), returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (per a charm person spell). Most terrifyingly, a vampire's bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of “good” holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the “Dracula” type of vampire.

Many other possibilities for vampires exist in folklore: those who drink blood rather than level drain (Nosferatu), those vampires more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Aztec vampire?

Vamps

Armor Class: 9 [10]
Hit Dice: 1-1
Attacks: weapon (1d6)
Special: none
Move: 60
HDE/XP: 1/40

Also known as molls, these are women of low enough morals to hide out with mobsters. There is only a 50% chance of vamps defending themselves with weapons. Otherwise, vamps try to seduce heroes. A Hero who fails a save vs. spells will not be able to fight for 1d4 turns while he considers her advances. A resisted vamp can attempt to slap a Hero once, which does no damage on a successful hit, but somehow stuns the Hero for 1 turn anyway.

Venus Flytrap, Giant

Armor Class: 9 [10]
Hit Dice: 1-1

Attacks: bite(1d6)
Special: hold
Move: 5
HDE/XP: 1/40

Another product of mad botany, the giant Venus flytrap smells like sweet candy and can usually be smelled before it is seen. The pod part of the plant is 5-7 ft. long and, when snapped shut, can usually hold a full-grown man unless the victim saves against missiles. The plant fills with acid that does 1d6 points of damage each round until the plant is killed or magically compelled to let go..

Wasps, Giant

Armor Class: 8 [11]
Hit Dice: 1+1
Attacks: sting (1d6)
Special: poison
Move: 60 when flying
HDE/XP: 2/80

Mutated insects with 6 ft. wingspans, these giant wasps have poison stingers that cause a victim to save against poison or be paralyzed until dying in 1d6 days.

Wolves

Armor Class: 8 [11]
Hit Dice: 2
Attacks: bite (1d6)
Special: none
Move: 75
HDE/XP: 2/80

Wolves will not normally attack people, but bad guys have a way of coercing bad behavior out of animals. The baying of a pack of wolves will panic other animals (morale checks, if applicable).

Woolly Mammoths

Armor Class: 4 [15]
Hit Dice: 20
Attacks: 1 tusk (3d6), 1 stomp (4d6)
Special: none
Move: 75
HDE/XP: 32/8,000

These herbivores stand 11 ft. at the shoulder and weigh approximately 7 tons. Their tusks are about 9 ft. long and weigh 100 lbs. each. Very rarely cloned by mad scientists, woolly mammoths are more often found living in lost worlds.

Wraiths

Armor Class:	3 [16]
Hit Dice:	4
Attacks:	touch (1d6+level drain)
Special:	see below
Move:	45 (120 when flying)
HDE/XP:	6/400

Wraiths are immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows and bullets are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Zombies

Armor Class:	8 [11], 7 [12] with shield
Hit Dice:	1+1
Attacks:	weapon or strike (1d6)
Special:	immune to sleep, charm
Move:	30
HDE/XP:	1/40

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion. If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. These are either dead men arisen by magic or comatose men controlled by science, but all move as automatons responding to the commands of a master. Their orders must be simple – either to attack someone or guard something. They need never check for morale.

Better Mobsters

There is really no limit as to how high mobsters can go, and often it's fun to trick the players by throwing uber-mobsters at them. The Editor should feel free to adjust AC, HD, or other factors to make mobsters more challenging.

Creating Villains: Mobsters are bad enough, but individualize a mobster and you have a villain. Sometimes all a villain needs is a name and a personality quirk and other times the villain can just be made “better”, as mentioned above, by increasing his stats. There may also be times when the Editor will wish to stack character levels onto mobster stats.

Mobsters as Fighters: There may be times – when the National Guard is called in to stop a Superhero run amok, or a special mission takes them overseas to fight the Nazis -- when the Heroes will be fighting actual soldiers instead of mobsters. At these times, it is perfectly acceptable to use the Fighter character class instead of mobster stats (though, in the latter case, many Nazis, particularly the SS, are really mobsters). Then there will also be times when, using a Genghis Khan character as an example, the normal mobster stats might make a challenge for low-level Heroes, but the Editor wants

the stats to reflect that the Genghis Khan has years of experience and is the equivalent of a general among his people. In this case, the Editor will likely want to three to five levels of Fighter in order to bring the villain's total hit dice in line with the level titles for Fighters who are generals. Then the villain's stats might look like the following:

Genghis Khan, sergeant: HD 5+1, 3; hp 33; AC 7 [12]; Atk 1 machine pistol or 1 sword (1d6); Move 60; AL C; ML 11; HDE/XP 8/800; Special +2 to hit.

Mobsters as Magic-Users: In many ways, the black arts of sorcery and witchcraft are a better fit for villains than for Heroes. Or, the Editor can remember Arthur C. Clarke's maxim about advanced science being like magic. In this case, the Magic-User is likely standing by a large machine rather than using a wand, but the game mechanics would be the same. The following examples show how the stats between a mystical Magic-User and a science-based Magic-User would only be decipherable by context.

Brigand, entertainer: HD 1+1, 1; hp 11; AC 9 [10]; Atk 1 knife (1d6); Move 60; AL C; ML 14; HDE/XP 2/80; Special spells. Spells: Sleep.

Mad scientist, entertainer: HD 2, 1; hp 11; AC 9 [10]; Atk 1 knife (1d6); Move 60; AL C; ML 14; HDE/XP 3/120; Special spells. Spells: Sleep.

NOTE: Any time the Heroes beat a Magic-User, they will acquire a new magic item – either the wand of a true Magic-User or the scientific device of a super-science Magic-User.

Mobsters as Superheroes: Or, in this case, supervillains. It is recommended that the Editor only add one or two levels of the Superhero class to any mobster stats and that, if the Editor wishes to create a supervillain, to use the Superhero class alone. Since the level titles for the Superhero class are good-specific, the following table is recommended for bad guys:

Table 3: Supervillain Level Titles

1	Bad man
2	Shameful man
3	Extra-bad man
4	Rotten man
5	Fearful man
6	Indecent man
7	Merciless man
8	Arrogant man
9	Angry man
10	Super-villainous man

Creating Mobsters

Mobsters **are not** Heroes, **and their abilities are not** always **determined by the rules for** Heroes—**not even the stats for races that can have** Heroes, **such as** Aliens. **A mobster’s abilities are determined by the Editor, not by any rules!**

Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent!

Create mobsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you’re “allowed” to do.

Table 4: Mobster Creation

HD	THB	ST	XP Given
<1	+0	19	20
1	+1	18	40
2	+2	17	80
3	+3	16	120
4	+4	15	160
5	+5	14	240
6	+6	13	400
7	+7	12	600
8	+8	11	800
9	+9	10	1100
10	+10	9	1400
11	+11	8	1700
12	+12	7	2000
13	+13	6	2300
14	+14	5	2600
15	+15	4	2900
+1 HD	+1 (max'ed)	3 (max'ed)	+300/HD

TROPHIES: It is to be discouraged if Heroes are stripping their opponents bare and selling their stuff down to their socks for cash. Taking cash on hand is one thing, as is relieving mobsters of any weapons, but otherwise the mobsters should only have a set and limited number of trophies, if any, for the Heroes to take after a victory. **The amount of trophies a mobster owns or guards is usually related to the mobster’s HDE. That’s not necessarily realistic, but keep in mind that trophies are one of the ways the game reflects what a character has done: it’s used in awarding experience points. Too many trophies and the characters will become powerful without actually having done very much. Too many mobsters with few trophies and the characters won’t gain levels to reflect their achievements.**

As a general guideline, the monetary value of a trophy **ought to be about 2–3 times the** mobster’s **value in experience points, and keep in mind that** wandering **and patrolling** mobsters **likely won’t be carting their treasure around with them. Here is a possible table an Editor can use as a guideline:**

Table 5: Trophy Values

Roll	Number of	Total \$ Value of Trophies
1	1	1x HP value of the mobsters
2	2	2x XP value of the mobsters
3	3	2x XP value of the mobsters
4	4	3x XP value of the mobsters
5	5	3x XP value of the mobsters
6	6	4x XP value of the mobsters

If the Heroes can't find the mobster's lair, they may get none of the trophies. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the trophies out over several of the mobsters in an adventure is a good way of making sure the characters get the right amount of experience points from trophies. Perhaps the brigands' treasure hoard contains some "extra" trophies to account for the wolves in the area. If the characters avoid the wolves and defeat the brigands, so much the better. If they have to fight the wolves and never find the brigands, that's the breaks.

You can't make the game perfectly fair.

Currency Exchange Rates: When not in the U.S., adapt cash by national currency as follows:

- Great Britain: 1 dollar = .25 pounds
- Germany: 1 dollar = 4 reichsmark
- Mexico: 1 dollar = 12 Pesos
- France: 1 dollar = 50 francs
- Spain: 1 dollar = 60 (National) pesetas
- Finland: 1 dollar = 320 markkaa
- Greece: 1 dollar = 100 million drachmas

Gems: The type of gem is not dependent on value, but the following table is a useful guideline:

Table 6: Gems by Value

Value	Types
\$10	alabaster, agate
\$50	amethyst, aquamarine, beryl
\$100	emerald, opal, sapphire
\$500	diamond, ruby, star sapphire
\$1,000	colored diamond

"Trading" \$ Value for Treasures

In addition to cash, treasures might contain gems, jewelry, hi-tech trophies, and magical items. Treasures have got to be interesting: endless series of "another treasure worth \$100 in total" is a surefire recipe for boring your players.

- ***For every \$100 in value, there is a 20% chance of a \$100 trade-out.***

- **For every \$1,000 in value, there is a 20% chance of a \$1,000 trade-out.**
- **For every \$5,000 in value, there is a 20% chance of a \$5,000 trade-out.**

It is suggested that the Editor *begin with the major \$ values first and work down to the lesser ones.*
“Jewelry” refers to a single item of jewelry.

\$5,000 Trade Out

A roll of 1–18 on a d20 means a roll on the Major Gem/Jewelry table. A roll of 19 results in rolling on the Major Magic Item table. A roll of 20 results in rolling once on the Major Hi-Tech Trophy table, 1d4 times on the Medium Hi-Tech Trophy table, or 2d20 times on the Minor Hi-Tech Trophy table.

Table 7: Major Gem/Jewelry

Roll Possible \$ value for Treasure

1	Gem or jewelry worth \$1d1000
2-3	Gem or jewelry worth \$1d1000 x 8
4-5	Gem or jewelry worth \$1d1000 x 12
6	Gem or jewelry worth \$1d1000 x 20

Table 8: Major Magic Item

Roll Result

1	Roll six times on the potions table
2-3	Roll 1d6+12 on the scrolls table
4-5	Roll 1d6+12 on the weapons and armor table
6	Roll 1d20+40 on the miscellaneous table (includes rings and staffs)

Table 9: Major Hi-Tech Item

Roll Result

1	Roll six times on the pills table
2-3	Roll 1d4+6 on the machines table
4-5	Roll 1d4+6 on the weapons and armor table
6	Roll three times on the transports table
7	Roll 1d10+10 on the mad science table
8	Roll four times on the minor trophies table

\$1,000 Trade Out

A roll of 1–16 on a d20 means a roll on the Medium Gem/Jewelry table. A roll of 17 results in rolling on the Medium Magic Item table. A roll of 18-20 results in rolling once on the Medium Hi-Tech Trophy table or 1d10 times on the Minor Hi-Tech Item table.

Table 10: Medium Gem/Jewelry

Roll **Possible \$ Value for Treasure**

1	Gem or jewelry worth \$1d100
2-3	Gem or jewelry worth \$1d1000+250
4-5	Gem or jewelry worth \$1000+750
6	Gem or jewelry worth \$10,000

Table 11: Medium Magic Item

Roll **Result**

1	Roll three times on the potions table
2-3	Roll 1d6 +6 on the scrolls table
4-5	Roll 1d6 +6 on the weapons and armor table
6	Roll 1d20 +20 on the miscellaneous table (includes rings and staffs)

Table 12: Medium Hi-Tech Item

Roll **Result**

1	Roll three times on the pills table
2-3	Roll 1d6+4 on the machines table
4-5	Roll 1d6 +4 on the weapons and armor table
6	Roll two times on the transports table
7	Roll 1d12+8 on the mad science table
8	Roll two times on the minor trophies table

\$100 Trade Out

A roll of 1–13 on a d20 means a roll on the Minor Gem/Jewelry table. A roll of 14 results in rolling on the Minor Magic Item table. A roll of 15-20 results in rolling once on the Minor Trophies table.

Table 13: Minor Gem/Jewelry

Roll **Possible \$ Value for Treasure**

1	Gem or jewelry worth \$1d6
2-3	Gem or jewelry worth \$1d100+25
4-5	Gem or jewelry worth \$1d100+75
6	Gem or jewelry worth \$1d1000

Table 14: Minor Magic Item

Roll **Result**

1	Roll 1d12 on the potions table
2-3	Roll 1d6 on the scrolls table
4-5	Roll 1d6 on the weapons and armor table
6	Roll 1d20 on the miscellaneous table

Table 15: Minor Hi-Tech Item

Roll **Result**

1	Roll one time on the pills table
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2-3	Roll 1d6 on the machines <i>table</i>
4-5	Roll 1d6 on the weapons and armor <i>table</i>
6	Roll one time on the transports <i>table</i>
7	Roll 1d20 on the mad science table
8	Roll one time on the minor trophies table

HI-TECH TROPHY TABLES

Table 16: Pills

01-04	Animal Control
05-10	Growth
11-15	Diminution
15-16	ESP
17-19	Gaseous Form
20-24	Giant Strength
25-30	Invisibility
31-35	Invulnerability
36-39	Plant Control
40-45	Sleeping
46-50	Polymorph (Self)
51-55	Speed
56-65	Healing
66-70	Flying
71-77	Antidote
78-85	Superheroism
86-89	Human Control
90-93	Poison
94-00	Fire Resistance

Pill Descriptions: Most pills duplicate the effect and duration of magic potions of the same name (see below).

Antidote: Anyone ingesting an antidote pill will immediately recover from the effects of a failed save against poison, even if it would have meant the person's death on the following turn. It will not revive someone who "died" from poison more than one turn ago.

Sleeping: Anyone ingesting a sleeping pill must make a saving throw against poison or fall asleep for 3d6 turns. Nothing can wake up the victim during that time.

Superheroism: Ingesting this pill allows a person to wreck things as if a 3rd level Superhero, or 3 levels higher if already a Superhero, for 1d6+6 turns.

Table 17: Machines

Roll	Machine
1	1 power, level 1
2	1 power, level 1d3
3	2 powers, level 1d2 each

4	3 powers, level 1 each
5	Malfunctioning machine
6-7	Protection machine
8	2 powers, level 1d4 each
9	2 powers, level 1d6-1 each
10	1 power, level 1d4+1

Machine Descriptions: These devices are able to duplicate or mimic the effects of specific powers, as per Superheroes. They can function once per turn, as often as desired, but are not easily portable. As a guide, a machine should be 5 sq. ft. per power level.

Malfunctioning: These defective machines will duplicate a specific power, but with a cumulative 10% chance per use of either producing a random power instead or blowing up and doing 4d6 damage to everyone within a 10 ft. radius (50% chance of either).

Table 18: Protection Machine Table

Roll	Protection Machine
1-3	Bullets
4-5	Melee attacks
6	Hi-tech

Protection Machine Descriptions:

Bullets: Machine repels all bullets and other missile weapons from a single target for 40 minutes.

Hi-tech: No hi-tech items or trophies, except for the protection machine itself, will function within a 5 ft. radius of a designated spot for 1 hour.

Melee attacks: Machine erects a force screen around a single target so no one can get close enough to attack in melee for 40 minutes.

Table 19: Hi-Tech Weapons and Armor

Roll	Weapon or Armor
1	Defective armor
2-4	Gun
5	Defective gun
6	+1 armor
7	+2 armor
8	+3 armor
9	Raygun
10	Re-roll (1d10)

Hi-Tech Weapons and Armor Descriptions: There is a 3 in 6 chance for each of armor being a bulletproof vest or a flak jacket. In general, the higher the plus, the more body is covered with body armor.

Table 20: Defective Armor and Guns

Roll	Defective Armor or Gun
1-3	-1 armor or gun
4	-2 armor or gun

Defective Armor and Guns Description: Defective guns also have a 1 in 6 chance per turn of jamming and needing to be repaired before they can be used again.

Table 21: Guns

Roll	Type
01-23	Revolver
24-43	Semi-automatic pistol
44-60	Automatic pistol
61-74	Rifle
75-85	Semi-automatic rifle
86-93	Automatic rifle
94-98	Sub-machine gun
99-00	Machine gun

Gun Descriptions:

Machine Gun: This weapon can normally not be carried, either mounted on a tripod or carried by a Superhero with a power like No Encumbrance. Machine guns have a + 20 ft. range bonus over rifles. It can make four attacks per turn, in the 3rd, 4th, 6th, and 7th combat segments and does 2d6 points of damage per hit.

Pistols and Rifles: See Vol. 1, Men & Supermen.

Sub-Machine Gun: This weapon has a + 10 ft. range bonus over pistols/revolvers. It can make three attacks per turn, in the 3rd, 4th, and 7th combat segments and does 2d4 points of damage per hit.

Table 22: Gun Bonuses

Roll	Result
1-3	+1
4-5	+2
6	+3

Gun Bonus Descriptions: Each plus means the gun design is more highly advanced than the current time period by about ten years.

Among hi-tech weaponry guns alone can possess (25% of the time) certain human or superhuman attributes. These special guns have Alignment, Intelligence and an Ego rating (as well as an optional determination of their origin/purpose). These determinations are made as follows:

Table 23: Gun Alignment

Roll	Result
01-65	Lawful

66-90	Neutral
91-00	Chaotic

If a character picks up a gun which is of the opposite Alignment as he is, the character will take 1d6 points of damage. Anyone forced to pick up an aligned gun will only take half damage and any spell or hi-tech effect forcing such an action will be dispelled.

Gun Intelligence: There are two factors considered here, which are mental powers and communicative ability. These factors are both determined by the Intelligence score as follows:

Table 24: Mental Powers and Communication

Roll	Mental Power(s)	Communication
1-6	None	None
7-8	1 Power	None
9	2 Powers	None
10	2 Powers	Empathy
11	3 Powers	Empathy
12	3 Powers	Telepathy

Table 25: Gun Powers

Roll	Description
01-15	Note shifting walls & rooms
16-30	Detect sloping passages
31-40	Locate secret doors
41-50	Detect traps
51-60	See invisible objects
61-65	Lucky (+1 to saves)
66-70	Trick shot (does not need line of sight)
71-80	Fast draw (always wins initiative)
81-90	Funny counting (people always underestimate the no. of shots fired by 1)
91-95	Picks them off (shooter can choose targets in melee)
96-99	Unlimited bullets
00	Take two rolls ignoring 00

Gun Egoism: Only those guns with Intelligence of 7 or more will have an Ego rating. Ego ranges from 1-12, as per gun Intelligence. If the Intelligence or the Ego of the gun is 6 or more points above the Intelligence or the level of the wielder the gun will control the person, even causing him to become aligned as the gun is, and he will immediately act accordingly. Otherwise, the gun's ego can only influence the wielder on a case-by-case basis as follows:

- The gun's Intelligence + Ego is compared against the wielder's Strength + Intelligence.
- If the wielder is less than 10% injured, modify the wielder's number by +1-6.
- If the wielder is 10-50% injured, modify the wielder's number by -1-4.
- If damage is over 50%, modify the wielder's number by -2-8.

Compare the difference between the two numbers on the following table:

Table 26: Ego Contest

Difference	Result
6 or more	Higher score prevails
2-5	75% chance the higher score will prevail
0-1	50% either way

Table 27: Rayguns

Roll	Result
1-4	Electric
5-7	Freeze
8-9	Growing
10-13	Paralysis
14-16	Shrinking
17-18	Heat
19	Magnetic
20	Disintegrater

Raygun Descriptions: All rayguns can be fired no more than 100 times before the amount of electrical power they require fries all their circuits. Usually, when encountered, rayguns will have no more than 25 “charges” left in them.

Disintegrater Ray: Though not a handheld weapon, some mad scientists have been able to make disintegraters that can be mounted on a heavy tripod. At a range of 100 ft., the disintegrater ray causes anyone struck by it to save against science or be reduced to ash. If turned on unliving targets, it wrecks as if a 10th level Superhero.

Electric Ray: This hand-held gun is sleek and shiny, with enigmatic wires and tubes connecting the stock, body, and barrel. It can shoot bolts of electricity up to 30 ft. away. It can be set to deal 1d6, 2d6, or 3d6 points of damage per shot. A fully charged gun stores 20 six-sided dice of electrical damage. If an electric ray gun is struck with a bullet or similar high velocity projectile, it will explode, doing all the remaining stored up dice in damage to everybody within a 5 ft. radius of the gun.

Freeze Ray: This large raygun is usually a stationary machine weighing a ton or more, though it may have treads that allow it to be driven like a tank. It shoots a ray that freezes the particles in the air around it, causing anything struck within a range of 140 ft. to freeze over. It can freeze up to 1 ton of mass with a single strike, leaving a car or plane frozen solid with one hit. Heroes, made of sturdier stuff, take 3d6 points of damage when struck (save against missiles for half-damage). Heroes with flame-based powers take double damage as the villain cackles gleefully.

Growing Ray: The machine housing the growing ray is roughly 5 ft. on a side and weighs over 1,000 lbs. The ray has two settings – size without mass and size with mass. “Size without mass” triples size, but reduces strength by four. “Size with mass” only doubles size, but increases strength by four. If used on a non-living target, an object can be made easier or harder to wreck by a factor of two columns. The ray has a range of 40 ft. and the effect lasts 1d12+12 turns.

Heat Ray: Similar in size and frame to a freeze ray, the Heat Ray shoots beams of intense light that can melt any physical substance that they strike. Items up to the size of cars will melt, while larger items such as buildings catch on fire, burning to cinders in 1d6+6 turns if the fire is not put out. There is a cumulative 15% chance per round that the flames from a burning building will spread to nearby buildings and catch them on fire as well. A Hero struck by a Heat Ray takes 3d6 points of damage (save against missiles for half-damage). Characters with ice or water based power take double damage as they melt or wither pathetically.

Magnetic Ray: This very large, always stationary device, usually resides within a villain's underground lair. It is capable of accelerating magnetic flow within a 5-mile radius, making anything made of metal unable to move. Cars will stick to the road, weapons will not be able to be lifted, and planes will fall from the sky to crash. In some cases (depending on how sadistic the Editor is), the device may even affect the iron within the blood of humans. Heroes caught in the merciless grip of the Magnetic Ray must make a save against science every turn they are under its effects (until they have shed all metal, unless under the effects of a more powerful Magnetic Ray). On a successful save, the character may move at one-quarter speed and make an attack at -2. On a failed save, the character can only stand and struggle against the all-powerful might of magnetism.

Paralysis Ray: A large, though hand-held, raygun roughly the size of a bazooka, the Paralysis Ray has a range of 70 ft. and causes anybody struck by it to freeze in position unless they make a save against missiles. They remain frozen for 1d12 hours. If they are physically attacked during that time, the shock breaks the paralysis effect.

Shrinking Ray: The shrinking ray can be housed in a weapon roughly the size of a bazooka. One exposure to the ray will shrink a target to 20% of its original size, retaining normal mass and increasing in density. Living targets shrunk will increase in strength by two and non-living targets will be harder to wreck by one column. For each full turn after that exposed to the ray, a stationary target will shrink again by half, but will lose mass and density (and strength, in reverse proportion to how it had initially gone up). The ray has a range of 30 ft. and the effect lasts 2d6+12 turns.

Table 28: Transports

Roll	Result
01-10	Airplane, Antique biplane
11-19	Airplane, 2-Seat fighter
20-27	Airplane, Cargo
28-34	Autogyro
35-40	Blimp
41-50	Boat, Sail
51-59	Boat, Motor
60-64	Boat, Yacht
65-74	Car, Jeep
75-83	Car, Air-Conditioned
84-87	Car, Super-Charged
88-00	Motorcycle

Transport Descriptions: All attacks made at or from a transport are penalized by speed as follows:

- 240 ft. and up, -1 to hit
- 480 ft. and up, -2 to hit
- 960 ft. and up, -3 to hit
- 1,920 ft. and up, -4 to hit
- 3,840 ft. and up, -5 to hit

Each hit on a transport in motion has a 1 in 6 chance of causing a wreck. Passengers will usually have a cover bonus to Armor Class, in addition to speed-related penalties to be attacked.

Further, each transport can be used as a ramming weapon. Damage is based on speed, dividing movement rate by 60 to find the number of six-sided dice to roll for damage. Thus, a jeep traveling at maximum speed of 600 ft. does 10 six-sided dice of damage (save against missiles for half-damage allowed). However, for each die of damage, there is that chance in 6 of the vehicle being wrecked (a jeep at max. speed is automatically wrecked, while at half max. speed has a 5 in 6 chance of being wrecked). Further, each occupant will take half-damage (halved again with a save against missiles). A successful save means the occupant jumped clear and took the half-damage from tumbling. If the occupant has the option of jumping into water, then a successful save means no damage was taken.

All planes except for autogyros require a landing field of 1,000 + (1d10x100) ft. in length.

Some transports are duplicated on the minor trophies list and their descriptions can be found there.

2-Seat Fighter Airplane: These two-prop planes can fly at a movement rate of 3,870 ft., up to 6 miles above the ground. They can hold the pilot and one passenger (gunner). They act as hard cover for their passengers. Fighter planes are mounted with 2-4 machine guns under the wings.

Air-Conditioned Car: This luxury sedan has a movement rate of 500 ft., seats five (counting driver), and passengers (minus the driver) can rest and regain hit points while traveling in it.

Autogyro: Unlike other airplanes, autogyros can take-off and land vertically. These small, one-seat vehicles can fly at a movement rate of 700 ft., up to 1,000 ft. above the ground. They can be set to auto-pilot and left to fly in as narrow as a 30 ft. diameter circle. They cannot be flown in winds exceeding 15 MPH. An autogyro acts as soft cover for its pilot.

Blimp: Blimps can fly at a movement rate of 300 ft., to a height of 3,000 ft. above the ground. A blimp requires one pilot and can hold up to 5 other passengers. If a blimp catches on fire, it will explode in 1d4 turns. Anyone within 15 ft. of an exploding blimp takes 20 six-sided dice of damage (with a save against science for half damage).

Cargo Airplane: These planes can fly at a movement rate of 2,160 ft. over 800 miles. They can fly up to 4 miles high. They also require a crew of 2 and can hold up to 6 passengers. The plane is hard cover for all its passengers.

Jeep Car: Less than a half-ton in weight and seating four (including driver), the jeep has a movement rate of 600 ft., but is more famous for being able to drive over any terrain, *sans* road (though at a

maximum speed of 150 ft. over roughest terrain). Jeeps are soft cover for their passengers.

Super-Charged Car: Built for land speed records, these two-seat cars have a movement rate of up to 1,950 ft. They cannot turn at speeds of over 500 ft., however, and still require roads.

Yacht Boat: Averaging 30-40 ft. in length, the common cruising yacht uses a combination of sail and motor for a highly variable movement rate of 1d6x50 ft. Yachts require a minimum crew of 3 and can hold up to 12 people (including crew). Because of their luxurious accommodations, passengers (but not crew while on duty) can rest and regain hit points while traveling. Yachts are soft cover for their on-deck passengers and below-deck passengers cannot be targeted.

Table 29: Mad Science

Roll	Result
1-8	Programmable computer
9-10	Hydrophone
11-14	Radio telescope
15-17	Electron microscope
18-21	Invisibility field generator
22-30	RADAR system
31-35	Two-way television
36-38	Mind controlling machine
39-46	Gas gun
47-53	Flamethrower
54-55	Indestructible costume
56-62	Utility belt
63-65	Electric crystal-encasing tank
66-72	Image projector
73-82	Poisonous gas cloud ejector
83-89	Remote controlling device
90-92	Weather controlling machine
93-95	Mind transfer machine
96-00	Molecular recombinater

Electric Crystal-Encasing Tank: An unconscious, paralyzed, or otherwise motionless victim must be placed in this tank, for it takes 1d4 turns for the process to complete. By the end of the process, unless the victim has saved against science at -4, he is encased in a block of crystal. The crystal can be wrecked from the outside as if a machine. From inside, the crystal can only be wrecked as if a car.

Electron Microscope: This model, better than those commercially available at the time, can magnify to the power of 6,000 times. A mad scientist can combine one of these with an enlarging ray to double the effects of the latter.

Flamethrower: This weapon is either a stolen military weapon or a homemade version of the same. In addition to 2d6 points of fire damage, all flammable victims will burn for an additional 1d6 points of damage on the following turn. It has a range of only 20 ft.

Gas Gun: A squat, stubby weapon with a large round barrel, the sleeping gas gun fires shotgun-shell sized projectiles that explode upon contact with a hard surface and release a noxious cloud of sleeping

gas in a 10 ft. diameter. Everybody within the area of effect must save against poison or fall asleep for 2d6 turns. A sleeping person can be roused by a sudden shock such as a hard slap, but will sleep through loud noise or combat. A sleeping gas gun must be reloaded after each shot.

Hydrophone: The precursor of SONAR, a hydrophone is an underwater microphone that can pick up any sound within 300 ft.

Image Projector: The projector is the size of a telephone booth. The operator can project his image anywhere within a 5-mile radius, except through lead. The image can inexplicably communicate audibly. The image has a low enough resolution that it is not a believable illusion and cannot attack as a Phantasmal Forces spell can. A mad scientist, with some adjustments, can project any man-sized image or any particular person's image.

Indestructible Costume: Made from an accidentally created alloy or a baby blanket belonging to a vastly superior alien being, this costume bestows an AC of 2 [17] to the wearer.

Invisibility Field Generator: The generator is the size of a large toolbox or footlocker. It can transform a structure of up to 1 ton in mass (a car, a plane, a small wooden hut, *etc.*) invisible for 1d3+6 hours before needing a day to recharge. The field otherwise acts like the Invisibility spell. Because the generator needs to be inside the thing to be turned invisible, it does not function well with living things.

Mind Controlling Machine: Though this machine looks like an electric chair, anyone strapped into this will be fed electrical impulses that will compel obedience instead of being roasted. The process takes only 1d3 turns and then, if the victim fails a save against science (at -1 for each subsequent turn exposed), he will be under the control of the machine operator for 1d6 hours. There is no limit to how many victims can be mind-controlled at a time. The machine operator then only needs to speak into a microphone located on the machine and all mind-controlled victims within a 1-mile radius will all obey.

Mind Transfer Machine: The size of a room, 10 ft. on a side, this machine can transfer the minds between two people within 10 ft. of the machine and somehow hooked up to it (traditionally with some headgear with tubes attached to them). Anyone unwilling subject is entitled to a saving throw against science. If both parties make their saving throws, no mind transfer occurs. If one party saves and the other does not, the mind transfer is temporary and lasts 1d6 days. If both parties are willing or miss their saves, the transfer is permanent (unless hooked up to a mind-transfer machine again). The transferee retains his mental attributes, but picks up the physical attributes of the body transferred to. Generally, this means a Magic-User transferred into a Fighter's body would retain the attributes of both classes, while a Fighter transferred into the body of a Magic-User would not gain the attributes of a Magic-User.

Molecular Recombinator: This machine, always at least 10 ft. on a side and topped with plasma spheres, is the EZ-Bake Oven of mad geneticists. If two animals are strapped onto tables and slid into the recombinator, they will be merged into one creature that combines features of both animals. The effect is permanent on non-sentient animals. If a sentient being is used, the effect is not permanent for 1d3 days and, even then, the same recombinator could be used to reverse the effect.

Poisonous Gas Cloud Ejector: This machine can be built small enough to be fired as a weapon from a tripod. The ejector can fill a 30 ft. radius with deadly smoke. Anyone caught in the smokescreen must save against poison or immediately lose consciousness and, if not removed from the smoke without 1d2 turns, will die.

Programmable Computer: A machine of about 8-9 ft. on a side full of vacuum tubes, this binary-based digital computer can be controlled through a punch tape and be used for complex mathematical computations.

RADAR System: This RADAR system can detect approaching aircraft within 120 miles or a large land vehicle or low-flying aircraft within 10 miles. The system requires two metal towers at least 300 ft. tall.

Radio Telescope: Useful for communicating with aliens in orbit or further away. The radio telescope requires a 30 ft. wide reflector.

Remote Controlling Device: The size of a large toolbox or footlocker, this device can remotely control a complex mechanical device (such as an appliance or a vehicle, but not simple machines like pulleys or shovels) within a 480 ft. range. The device can override all internal features, like ignition keys and door locks, so that they cannot be controlled except via remote control. Only one mechanical device can be controlled at a time. This device can work on androids, but they are allowed a save against science at +2 each turn to resist.

Two-Way Television: Found only in sets of 2, these television sets have large color screens and contain mini-cameras that record the person in front of the television for the person on the other end to see and hear. The sets have a range of 10 miles.

Utility Belt: This belt is lined with pouches, metal canisters, a secret lining, *etc.* Out of these, anyone wearing the belt can produce one random item per turn, well beyond what should be the carrying capacity for such a belt.

Table 30: Utility Belt Contents

Roll	Result
1	Boomerang
2	Handcuffs
3	Bandages
4	Collapsible grappling hook
5	Mini-telescope
6	Mini-flashlight
7	Lockpicks
8	10 ft. of silken cord
9-10	Whatever the situation requires (at your discretion)

Weather Controlling Machine: The size of a room, 10 ft. on a side, this machine is able to control the weather within a 5-mile radius. It has the following 8 settings (though there is a 10% per adjustment of a random weather result):

- Rain
- Stop rain/drought

- Cold wave (21-30 degrees)
- Heat wave (101-110 degrees)
- Tornado (destroys 1-4 buildings)
- Stop tornado
- Deep clouds
- Clear sky

Each effect lasts 1d12 hours, except for tornado, which lasts for 1d12 turns.

Table 31: Minor Hi-Tech Trophies

Roll	Item	Roll	Item
1	Fluorescent lamp	51	Tape recorder
2	Invisible ink pen	52	1d4 rolls of cellophane tape
3	Hot-air balloon	53	Jug of glue
4	Microfilm roll	54	Lockpicks
5	Electric fan	55	1d4 packages of nylon hose
6	Wristwatch/2-way radio	56	1d4 ballpoint pens
7	Acetylene torch	57	4d6 armor-piercing bullets
8	Hearing aid	58	1d12 incendiary bullets
9	Flak jacket	59	1d6 acid bullets
10	Radio, long-range	60	1d2 walkie-talkies
11	Can of gasoline	61	Mini-buzz saw
12	Car battery w/jumper cables	62	Diving suit, Old-fashioned
13	Mechanical bicycle	63	Gas mask
14	Television set	64	Glasses
15	Lockable attache case w/secret compartment	65	Asbestos suit
16	Miniature movie camera	66	Motorcycle
17	Printing press	67	Antique biplane
18	Weightlifting set	68	Bulletproof costume
19	Antique leather armor	69	Tank of nitrogen gas
20	Small motorboat	70	Tank of sulfuric acid
21	Hinge-removing set	71	Diving suit, Modern
22	Oxygen tank w/closed-circuit rebreather	72	Tank of break-resistant glass
23	Keymaking set	73	Smokescreen ejector
24	Polarized sunglasses	74	1d6 sleep gas capsules
25	Antique chainmail armor	75	Tank of helium gas
26	1d2 Magnesium flares	76	1d20 caltrops
27	Antique platemail armor	77	Disguise kit
28	Copying machine	78	1d4 Flash bombs
29	Coil of 100 ft. of copper wire	79	Hang glider
30	Fire extinguisher	80	Parachute
31	Boots w/retractable blades	81	Treasure map to \$1d4 x 1,000

32	Mechanical gauntlet	82	Treasure map to \$4d4 x 1,000
33	Antique shield	83	Treasure map to \$5d4 x 1,000
34	Mountain-climbing gear	84	Treasure map to \$1d4 x 1,000 and 2d10 gems
35	1d3 Canisters of tear gas	85	Treasure map to \$4d4 x 1,000 and 5d6 gems
36	Small sailboat	86	Treasure map to \$5d4 x 1,000 and 1d100 gems
37	Centrifuge	87	Treasure map to 10d6 gems and 2d10 jewelry
38	Mechanical fortune-teller	88	Treasure map to any 1 minor magic item
39	Smoke alarm	89	Treasure map to any 2 minor magic items
40	Uncountable bullets	90	Treasure map to 1 medium magic item
41	Portable metal detector	91	Treasure map to any 1 medium magic item and 1 potion
42	Small forge	92	Treasure map to any 1 moderate hi-tech item
43	Camouflage suit	93	Treasure map to any 2 moderate hi-tech items
44	Map-making kit	94	Treasure map to any 3 moderate hi-tech items, no guns
45	Dog whistle	95	Treasure map to 1 major hi-tech item and 1d6 pills
46	10 ft. x 10 ft. of Insect netting	96	Treasure map to 1 major hi-tech item and 1d6 machines
47	Bulletproof vest	97	Treasure map to \$1d4 x 1,000 and any 1 minor magic item
48	Electric cooker range	98	Treasure map to \$1d4 x 1,000 and 1d2 minor hi-tech items
49	Gas range	99	Treasure map to \$4d4 x 1,000 and 1 moderate hi-tech item
50	Used town car	00	Roll twice on this table

Minor Trophy Descriptions: Self-explanatory items will have no notes.

Acetylene torches: Used as weapons, these have a range of 10 ft. and do 1d6 damage on the first turn and, if the target is combustible, 1d6 points of damage on the following turn.

Acid bullets: These bullets initially only do +1 to damage rolls, but they do 1 additional point of acid damage each following turn for 1d4 turns until the wound is washed. Guns firing acid bullets require higher maintenance, needing to be cleaned out on the turn following use in combat, or the gun will be ruined by corrosion.

Antique biplanes: These single-prop planes can fly at a movement rate of 450 ft., up to 2,000 ft. above the ground. They can hold the pilot and one passenger. They act as soft cover for their passengers. There is a 20% chance of an antique biplane having a machine gun mounted on it.

Armor-piercing bullets: These bullets confer a +1 to attack and damage rolls when fired from a gun.

Asbestos suits: The wearer takes half-damage from non-magical fire and, against magical fire, saves at +1 and takes -1 damage. Less bulky than a diving suit, the asbestos suit weighs only 100 lbs. and acts as Armor Class 8.

Bulletproof costumes: Made from a strong fiber of alien or mad science origin, a bulletproof costume acts as if AC 7 for whoever wears it. The costume is form-fitting, thin and concealable under ordinary clothes. It does not count against the armor restriction for Superheroes, but it does for Magic-Users.

Camouflage suit: The wearer has a 3 in 6 chance of surprise.

Cans of gasoline: Besides powering motors, the gas can be poured on the floor and lit ablaze, creating a flaming pool that causes 1d6 points of damage to anyone crossing. Unlike normal gasoline, this gasoline can be lit just by dropping a match into it. If splashed directly on someone and lit ablaze, treat as an acetylene torch.

Canisters of tear gas: Anyone within 15 ft. of where the canister lands must save against science or be stunned (unable to perform any actions other than moving at half-speed) for 1d6 turns.

Car batteries w/jumper cables: Used as melee weapons, these cause 2d6 electrical damage the first time used, -1 for each subsequent use until damage reaches 0, signifying that the battery is drained.

Diving suits, modern: These full body suits replace the spherical helmet of the old-fashioned suits with goggles and the boots with swim fins. The suit is much lighter, weighing 25 lbs., but still provides an AC of 8. Underwater, the wearer moves at $\frac{3}{4}$ his movement rate.

Diving suits, old-fashioned: These full-body suits of rubberized canvas, complete with weighted boots and spherical metal helmet, not only allow the wearer to breathe air underwater for 1 hour (or longer with a hose attachment), but act as Armor Class 7. The suit weighs 200 lbs., the helmet alone weighing 60 lbs. Underwater, the wearer moves at half his movement rate.

Flash bombs: Similar to a flare, but they burn brighter (all within 30 ft. save) and burn out faster (cannot be used for illumination after).

Gas masks: A common accoutrement for characters using a sleeping gas gun, a gas mask covers the head and face, giving the wearer an expressionless, anonymous, creepy aura (and a -1 penalty to morale checks when facing one). It filters impurities from the air around it, making the wearer immune to poisonous gases.

Glasses: Most glasses just improve vision, but *these* special glasses, when worn by a Superhero, force supporting cast characters to make a save against plot at -2 to discern that the mild-mannered individual standing before them is also the rugged, ultra-masculine hero, only without his super costume. This item takes effect even if the supporting cast character is very familiar with both the person and his heroic identity.

Hearing aids: Increase the wearer's chance of hearing noise to 1 in 6.

Hot air balloons: Moves effectively as per the Levitate spell.

Incendiary bullets: These bullets initially only do +1 to damage rolls, but they set flammable targets aflame and do an additional 1d3 points of damage on the following turn. Incendiary bullets have half the range of regular bullets.

Lockpicks: Anyone with a set of lockpicks can attempt to pick a lock, with a 1 in 10 chance of success.

Magnesium flares: Anyone within 20 ft. who is not forewarned to shield their eyes must save against science or be blinded for 1d6 turns.

Mechanical bicycle: Prototype for a 3-speed, this bike has a movement rate of 120 ft. Mechanical bicycles can be rode inside Hideouts.

Mechanical fortune-tellers: These gypsies-in-a-box can produce a card with a random saying on it once per day. There is a 1 in 6 chance of the saying being a clue the Heroes need and, if not, there is a 1 in 6 chance of it

being a misleading or false clue.

Mechanical gauntlets: The wearer can wreck a handheld thing as if a 1st level Superhero once before the gauntlet breaks.

Motorcycles: The largest vehicle that can be driven inside a hideout, motorcycles can hold the driver and up to one passenger (either behind the driver or in a side-car). The motorcycle has a movement rate of up to 420 ft., though driving over 210 ft. per turn has a 1 in 6 chance of wrecking per turn. Unlike other vehicles, the motorcycle offers no cover and penalizes attack rolls at one less than the above table for speed (no penalty until 240 ft.).

Mountain-climbing gear: Anyone so equipped has a 3 in 6 chance of safely climbing walls.

Oxygen tank with closed-circuit rebreathers: Air-breathers can breathe underwater with these on to a depth of 30 ft. The oxygen supply lasts 2 hours and, during the time worn, the wearer is immune to gas attacks.

Polarized sunglasses: Confers +2 to saves when blindness is in question.

Radios, long-range: Can send and receive signals at a range of 60 miles.

Sleep gas capsules: The sleeping capsule contains an incredible amount of an ether-like substance that spreads over a 10 ft. diameter area without losing any of its potency. All within that area must make a save against poison or fall unconscious for 2d6 turns. The capsule can be thrown with a short range of 10 ft. With the exception of range, sleeping gas capsules correspond in all ways to the shells fired from a sleeping gas gun.

Small motorboats: Safely seating only four passengers and requiring only one to act as crew, these boats can maintain a movement rate of 180 ft. Motorboats are soft cover for their passengers.

Small sailboats: The common sloop has 1-2 sails, requires a minimum crew of 1, and can hold up to 7 people (including the pilot). Beholden to the weather for their speed, sailboats vary between a movement rate of (7+1d6)x10 ft. Sailboats are soft cover for their passengers.

Smoke alarms: Not commercially available yet, but they did exist.

Smokescreen ejectors: The size of a car muffler, a smokescreen ejector can fill a 20 ft. radius with vision-obscuring smoke. Powers and spells enhancing vision (such as Infra-Vision) can foil the smokescreen. However, anyone caught in the smokescreen must save against poison at +1 or be wracked with coughing and be forced to lose initiative each turn for the next 1d6 turns.

Tank of break-resistant glass: This tank is empty (except for ordinary air) and meant for imprisoning someone man-sized or smaller. It can be wrecked by a Superhero as if a generator.

Tanks of nitrogen gas: Releasing the contents of a nitrogen gas tank within an enclosed space (such as a 10-ft. cube) requires anyone within that space to save against poison or take 1d6 points of [asphyxiation](#) damage. Further, releasing the contents will temporarily neutralize an android's flame-related powers (including wrecking things) for 1d6 turns unless the android makes a save against science at -2.

Tanks of sulfuric acid: If the corrosive contents of a sulfuric acid tank are poured on a victim (with a successful attack roll), the acid does 2d6 points of damage, plus 1d2 points of damage each following turn for 1d8 turns until washed off. If someone falls into such a tank, he will take 2d6 points of damage each round until he emerges from the tank. If a mobster drops into a sulfuric acid tank, however, and makes a save against science, he will emerge at 1 hp as a supervillain (a 1st-level evil Superhero).

Television sets: There is no regular programming yet for TVs, so few people own them.

Treasure maps (all): All destinations are to be planned out by the Editor, including selecting appropriate mobsters to guard the items. See Vol. III for the Hideout Encounter Matrix to assist in selecting mobsters.

Uncountable bullets: When loaded into a gun, the shooter does not need to keep track of how many bullets he has fired; there are always enough. Even when unloaded and held in your hand, you can't count how many bullets you have.

Used town cars: There is only a 4 in 6 chance per turn of a used car starting and a 1 in 6 chance per hour of the car stalling. When they are working, used town cars can maintain a movement rate of 150 ft.

Walkie-talkies: Based on a prototype in development for the army, these backpack-like portable radios have a range of 3 miles.

Weightlifting sets: The average set does not have weights for more than 400 lbs and is useless for Superheroes, but Fighters who work out for 1d4 hours will have a +1 strength bonus for 1d8 hours.

Wristwatch w/2-way radios: These items should have a limited radio range of, say, 600 ft.

MAGIC ITEM TABLES

Table 32: Magic Potions

<i>Roll</i>	<i>Magic Potion</i>
1-3	<i>Animal Control</i>
4-6	<i>Clairaudience</i>
7-9	<i>Clairvoyance</i>
10-12	<i>Diminution</i>
13-15	<i>Dragon Control</i>
16-18	Polymorph (self)
19-21	<i>Fire Resistance</i>
22-24	<i>Flying</i>
25-27	<i>Gaseous Form</i>
28-30	<i>Giant Strength</i>
31-33	<i>Growth</i>
34-36	<i>Heroism</i>
37-39	<i>Invisibility</i>
40-42	<i>Invulnerability</i>

43-45	<i>Levitation</i>
46-48	<i>Plant Control</i>
49-55	<i>Poison</i>
56-58	Speed
59-61	<i>Treasure Finding</i>
62-64	<i>Undead Control</i>
65-75	ESP
76-00	<i>Healing</i>

Magic Potion Descriptions: All potions come in a quantity that must be completely drunk to benefit from the full effect, though a sip should give some clue as to what the full effect would be. Potions of a limited duration will last for 1d6+6 turns. Some potions are not detailed below because they duplicate spells or powers found in vol. 1.

Animal Control: Results as per the spell.

Clairaudience: Results as per the spell Crystal Ball.

Clairvoyance: Results as per the spell Crystal Ball.

Diminution: Imbiber shrinks to 6 inches tall for 2d6 hours. Quaffing half the potion causes the imbiber to shrink to one-sixth his size (or 1 ft. if a 6 ft. person drank half). The imbiber retains full strength, but diminished mass.

Dragon Control: 1d3 dragons of a specific type (determined randomly by the Editor) are affected as per charm monster.

Fire Resistance: Grants immunity to normal fire, +2 saving throws against fire attacks, half damage to magic fire attacks that do not permit saving throws.

Flying: Results as per the spell.

Gaseous Form: The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous. The imbiber can move anywhere on a horizontal plane, as the gaseous form is heavier than air. The imbiber's clothes or costume transform with him, unless the Editor desires a more risqué mood for the campaign (see Vol. III for Mood).

Giant Strength: Character gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +2 to-hit.

Growth: Character grows to 30 ft in height. Drinking a smaller amount causes growth proportionate to the amount drank (i.e., a 6 ft. person would grow to 15 ft. tall after drinking half the potion). Strength only grows sufficiently to support the increased mass.

Healing: Cures 1d6+1 HP of damage.

Heroism: +2 to attacks and damage.

Invisibility: Results as per the spell.

Invulnerability: +2 saving throws, opponents attack at -2.

Levitation: Results as per the spell.

Plant Control: Results as per the spell.

Poison: *Save or die.* If the imbiber fails the save, he will die in 1d4 turns.

Polymorph (Self): The imbiber can take the form of any animal, creature, or person, limited only to a range of weights between 30 and 900 lbs. The imbiber gains any natural attributes of the form taken, such as wings or gills, but gains no special abilities, like the weakening breath of a drunken hoodlum. When drank, if the imbiber does not immediately choose a form, he will assume a random form.

Speed: Only doubles movement rate, without affecting number of attacks.

Treasure Finding: *Character can detect hoards of treasure within 400 ft.*

Undead Control: *2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the control animals spell.*

Table 33: Scrolls

Roll	Scroll
1	1 spell, level 1
2	1 spell, level 1d3
3	2 spells, level 1d2 each
4	3 spells, level 1 each
5	Cursed Scroll
6-7	Protection Scroll (normal duration)
8	2 spells, level 1d4 each
9	2 spells, level 1d6-1 each
10	1 spell, level 1d4+1
11	5 spells, level 1d3 each
12	Cursed Scroll
13-14	Protection Scroll (double duration)
15	5 spells, level 1d6-1 each
16	6 spells, level 1d6-1 each
17	7 spells, level 1d6-1 each
18	8 spells, level 1d6-1 each
19	Cursed Scroll
20	Roll again

Scrolls: All spell scrolls are usable by Magic-Users only. A Magic-User can use any scroll for a spell level the Magic-User can cast, or any higher-level scroll after casting a Read Magic spell. The spell takes effect as if cast by a 6th level caster, after which the writing disappears off the scroll (one-time use). Roll randomly for the spell level of each spell, if multiple spells, on the scroll.

Curse: A cursed scroll appears to be something else, either a good read, a map, or a spell scroll, but reading it activates the curse. There are equal chances of a curse scroll affecting just the reader, everyone within a 10 ft. diameter of the reader, or everyone within a 30 ft. diameter of the reader, if even applicable. The Editor should tailor individual curses or simply use the following table:

Table 34: Curse Scrolls

Roll	Scroll
1-2	A random mobster appears and attacks
3-4	A disease will strike the reader dead in 1d4 hours
5-6	Polymorphed into an animal
7	Teleported 500 miles in a random direction
8	Teleported to the other side of the planet

Table 35: Protection Scrolls

Roll	Scroll
1	Demons
2	Elementals
3	Magic
4	Poison
5	Undead
6	Were-creatures

Protection Scroll Descriptions: Protection scrolls can be read by anyone (who can read).

Demons: All within a 10 ft radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes. The Editor can decide if this will protect against any other extradimensional beings besides baalrogs.

Elementals: This scroll protects against a single elemental, and lasts for a duration of 40 minutes.

Magic: Anti-magic shell surrounds and moves with the reader, having a radius of 10 ft. Spells cannot pass in or out of the shell. Duration: 1 hour.

Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

Undead: All within a 10 ft radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4–5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead. This scroll lasts 1 hour.

Were-creatures: All within a ten-foot radius around the reader, for a duration of one hour, are protected from lycanthropes. The Editor can decide if this will protect against any other shape-shifters besides werewolves.

Table 36: Magical Weapons and Armor

Roll	Magical Weapon/Armor
1	Cursed armor or shield
2	+1 missile weapon(s)
3	+1 shield
4-6	+1 melee weapon
7-8	+1 armor
9	Cursed weapon
10	+2 missile weapon(s)

11	+2 shield
12	+2 melee weapon
13	+2 armor
14	+1 melee weapon with minor ability
15	+3 missile weapon(s)
16	+3 melee weapon
17	+3 shield
18	+3 armor
19	Unusual weapon (Optional) or re-roll
20	re-roll

There is a 2 in 6 chance for each of magical armor being either antique leather, antique chainmail, or antique platemail.

Table 37: Cursed Weapons and Armor

Roll	Result
1-3	-1 weapon or armor
4	-2 weapon or armor

Table 38: Melee Weapons

Roll	Melee Weapon
1	Axe, Battle
2	Axe, Hand
3	Dagger
4	War Hammer
5	Lance
6	Mace, Heavy
7	Mace, Light
8	Spear
9	Staff
10	Sword, Long
11	Sword, Short
12	Sword, Two-Handed

Melee Weapon Descriptions:

War Hammer: These magic weapons are of the non-polearm variety and can be hurled by their relatively short hafts at a range of 20 ft. (but treat as medium range at all distances).

Spear: Magic spears can be hurled as per war hammers, or they can be set to receive a charge. Anyone charging towards the set spear at a move of 90 ft. or more will take double damage if hit by the spear.

Sword: Among magic weaponry swords alone can possess (25% of the time) certain human or superhuman attributes. These special swords have Alignment and Intelligence. These determinations are made as follows:

Sword Alignment: Roll percentage dice to determine Alignment as follows:

Table 39: Sword Alignment

Roll	Result
01-65	Lawful
66-90	Neutral
91-00	Chaotic

If a character picks up a sword of the opposite Alignment, he will take 1d6 points of damage and be unable to use the sword. Anyone forced to pick up an aligned sword will only take half damage and any spell or hi-tech effect forcing such an action will be dispelled.

Sword Intelligence: There are two factors considered here, which are mental powers and communicative ability.

Table 40: Sword Mental Powers and Communication

Roll	Mental Power(s)	Communication
1-3	None	None
4	1 Power	Empathy
5	2 Powers	Empathy
6	2 Powers	Speech

Sword Powers

Table 41: Sword Powers

Roll	Description
1	Note shifting walls & rooms
2	Detect sloping passages
3	Locate secret doors
4	Detect traps
5	See invisible objects
6	Detect evil

Table 42: Missile Weapons

Roll	Missile Weapon
1-8	2d6 arrows
9-10	1d10 sling stones
11	1 javelin
12-15	2d4 darts
16-20	2d6 crossbow bolts

Table 43: Minor Abilities for Melee Weapons

Roll Melee Weapon

1-4	Additional damage (+1)
5	Sheds light, 5 ft radius
6	Sheds light, 15 ft radius

Table 44: Unusual Weapons (Optional)

Roll	Unusual Weapon
1	Locate Object ability
2	+1 thrown weapon returns to hand
3	+1, +3 vs. particular type of foe
4	+1, +2 vs. particular type of foe
5	+1, +4 vs. particular type of foe
6	+2, +3 vs. particular type of foe
7	Weapon flames
8	Charm Person ability
9	Energy draining ability
10	Alignment
11-12	Intelligent

Unusual Weapon Descriptions

Locate Object ability: Once per day, as per the spell.

+1 thrown weapon returns to hand: *axe, javelin, or hammer*

vs. particular type of foe: *were-creatures, undead, giants, orcs, dragons, etc.*

Weapon flames: **additional** +1 vs. feathered foes, +2 vs. wooden foes

Charm Person ability: Once per day, as per the spell.

Energy draining ability: One level per week.

Alignment: anyone grasping the weapon of the opposite Alignment takes 1d6 damage.

Intelligent weapon: **roll 1d3 for to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such weapons generally can communicate with their bearers, and often (25% chance) can speak audibly.** Intelligent swords are treated differently (see above).

Table 45: Miscellaneous Items

Roll	Miscellaneous Item
1-10	Lesser Wand
11-20	Lesser Ring
21-40	Misc. Lesser Magical Item
41-50	Lesser Wand
51	Greater Wand
52-60	Lesser Ring
61	Greater Wand
62-80	Misc. Medium Magical Item
81-82	Greater Wand
83-84	Greater Ring
85-90	Staff

91-00	<i>Misc. Greater Magical Item</i>
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Table 46: Lesser Wands

Roll	Lesser Wand
1-2	1d3 1 st level spells
3-4	1d6 1 st level spells, 1d3 2 nd level spells
5-6	1d8 1 st level spells, 1d6 2 nd level spells, 1d3 3 rd level spells
7	1d10 1 st level spells, 1d8 2 nd level spells, 1d6 3 rd level spells, 1d3 4 th level spells
8	1d12 1 st level spells, 1d10 2 nd level spells, 1d8 3 rd level spells, 1d4 4 th level spells, 1d2 5 th level spells

Lesser Wand Descriptions: Lesser wands do not function by expending charges, but require the Magic-User to memorize and prepare the spells “programmed” into the wand before each casting, up to his normal allotment. A Read Magic spell is initially necessary to “read” the spells programmed in a wand new to the Magic-User, but after that, the Magic-User can memorize spells from the wand as if it was his own.

Table 47: Greater Wands

Roll	Greater Wand
1	<i>Spell, level 1d3, holds 100 charges</i>
2	Negation
3	<i>Wand of Detection, enemies</i>
4	<i>Wand of Detection, metal</i>
5	<i>Wand of Detection, magic</i>
6	<i>Wand of Detection, traps and secret doors</i>
7	<i>Wand of Polymorph</i>
8	<i>Wand of Fear</i>
9	<i>Wand of Cold</i>
10	<i>Wand of Paralyzing</i>

Greater Wand Descriptions: *Wands become useless with zero charges. A wand can be recharged by casting a spell into it. There is a 5% chance per wand recharge that the wand will be destroyed.* Greater wands function as if 6th-level Magic-Users for as long as their charges hold out.

Negation Wand: Each charge can nullify one wand, or partially nullify one staff, within line of sight of the wielder. A staff will function as if a 2nd-level Magic-User and retain only one-fourth of its functions. Holds 100 charges (cannot be recharged).

Wand of Detection, enemies: *Detects enemies in a radius of 60 ft, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.*

Wand of Detection, metal: *Detects large caches of metal, with a range of 20 ft. The wand’s user also gets a vague sense of the metal’s type. Always active when held, does not use charges.*

Wand of Detection, magic: Functions as a detect magic spell with a range of 20 ft. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

Wand of Detection, traps and secret doors: Detects traps and secret doors with a range of 20 ft. Always active when held, does not use charges.

Wand of Polymorph: Casts either polymorph self or polymorph other; carries 35 charges.

Wand of Fear: Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 ft to a base 30 ft across. Holds 50 charges (cannot be recharged).

Wand of Cold: Casts a cone of cold 60 ft to a base 30 ft across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 50 charges (cannot be recharged)

Wand of Paralyzing: Casts a cone of paralysis 60 ft to a base 30 ft across. Creatures in the cone are paralyzed for 3d6 turns. Holds 50 charges (cannot be recharged).

Table 48: Lesser Rings

Roll Lesser Ring

1	Protection, +1
2	Weakness
3	Invisibility
4	Mammal Control
5	Fire Resistance
6	Poison Resistance

Lesser Ring Descriptions: A ring must be worn for its magic to function, and only one magic ring can be worn on each hand. Some function identically to spells or powers of the same name.

Protection Ring: This ring confers a +1 bonus to the Armor Class and the saving throws of the wearer.

Weakness: The wearer is cursed and will gradually lose the ability to hit and do damage at the rate of -1 to hit and -10% to damage per turn until it levels off at -5 and -50%. The ring cannot be removed until a Remove Curse spell is cast.

Mammal Control: The wearer can control mammals with less than human intelligence telepathically within a 60 ft. radius. The wearer can command 3d6 mammals of 1 HD or less, 2d6 mammals of 2 HD or less, or 1d6 mammals of 3 HD or less.

Fire Resistance: +5 to saving throws versus magical fire, immune to normal fire

Poison Resistance: +5 to saving throws versus poison.

Table 49: Greater Rings

Roll Greater Ring

1	Human Control
2	1d3 Wishes
3	Regeneration
4	Djinni Summoning
5	X-Ray Vision

6	<i>Telekinesis</i>
7	<i>Spell Turning</i>
8	<i>Spell Storing</i>
9	Water Walking
10	<i>Protection, +2</i>

Greater Rings Descriptions

1d3 Wishes: Whether a wish will be granted to the letter or the spirit of the wish is entirely up to you, depending on how abusive you feel the player is being with the wish. If the wish is only to undo some grievous event or to gain some advantage that will not wreck the campaign, then it should succeed as intended. If the player is “cheating” by wishing for more wishes, trying to become invincible, or otherwise wreck your campaign, then twist the interpretation of the wish as fiendishly as you desire.

Djinni Summoning: The wearer will be able to summon and command a djinni. See the Mobsters section of this book for the description.

Human Control: This ring functions as per the Potion of Human Control, but can be used once per day (as opposed to being a one-shot item).

Protection +2: The wearer can either enjoy a +2 bonus to AC and saving throws, or enjoy a +1 bonus to both and share it with everyone within a 5 ft. radius.

Regeneration: The wearer will recover from damage at the rate of 1 hp per turn. Even if killed, the wearer will come back to life in 2 weeks unless burnt with fire or acid.

Spell Storing: This ring contains from 1d6 spells of 1st-2nd level. Upon placing it on the finger and thinking of spells, the wearer will know telepathically what spells are housed in the ring. Anyone can use the ring and cast the spells it holds, but only a Magic-User can recharge the ring with the same spells.

Spell Turning: Any spell (other than from a wand or other item) directly aimed at the wearer of the ring is partially reflected back at the caster. Roll a percentile die to see how much of the spell’s power bounces back; the exact determination of what happens is up to the Editor.

Telekinesis: The wearer can use the Telekinesis spell, at will, as if a 10th level Magic-User.

Water Walking: The wearer can walk on water at the same rate of movement as if walking on land.

X-Ray Vision: The wearer of this ring can see through up to 10’ of rock (or 6 in. of iron) for a total distance of 30 ft. beyond. Lead and gold prevent its functioning. Secret doors and traps are automatically detected. A 10 ft. diameter area can be viewed per turn.

Table 50: Staves

Roll Result

1	Healing
2-3	Commanding
4	Snake
5-6	Striking
7	Withering
8	Power
9	Wizardry
0	Roll again, ignoring 9+

Staff Descriptions: Staves will have up to 200 charges/uses and function as if 8th-level Magic-Users. Anyone can use wands, but only Magic-Users can use staves.

Command: *A charge can be used to control humans (as per Charm Person), plants, or animals.*

Staff of Healing: Each charge acts as a Cure Light Wounds spell on one person, limited to once per day per person. The beneficiaries must be within melee range (10 ft).

Staff of Power: This staff combines the functions of a Staff of Striking with the following spell-like abilities (each, except the last, consuming a single charge):

- Continual Light, as per the spell,
- Fireball, as per the spell,
- Lightning Bolt, as per the spell,
- A cold ray, 60 ft. long and 30 ft. wide, that does 6 dice of damage (save vs. missiles for half),
- Telekinesis, moving up to 160 pounds at a movement rate of 10 ft. over a range of 120 ft. from the wielder for 6 turns,
- Lastly, if the user wishes, he can make a “final strike” by breaking the staff and releasing all its remaining charges (8 points of damage per charge) to all within a 30 ft. radius (including the breaker).

Snake, the: *+1 to hit and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for 1d4 x10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 60.*

Staff of Striking: This staff does not use charges and cannot be negated by a Wand of Negation. Instead, its internal energy allows it to do 2 dice of damage per hit.

Withering: *Adds ten years of physical aging with a successful hit.*

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

Table 51: Misc. Magic Items (Lesser Items)

Roll	Lesser Magic Item
1	Bag of Holding
2	Boots of Silent Movement
3	Boots of Speed or Boots of Leaping (50%)
4	Cloak of Shadowy Hiding
5	Boots of Levitation

6	Scarab of Protection from Magic-Users
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Table 52: Misc. Magic Items (Medium Items)

Roll	Medium Magic Item
1	Amulet Against Scrying
2	Broom of Flying
3	Carpet of Flying
4	Cloak of Displacement
5	Gauntlets of Ogre Power
6	Helm of Reading Magic and Languages
7	Medallion of ESP
8	Drums of Panic

Table 53: Misc. Magic Items (Greater Items)

Roll	Greater Magic Item
1	Censer, Bowl, Brazier, or Stone of Controlling Elementals
2	Crystal Ball
3	Efreeti Bottle
4	Girdle of Giant Strength
5	Helm of Telepathy
6	Helm of Teleportation
7	Horn of Blasting
8	Mirror of Life Trapping

Misc. Magic Item Descriptions

The following descriptions are in alphabetical order:

Amulet Against Scrying: *Protects the wearer from all scrying, such as Detect Thoughts or being viewed through a crystal ball. Usable by: All Classes.*

Bag of Holding: *The inside of this bag is larger than the outside. The inside dimensions are roughly 10x5x3 ft, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.*

Boots of Silent Movement: *The wearer moves with complete silence. Usable by: All Classes.*

Boots of Levitation: *These boots allow the wearer to levitate as per the spell, with unlimited duration. Usable by: All Classes.*

Boots of Speed or Boots of Leaping (50%): *Boots of speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 ft high and up to 30 ft horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: All Classes.*

Broom of Flying: *The owner can fly on the broom at a 240 ft. movement rate, or 180 ft. if carrying one other passenger. The broom can be summoned to the owner if within a 240 ft. range and a command word is spoken.*

Carpet of Flying: *the carpet can carry as many as three people, and travels at a speed of 90 when it has more*

than one passenger. With only one rider, the carpet moves at a rate of 150. Usable by: All Classes.

Censer, Bowl, Brazier, or Stone of Controlling Elementals: *Censers control air elementals, Bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-users.*

Cloak of Displacement: *The wearer appears to be in a slightly different location than he really is. His armor class improves by 2, and he gains a -2 saving throw against any targeted attack upon him (missiles, science, and spells). Usable by: All Classes.*

Cloak of Shadowy Hiding: *The wearer is almost, but not quite, invisible. Usable by: All Classes.*

Crystal Ball: *Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Magic-users.* The crystal ball also has the following further provisos:

- There is a 5 in 6 chance of seeing over 100 miles, 4 in 6 chance over 200 miles, and so on,
- The chance drops one more category if the subject being scryed is not personally known by the user,
- Lead blocks scrying, generally dropping one's chance of scrying underground by three categories.

Any magic or hi-tech item enhancing vision improves what one sees through a crystal ball, though magic cannot otherwise improve scrying. Anyone using a crystal ball three times must rest for 1 day afterward (the three times do not need to be consecutive). Anyone using a crystal ball a fourth time without resting first will be driven mad for 1d6 days.

Drums of Panic: The beating of these kettle drums will cause any living thing beyond a 10 ft. range of the drums, but within a 240 ft. range of the drums, to flee in panic. Intelligent beings can resist by making a morale check, but animals and other unintelligent beings of 3 or more Hit Dice must save against magic. Animals of less than 3 HD are automatically routed.

Efreeti Bottle: *The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.*

Gauntlets of Ogre Power: *These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +6 (not cumulative with the wearer's existing strength bonus, if any). Usable by: all but Magic-users.*

Girdle of Giant Strength: *This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). The girdle does not increase to-hit probability. Usable by: All Classes.*

Helm of Reading Magic and Languages: *The wearer can read all languages, including magic script. Usable by: All Classes.*

Helm of Telepathy: This allows the wearer to read the thoughts of any creature within 90 ft. If the wearer is more intelligent than the person being read, the wearer can project thoughts as well. If the projected thought is a command, there is a 20% chance that the action will be carried out. Commands are subject to the limitations of the Charm Person spell (*i.e.*, people cannot be commanded to kill themselves).

Helm of Teleportation: *When the wearer casts a teleportation spell on himself, while wearing the helm, he may*

teleport himself without error, anywhere he desires. The helm does not permit the casting of a teleportation spell on anyone other than the wearer. Usable by: Magic-users.

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

Medallion of ESP: Functions as an ESP spell within 30 ft (75%) or 90 ft (25%). Usable by: All Classes. There is also a 1 in 6 chance per reading of malfunctioning and misreading the target’s thoughts.

Mirror of Life Trapping: These mirrors vary in size, but are never hand mirrors nor full-size mirrors. They trap anyone who looks into the mirror. Anyone trapped is a prisoner inside the mirror until released by a Magic-User of higher level than the one who trapped him or the mirror is broken. Prisoners of the mirror can interact with each other, but are powerless to harm one another. Anyone holding the mirror can force a prisoner to communicate with him, but the prisoner is not forced to be truthful. A Mirror of Life Trapping can hold up to 20 prisoners. There is a 90% chance of anyone unsuspecting within 10 ft. of the mirror looking into it and being trapped. If the mirror is being avoided, there is only a 10% chance.

Scarab of Protection from Magic-Users: This jewelry absorbs up to 12 spells that would normally require a save to avoid death, so that the wearer is does not need to roll for them.

INVENTING AND MAGICAL RESEARCH: Fighters and Superheroes may attempt to invent devices that duplicate existing powers or spells, or develop new ones. Magic-Users may attempt to create new spells. Both require time and money. If new, the Editor will determine the power or spell level of the desired effect. For 1st level, a new power or spell requires 1 week and \$2,000. For 2nd level, a new power or spell requires 2 weeks and \$4,000. Meeting these requirements gives a 20% chance of success, cumulative with additional, equal investments.

Devices invented that duplicate powers or spells (either pre-existing or otherwise) will have a 100% chance of working correctly once, but will drop 20% each additional time the device is used and, once a roll fails, the device will never work properly again. A failed device can be rebuilt, but the invention process outlined above must be restarted from scratch.

Spells invented are permanently useable. Magic-Users are assumed to have spell books, one for each spell level, to which new spells will be added. Making a duplicate set of spell books requires the same investiture of time and money as magical research, but with a 100% chance of success.

WRECKING THINGS FOR NON-SUPERHEROES:

There is always a chance of items being wrecked in combat, particularly when magic or hi-tech fire or electricity is involved. If the wearer or user is killed -- at least mostly -- by damage from fire, electricity, or some crushing weight, then a saving throw should be rolled for each magic or hi-tech item on the following table. The Editor can determine what other objects would survive (for instance, that a revolver survived, but the burnt villain’s money all incinerated). As a guideline, electricity has a 10% chance of destroying gems and fire and electricity will both devalue jewelry by 25%.

Table 54: Wrecking Things for Non-Superheroes

Type	Roll	Type	Roll
Swords	11	Guns	11
Armor	11	Armor	12
Misc. Weapons	11	Rayguns	11
Potions	16	Pills	15
Scrolls	16	Machines	13
Rings	10	Transports	11
Wands/Staves	13/10	Mad Science	12
Misc. Magic	11	Minor Trophies	12

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