

# HIDEOUTS & HOODLUMS

By Scott Casper (after Gary Gygax & Dave Arneson)  
2009 (as if written in 1974)

With thanks to the people who made Superman and Dungeons & Dragons, from which so many have swiped.

## REFERENCE SHEETS

### **Level 1**

***Charm Person***  
***Cure (Cause) Wounds I***  
***Detect Evil (Good)***  
***Detect Magic***  
***Hold Portal***  
***Light (Dark) I***  
***Protection from Evil (Good) I***  
***Purify (Putrefy) Food and Drink***  
***Read Languages***  
***Read Magic***  
***Sleep***

### **Level 3**

***Alter Time***  
***Crystal Ball***  
***Cure (Cause) Disease***  
***Dark Vision***  
***Dispel Magic***  
***Fireball***  
***Fly***  
***Hold Person***  
***Invisibility II***  
***Locate Object***  
***Light (Dark) II***  
***Lightning Bolt***  
***Protection from Evil II***  
***Protection from Normal Missiles***  
***Water Breathing***

### **Level 2**

***Bless (Curse)***  
***Detect Invisibility***  
***Detect Thoughts***  
***Find Traps***  
***Hold Person***  
***Invisibility I***  
***Knock***  
***Levitate***  
***Locate Object***  
***Phantasmal Force***  
***Speak with Animals***  
***Web***  
***Wizard Lock***

### **Level 4**

***Charm Monster***  
***Confusion***  
***Cure (Cause) Wounds II***  
***Dimension Portal***  
***Giant Growth***  
***Hallucinatory Terrain***  
***Massmorph***  
***Neutralize Poison***  
***Polymorph***  
***Remove Curse***  
***Speak with Plants***  
***Sticks to Snakes***  
***Wall of Defense I***  
***Wizard Eye***

**Level 5**  
**Animal Growth**  
**Animate Dead**  
**Cloudkill**  
**Commune**  
**Conjure Elemental**  
**Contact Other Plane**  
**Create Food and Drink**  
**Dispel Evil (Good)**  
**Feeblemind**  
**Hold Monster**  
**Insect Plague**  
**Magic Jar**  
**Passwall**  
**Raise (Cause) Dead**  
**Telekinesis**  
**Teleport**  
**Transform I**  
**Wall of Defense II**

#### 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  |

#### 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       |

#### Protection Machine Table

##### Roll      Protection Machine

|     |               |
|-----|---------------|
| 1-3 | Bullets       |
| 4-5 | Melee attacks |
| 6   | Hi-tech       |

#### 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)  |

#### Defective Armor and Guns

##### Roll      Defective Armor or Gun

|     |                 |
|-----|-----------------|
| 1-3 | -1 armor or gun |
| 4   | -2 armor or gun |

#### 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 Bonuses

##### Roll      Result

|     |    |
|-----|----|
| 1-3 | +1 |
| 4-5 | +2 |
| 6   | +3 |

## Gun Alignment

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

## 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     |

## 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                                               |

## Ego Contest

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

## 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 |

#### 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                |

#### 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         |

#### 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 Editor's discretion) |

## 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                                  |

### ***Magic Potions***

#### ***Roll Magic Potion***

|              |                                |
|--------------|--------------------------------|
| <b>1-3</b>   | <b><i>Animal Control</i></b>   |
| <b>4-6</b>   | <b><i>Clairaudience</i></b>    |
| <b>7-9</b>   | <b><i>Clairvoyance</i></b>     |
| <b>10-12</b> | <b><i>Diminution</i></b>       |
| <b>13-15</b> | <b><i>Dragon Control</i></b>   |
| <b>16-18</b> | Polymorph (self)               |
| <b>19-21</b> | <b><i>Fire Resistance</i></b>  |
| <b>22-24</b> | <b><i>Flying</i></b>           |
| <b>25-27</b> | <b><i>Gaseous Form</i></b>     |
| <b>28-30</b> | <b><i>Giant Strength</i></b>   |
| <b>31-33</b> | <b><i>Growth</i></b>           |
| <b>34-36</b> | <b><i>Heroism</i></b>          |
| <b>37-39</b> | <b><i>Invisibility</i></b>     |
| <b>40-42</b> | <b><i>Invulnerability</i></b>  |
| <b>43-45</b> | <b><i>Levitation</i></b>       |
| <b>46-48</b> | <b><i>Plant Control</i></b>    |
| <b>49-55</b> | <b><i>Poison</i></b>           |
| <b>56-58</b> | Speed                          |
| <b>59-61</b> | <b><i>Treasure Finding</i></b> |
| <b>62-64</b> | <b><i>Undead Control</i></b>   |
| <b>65-75</b> | ESP                            |
| <b>76-00</b> | <b><i>Healing</i></b>          |

## 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                          |

## 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         |

## Protection Scrolls

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

## 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                              |

#### *Cursed Weapons and Armor*

*Roll    Result*

|     |                    |
|-----|--------------------|
| 1-3 | -1 weapon or armor |
| 4   | -2 weapon or armor |

#### *Melee Weapons*

*Roll    Result*

|    |                   |
|----|-------------------|
| 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 |

## Sword Alignment

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

## 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

| 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                 |

## Missile Weapons

| Roll         | Result                    |
|--------------|---------------------------|
| <b>1-8</b>   | <b>2d6 arrows</b>         |
| <b>9-10</b>  | <b>1d10 sling stones</b>  |
| <b>11</b>    | <b>1 javelin</b>          |
| <b>12-15</b> | <b>2d4 darts</b>          |
| <b>16-20</b> | <b>2d6 crossbow bolts</b> |

## Minor Abilities for Melee Weapons

| Roll       | Result                           |
|------------|----------------------------------|
| <b>1-4</b> | <b>Additional damage (+1)</b>    |
| <b>5</b>   | <b>Sheds light, 5 ft radius</b>  |
| <b>6</b>   | <b>Sheds light, 15 ft radius</b> |

## Unusual Weapons (Optional)

| Roll     | Result                                   |
|----------|------------------------------------------|
| <b>1</b> | Locate Object ability                    |
| <b>2</b> | <b>+1 thrown weapon returns to hand</b>  |
| <b>3</b> | +1, +3 vs. particular type of foe        |
| <b>4</b> | <b>+1, +2 vs. particular type of foe</b> |
| <b>5</b> | <b>+1, +4 vs. particular type of foe</b> |
| <b>6</b> | <b>+2, +3 vs. particular type of foe</b> |

|          |                         |
|----------|-------------------------|
| <b>7</b> | <b>Weapon flames</b>    |
| <b>8</b> | Charm Person ability    |
| <b>9</b> | Energy draining ability |
| 10       | Alignment               |
| 11-12    | Intelligent             |

### **Miscellaneous Items**

| <b>Roll</b> | <b>Result</b>                     |
|-------------|-----------------------------------|
| 1-10        | <b>Lesser Wand</b>                |
| 11-20       | <b>Lesser Ring</b>                |
| 21-40       | <b>Misc. Lesser Magical Item</b>  |
| 41-50       | <b>Lesser Wand</b>                |
| 51          | <b>Greater Wand</b>               |
| 52-60       | <b>Lesser Ring</b>                |
| 61          | <b>Greater Wand</b>               |
| 62-80       | <b>Misc. Medium Magical Item</b>  |
| 81-82       | <b>Greater Wand</b>               |
| 83-84       | <b>Greater Ring</b>               |
| 85-90       | <b>Staff</b>                      |
| 91-00       | <b>Misc. Greater Magical Item</b> |

### **Lesser Wands**

| <b>Roll</b> | <b>Result</b>                                                                                                                                                              |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1-2</b>  | 1d3 1 <sup>st</sup> level spells                                                                                                                                           |
| <b>3-4</b>  | 1d6 1 <sup>st</sup> level spells, 1d3 2 <sup>nd</sup> level spells                                                                                                         |
| <b>5-6</b>  | 1d8 1 <sup>st</sup> level spells, 1d6 2 <sup>nd</sup> level spells, 1d3 3 <sup>rd</sup> level spells                                                                       |
| <b>7</b>    | 1d10 1 <sup>st</sup> level spells, 1d8 2 <sup>nd</sup> level spells, 1d6 3 <sup>rd</sup> level spells, 1d3 4 <sup>th</sup> level spells                                    |
| <b>8</b>    | 1d12 1 <sup>st</sup> level spells, 1d10 2 <sup>nd</sup> level spells, 1d8 3 <sup>rd</sup> level spells, 1d4 4 <sup>th</sup> level spells, 1d2 5 <sup>th</sup> level spells |

### **Greater Wands**

| <b>Roll</b> | <b>Result</b>                                    |
|-------------|--------------------------------------------------|
| <b>1</b>    | <b>Spell, level 1d3, holds 100 charges</b>       |
| <b>2</b>    | Negation                                         |
| <b>3</b>    | <b>Wand of Detection, enemies</b>                |
| <b>4</b>    | <b>Wand of Detection, metal</b>                  |
| <b>5</b>    | <b>Wand of Detection, magic</b>                  |
| <b>6</b>    | <b>Wand of Detection, traps and secret doors</b> |

|           |                                  |
|-----------|----------------------------------|
| <b>7</b>  | <b><i>Wand of Polymorph</i></b>  |
| <b>8</b>  | <b><i>Wand of Fear</i></b>       |
| <b>9</b>  | <b><i>Wand of Cold</i></b>       |
| <b>10</b> | <b><i>Wand of Paralyzing</i></b> |

### ***Lesser Rings***

| <b><i>Roll</i></b> | <b><i>Result</i></b>            |
|--------------------|---------------------------------|
| <b>1</b>           | <b><i>Protection, +1</i></b>    |
| <b>2</b>           | Weakness                        |
| <b>3</b>           | <b><i>Invisibility</i></b>      |
| <b>4</b>           | <b><i>Mammal Control</i></b>    |
| <b>5</b>           | <b><i>Fire Resistance</i></b>   |
| <b>6</b>           | <b><i>Poison Resistance</i></b> |

### ***Greater Rings***

| <b><i>Roll</i></b> | <b><i>Greater Ring</i></b>     |
|--------------------|--------------------------------|
| <b>1</b>           | <b><i>Human Control</i></b>    |
| <b>2</b>           | 1d3 <b><i>Wishes</i></b>       |
| <b>3</b>           | <b><i>Regeneration</i></b>     |
| <b>4</b>           | <b><i>Djinni Summoning</i></b> |
| <b>5</b>           | <b><i>X-Ray Vision</i></b>     |
| <b>6</b>           | <b><i>Telekinesis</i></b>      |
| <b>7</b>           | <b><i>Spell Turning</i></b>    |
| <b>8</b>           | <b><i>Spell Storing</i></b>    |
| <b>9</b>           | Water Walking                  |
| <b>10</b>          | <b><i>Protection, +2</i></b>   |

### ***Staffs***

| <b><i>Roll</i></b> | <b><i>Result</i></b>     |
|--------------------|--------------------------|
| <b>1</b>           | <b><i>Healing</i></b>    |
| <b>2-3</b>         | <b><i>Commanding</i></b> |
| <b>4</b>           | <b><i>Snake</i></b>      |
| <b>5-6</b>         | <b><i>Striking</i></b>   |
| <b>7</b>           | <b><i>Withering</i></b>  |
| <b>8</b>           | <b><i>Power</i></b>      |
| <b>9</b>           | <b><i>Wizardry</i></b>   |
| <b>0</b>           | Roll again, ignoring 9+  |

### Misc. Magic Items (Lesser Items)

| Roll | Result                                          |
|------|-------------------------------------------------|
| 1    | <b>Bag of Holding</b>                           |
| 2    | <b>Boots of Silent Movement</b>                 |
| 3    | <b>Boots of Speed or Boots of Leaping (50%)</b> |
| 4    | <b>Cloak of Shadowy Hiding</b>                  |
| 5    | <b>Boots of Levitation</b>                      |
| 6    | Scarab of Protection from Magic-Users           |

### Misc. Magic Items (Medium Items)

| Roll | Result                                     |
|------|--------------------------------------------|
| 1    | <b>Amulet Against Scrying</b>              |
| 2    | Broom of Flying                            |
| 3    | <b>Carpet of Flying</b>                    |
| 4    | <b>Cloak of Displacement</b>               |
| 5    | <b>Gauntlets of Ogre Power</b>             |
| 6    | <b>Helm of Reading Magic and Languages</b> |
| 7    | <b>Medallion of ESP</b>                    |
| 8    | Drums of Panic                             |

### Misc. Magic Items (Greater Items)

| Roll | Result                                                           |
|------|------------------------------------------------------------------|
| 1    | <b>Censer, Bowl, Brazier, or Stone of Controlling Elementals</b> |
| 2    | <b>Crystal Ball</b>                                              |
| 3    | <b>Efreeti Bottle</b>                                            |
| 4    | <b>Girdle of Giant Strength</b>                                  |
| 5    | <b>Helm of Telepathy</b>                                         |
| 6    | <b>Helm of Teleportation</b>                                     |
| 7    | <b>Horn of Blasting</b>                                          |
| 8    | <b>Mirror of Life Trapping</b>                                   |

### 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   |

#### Level 4 Metropolises

| Roll | Place             | Population |
|------|-------------------|------------|
| 1    | Fort Wayne, Ind.  | 118,410    |
| 2    | Camden, NJ.       | 117,536    |
| 3    | Erie, Pa.         | 116,955    |
| 4    | Fall River, Mass. | 115,428    |
| 5    | Wichita, Kans.    | 114,966    |
| 6    | Wilmington, Del.  | 112,504    |

#### Level 5 Metropolises

| Roll | Place             | Population |
|------|-------------------|------------|
| 1    | San Antonio, Tex. | 253,854    |
| 2    | Providence, R.I.  | 253,504    |
| 3    | Akron, Ohio       | 244,791    |
| 4    | Omaha, Nebr.      | 223,844    |
| 5    | Dayton, Ohio      | 210,718    |
| 6    | Syracuse, N.Y.    | 205,967    |

#### Level 6 Metropolises

| Roll | Place              | Population |
|------|--------------------|------------|
| 1    | Buffalo, N.Y.      | 575,901    |
| 2    | New Orleans, La.   | 494,537    |
| 3    | Minneapolis, Minn. | 492,370    |
| 4    | Cincinnati, Ohio   | 455,610    |
| 5    | Newark, N.J.       | 429,760    |
| 6    | Kansas City, Mo.   | 399,178    |

#### Level 7 Metropolises

| Roll | Place           | Population |
|------|-----------------|------------|
| 1    | Cleveland, Ohio | 878,336    |
| 2    | Baltimore, Md.  | 859,100    |
| 3    | St. Louis, Mo.  | 816,048    |
| 4    | Boston, Mass.   | 770,816    |

#### Level 8 Metropolises

| Roll | Place               | Population |
|------|---------------------|------------|
| 1    | Philadelphia, Pa.   | 1,931,334  |
| 2    | Detroit, Mich.      | 1,623,452  |
| 3    | Los Angeles, Calif. | 1,504,277  |

**Major Magic Item****Roll    Result**

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

**Major Hi-Tech Item****Roll    Result**

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

**Medium Magic Item****Roll    Result**

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

**Medium Hi-Tech Item****Roll    Result**

|            |                                                   |
|------------|---------------------------------------------------|
| <b>1</b>   | <b>Roll three times on the pills table</b>        |
| <b>2-3</b> | <b>Roll 1d6+4 on the machines table</b>           |
| <b>4-5</b> | <b>Roll 1d6 +4 on the weapons and armor table</b> |
| <b>6</b>   | <b>Roll two times on the transports table</b>     |
| <b>7</b>   | Roll 1d12+8 on the mad science table              |
| <b>8</b>   | Roll 1d3 times on the minor trophies table        |

**Minor Magic Item****Roll    Result**

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

### Minor Hi-Tech Item

| <i><b>Roll</b></i> | <i><b>Result</b></i> |
|--------------------|----------------------|
|--------------------|----------------------|

|            |                                                |
|------------|------------------------------------------------|
| <b>1</b>   | <b>Roll one time on the pills table</b>        |
| <b>2-3</b> | <b>Roll 1d6 on the machines table</b>          |
| <b>4-5</b> | <b>Roll 1d6 on the weapons and armor table</b> |
| <b>6</b>   | <b>Roll 1d100 on the transports table</b>      |
| 7          | Roll 1d20 on the mad science table             |
| 8          | Roll 1d6 times on the minor trophies table     |

### Trophy *Values*

| <b>Roll</b> | Number of | Total \$ <b>Value</b> of Trophies |
|-------------|-----------|-----------------------------------|
|-------------|-----------|-----------------------------------|

|          |   |                                    |
|----------|---|------------------------------------|
| <b>1</b> | 1 | <b>1x XP value of the</b> mobsters |
| <b>2</b> | 2 | <b>2x XP value of the</b> mobsters |
| <b>3</b> | 3 | <b>2x XP value of the</b> mobsters |
| <b>4</b> | 4 | <b>3x XP value of the</b> mobsters |
| <b>5</b> | 5 | <b>3x XP value of the</b> mobsters |
| <b>6</b> | 6 | <b>4x XP value of the</b> mobsters |

### ***Movement Rate***

| <b>Weight Carried</b> | <b>Human</b> , androids,<br>and mermen on<br>land | <b>Aliens</b> |
|-----------------------|---------------------------------------------------|---------------|
| 1000                  | 1000                                              | 1000          |
| 2000                  | 2000                                              | 2000          |
| 3000                  | 3000                                              | 3000          |
| 4000                  | 4000                                              | 4000          |
| 5000                  | 5000                                              | 5000          |
| 6000                  | 6000                                              | 6000          |
| 7000                  | 7000                                              | 7000          |
| 8000                  | 8000                                              | 8000          |
| 9000                  | 9000                                              | 9000          |
| 10000                 | 10000                                             | 10000         |
| 11000                 | 11000                                             | 11000         |
| 12000                 | 12000                                             | 12000         |
| 13000                 | 13000                                             | 13000         |
| 14000                 | 14000                                             | 14000         |
| 15000                 | 15000                                             | 15000         |
| 16000                 | 16000                                             | 16000         |
| 17000                 | 17000                                             | 17000         |
| 18000                 | 18000                                             | 18000         |
| 19000                 | 19000                                             | 19000         |
| 20000                 | 20000                                             | 20000         |
| 21000                 | 21000                                             | 21000         |
| 22000                 | 22000                                             | 22000         |
| 23000                 | 23000                                             | 23000         |
| 24000                 | 24000                                             | 24000         |
| 25000                 | 25000                                             | 25000         |
| 26000                 | 26000                                             | 26000         |
| 27000                 | 27000                                             | 27000         |
| 28000                 | 28000                                             | 28000         |
| 29000                 | 29000                                             | 29000         |
| 30000                 | 30000                                             | 30000         |
| 31000                 | 31000                                             | 31000         |
| 32000                 | 32000                                             | 32000         |
| 33000                 | 33000                                             | 33000         |
| 34000                 | 34000                                             | 34000         |
| 35000                 | 35000                                             | 35000         |
| 36000                 | 36000                                             | 36000         |
| 37000                 | 37000                                             | 37000         |
| 38000                 | 38000                                             | 38000         |
| 39000                 | 39000                                             | 39000         |
| 40000                 | 40000                                             | 40000         |
| 41000                 | 41000                                             | 41000         |
| 42000                 | 42000                                             | 42000         |
| 43000                 | 43000                                             | 43000         |
| 44000                 | 44000                                             | 44000         |
| 45000                 | 45000                                             | 45000         |
| 46000                 | 46000                                             | 46000         |
| 47000                 | 47000                                             | 47000         |
| 48000                 | 48000                                             | 48000         |
| 49000                 | 49000                                             | 49000         |
| 50000                 | 50000                                             | 50000         |
| 51000                 | 51000                                             | 51000         |
| 52000                 | 52000                                             | 52000         |
| 53000                 | 53000                                             | 53000         |
| 54000                 | 54000                                             | 54000         |
| 55000                 | 55000                                             | 55000         |
| 56000                 | 56000                                             | 56000         |
| 57000                 | 57000                                             | 57000         |
| 58000                 | 58000                                             | 58000         |
| 59000                 | 59000                                             | 59000         |
| 60000                 | 60000                                             | 60000         |
| 61000                 | 61000                                             | 61000         |
| 62000                 | 62000                                             | 62000         |
| 63000                 | 63000                                             | 63000         |
| 64000                 | 64000                                             | 64000         |
| 65000                 | 65000                                             | 65000         |
| 66000                 | 66000                                             | 66000         |
| 67000                 | 67000                                             | 67000         |
| 68000                 | 68000                                             | 68000         |
| 69000                 | 69000                                             | 69000         |
| 70000                 | 70000                                             | 70000         |
| 71000                 | 71000                                             | 71000         |
| 72000                 | 72000                                             | 72000         |
| 73000                 | 73000                                             | 73000         |
| 74000                 | 74000                                             | 74000         |
| 75000                 | 75000                                             | 75000         |
| 76000                 | 76000                                             | 76000         |
| 77000                 | 77000                                             | 77000         |
| 78000                 | 78000                                             | 78000         |
| 79000                 | 79000                                             | 79000         |
| 80000                 | 80000                                             | 80000         |
| 81000                 | 81000                                             | 81000         |
| 82000                 | 82000                                             | 82000         |
| 83000                 | 83000                                             | 83000         |
| 84000                 | 84000                                             | 84000         |
| 85000                 | 85000                                             | 85000         |
| 86000                 | 86000                                             | 86000         |
| 87000                 | 87000                                             | 87000         |
| 88000                 | 88000                                             | 88000         |
| 89000                 | 89000                                             | 89000         |
| 90000                 | 90000                                             | 90000         |
| 91000                 | 91000                                             | 91000         |
| 92000                 | 92000                                             | 92000         |
| 93000                 | 93000                                             | 93000         |
| 94000                 | 94000                                             | 94000         |
| 95000                 | 95000                                             | 95000         |
| 96000                 | 96000                                             | 96000         |
| 97000                 | 97000                                             | 97000         |
| 98000                 | 98000                                             | 98000         |
| 99000                 | 99000                                             | 99000         |
| 100000                | 100000                                            | 100000        |

|                    |           |           |
|--------------------|-----------|-----------|
| <b>0-75 lbs</b>    | <b>60</b> | <b>90</b> |
| <b>76-100 lbs</b>  | <b>45</b> | <b>70</b> |
| <b>101-150 lbs</b> | <b>30</b> | <b>45</b> |
| <b>151+ lbs</b>    | <b>15</b> | <b>25</b> |

### ***Movement Adjustment***

| <i><b>Movement Type</b></i> | <i><b>Adjustment</b></i> |
|-----------------------------|--------------------------|
|-----------------------------|--------------------------|

|         |                      |
|---------|----------------------|
| Careful | Half of Average Rate |
| Normal  | Average Rate         |
| Running | Double Average Rate  |

### Mobster Level Generation (Levels 1–5)

| <i>Die</i> | <i>Level 1</i> | <i>Level 2</i> | <i>Level 3</i> | <i>Level 4</i> | <i>Level 5</i> |
|------------|----------------|----------------|----------------|----------------|----------------|
| 1          | 1d12 HDE <1    | 2d12 HDE <1    | 4d12 HDE <1    | 5d20 HDE <1    | Roll again     |
| 2          | 1d10 HDE <1    | 2d10 HDE <1    | 4d10 HDE <1    | 5d10 HDE <1    | 5d20 HDE <1    |
| 3          | 1d8 HDE 1      | 1d12 HDE 1     | 3d8 HDE 1      | 4d12 HDE 1     | 5d10 HDE 1     |
| 4          | 1d4 HDE 2      | 1d8 HDE 2      | 2d6 HDE 2      | 3d8 HDE 2      | 4d12 HDE 2     |
| 5          | 1 HDE 3        | 1d4 HDE 3      | 1d8 HDE 3      | 2d6 HDE 3      | 3d8 HDE 3      |
| 6          | 1 HDE 4        | 1 HDE 4        | 1d4 HDE 4      | 1d8 HDE 4      | 2d6 HDE 4      |
| 7          | –              | 1 HDE 5        | 1 HDE 5        | 1d4 HDE 5      | 1d8 HDE 5      |
| 8          | –              | Roll again     | 1 HDE 6        | 1 HDE 6        | 1d2 HDE 6      |
| 9          | –              | –              | –              | 1 HDE 7        | 1 HDE 7        |
| 10         | –              | –              | –              | Roll again     | Roll again     |



### Mobster Level Generation (Levels 6–10)

| Die | Level 6    | Level 7    | Level 8    | Level 9    | Level 10   |
|-----|------------|------------|------------|------------|------------|
| 1   | 5d20 HDE 1 | 5d20 HDE 2 | 5d20 HDE 3 | 5d20 HDE 4 | 5d30 HDE 5 |
| 2   | 5d10 HDE 2 | 5d10 HDE 3 | 5d10 HDE 4 | 5d10 HDE 5 | 5d10 HDE 6 |
| 3   | 4d12 HDE 3 | 4d12 HDE 4 | 4d12 HDE 5 | 4d12 HDE 6 | 4d12 HDE 7 |
| 4   | 3d8 HDE 4  | 3d8 HDE 5  | 3d8 HDE 6  | 3d8 HDE 7  | 3d8 HDE 8  |
| 5   | 2d6 HDE 5  | 2d6 HDE 6  | 2d6 HDE 7  | 2d6 HDE 8  | 2d6 HDE 9  |
| 6   | 1d8 HDE 6  | 1d8 HDE 7  | 1d8 HDE 8  | 1d8 HDE 9  | 1d8 HDE 10 |
| 7   | 1d4 HDE 7  | 1d4 HDE 8  | 1d4 HDE 9  | 1d4 HDE 10 | 1d4 HDE 11 |
| 8   | 1 HDE 8    | 1 HDE 9    | 1 HDE 10   | 1 HDE 11   | 1 HDE 12+  |

### Level <1 Mobsters

#### Roll Mobsters

|   |                    |
|---|--------------------|
| 1 | Half-Pints         |
| 2 | Cowardly Hoodlums  |
| 3 | Giant Rats         |
| 4 | Giant Vampire Bats |
| 5 | Creeper Vines      |
| 6 | Roll Again         |

### Level 1 Mobsters

#### Roll Mobsters

|   |                     |
|---|---------------------|
| 1 | Vamps               |
| 2 | Corrupt Politicians |
| 3 | Bandits             |
| 4 | Mediums             |
| 5 | Crooked Beat Cops   |
| 6 | Slick Hoodlums      |
| 7 | Drunken Hoodlums    |
| 8 | Brigands            |

### Level 2 Mobsters

#### Roll Mobsters

|   |                       |
|---|-----------------------|
| 1 | Thugs                 |
| 2 | Crooked Detectives    |
| 3 | Magicians             |
| 4 | Giant (small) Spiders |
| 5 | Bad Men               |
| 6 | Giant Centipedes      |
| 7 | Dervishes             |
| 8 | Yellow Peril Hoodlums |

### Level 3 Mobsters

#### Roll Mobsters

|   |                   |
|---|-------------------|
| 1 | Cavemen           |
| 2 | Crooked Sergeants |
| 3 | Sages             |
| 4 | Apes              |
| 5 | Evil Great Men    |
| 6 | Master Criminals  |
| 7 | Mermen            |
| 8 | Iron Robots       |

#### Level 4 Mobsters

##### Roll Mobsters

|   |                           |
|---|---------------------------|
| 1 | Ogres                     |
| 2 | Evil Extraordinary Men    |
| 3 | Crooked Lieutenants       |
| 4 | Alligators                |
| 5 | Warlocks                  |
| 6 | Aliens                    |
| 7 | Giant (medium) Centipedes |
| 8 | Lions                     |

#### Level 5 Mobsters

##### Roll Mobsters

|   |                     |
|---|---------------------|
| 1 | Werewolves          |
| 2 | Crooked Captains    |
| 3 | Spellbinders        |
| 4 | Evil Remarkable Men |
| 5 | Centaur             |
| 6 | Fu Manchus          |
| 7 | Genghis Khans       |
| 8 | Grey Oozes          |

#### Level 6 Mobsters

##### Roll Mobsters

|   |                          |
|---|--------------------------|
| 1 | Giant (large) Centipedes |
| 2 | Crooked Majors           |
| 3 | Sorcerers                |
| 4 | Evil Fantastic Men       |
| 5 | Gargoyles                |
| 6 | (medium) Magma Monsters  |

#### 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    |
| Centaurs               | 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    |
| Efreets                | 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    |
| Floating eyes          | 1    | 4 [15] | /150 ft.       | 3      |

|                         |      |                        |                |        |
|-------------------------|------|------------------------|----------------|--------|
| 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     |

## Equipment

| Items       | Cost | Weight | Items                        | Cost | Weight |
|-------------|------|--------|------------------------------|------|--------|
| <u>Arms</u> |      |        | Quiver of 20 arrows          | \$1  | 2 lbs. |
| Bow         | \$5  | 3 lbs. | Smith & Wesson .40 semi-auto | \$35 | 3 lbs. |

|                                       |           |          |                                        |         |         |
|---------------------------------------|-----------|----------|----------------------------------------|---------|---------|
|                                       |           |          | pistol                                 |         |         |
| Brass knuckles                        | \$4       | .5 lbs.  | Sword                                  | \$4     | 2 lbs.  |
| Browning 9 mm high-power auto pistol  | \$40      | 2 lbs.   | Truncheon                              | \$1     | 1 lb.   |
| Browning M1918 .30 automatic rifle    | \$45      | 12 lbs.  | Winchester .22 semi-automatic rifle    | \$17    | 10 lbs. |
| Colt M1917 .45 revolver               | \$32      | 4 lbs.   | <u>Armor</u>                           |         |         |
| Hatchet                               | \$1       | 2 lbs.   | Bulletproof vest                       | \$150   | 11 lbs. |
| Knife                                 | \$1       | .25 lbs. | Flak jacket                            | \$80    | 12 lbs. |
| Long Colt .38 revolver                | \$16      | 3 lbs.   | Helmet                                 | \$7     | 3 lbs.  |
| <u>Clothing</u>                       |           |          | Leather vest with silver buttons       | \$4     |         |
| 3-piece suit                          | \$16      |          | Raincoat                               | \$8     |         |
| Blue jeans                            | \$2       |          | Slacks                                 | \$4     |         |
| Coat, fur                             | \$100-600 |          | Slippers                               | \$1     |         |
| Cowboy boots                          | \$7       |          | Trousers                               | \$2     |         |
| Dress, casual                         | \$3       |          | Tuxedo                                 | \$25    |         |
| Dress, fancy                          | \$10      |          | Shoes                                  | \$3     |         |
| Dress shirt                           | \$2       |          | Sweater                                | \$3     |         |
| Dress shoes, leather                  | \$7       |          | Sweatshirt                             | \$1     |         |
| Flannel shirt                         | \$1       |          | Wool cap and mittens                   | \$1     |         |
| Hat                                   | \$4       |          | Work shoes, heavy duty                 | \$4     |         |
| Leather jacket                        | \$9       |          |                                        |         |         |
| <u>Transportation</u>                 |           |          | Hudson 112 deluxe touring sedan        | \$840   |         |
| Air fare, Ill. To NY (round trip)     | \$87      |          | Mercedes 630 K Murphy town car, used   | \$30    |         |
| Air fare, Ill. To Calif. (round trip) | \$207     |          | Nash Terrific pickup                   | \$1,000 |         |
| Bicycle                               | \$7       |          | New Cadillac 61                        | \$1,350 |         |
| Canoe                                 | \$12      |          | Plymouth Roadking 5-passenger sedan    | \$690   |         |
| Car battery                           | \$7       |          | Rail fare, Ill. To Calif. (round trip) | \$80    |         |
| Chevrolet 1939                        | \$660     |          | Rail fare, monthly commuter pass       | \$10    |         |
| Chrysler 1938 Imperial                | \$1,130   |          | Sea cruise, 2-month                    | \$500   |         |
| Ford super deluxe sedan coupe         | \$1,400   |          | Sea cruise, 10-day                     | \$110   |         |
| <u>Furnishings</u>                    |           |          | New Emerson bedroom radio              | \$20    |         |
| Automatic washing machine             | \$150     |          | Philco refrigerator                    | \$240   |         |
| Bed with spring mattress              | \$38      |          | Record player/radio                    | \$59    |         |
| Chair, lounge                         | \$20      |          | Record player/radio                    | \$59    |         |
| Chair, upholstered                    | \$9       |          | Sofa, chair, and rug set               | \$220   |         |
| Chandelier                            | \$35      |          | Sofa, fancy mahogany                   | \$135   |         |
| Electric portable sewing machine      | \$25      |          | Studio couch                           | \$60    |         |
| Fireproof safe                        | \$12      |          | Table, fancy walnut dining room        | \$124   |         |
| Frigidaire electric cooker range      | \$180     |          | Tabletop radio                         | \$6     |         |

|                                                    |            |          |                                               |            |          |
|----------------------------------------------------|------------|----------|-----------------------------------------------|------------|----------|
| Gas range                                          | \$100      |          | Typewriter                                    | \$37       |          |
| Grand piano                                        | \$400      |          | Upright vacuum cleaner                        | \$30       |          |
| Lamp                                               | \$5        |          | Wool blanket                                  | \$7        |          |
| Luggage                                            | \$12       |          | Wool rug, room-sized                          | \$43       |          |
| <u>Gear</u>                                        |            |          | Crowbar                                       | \$1        | 13 lbs.  |
| Alarm Clock                                        | \$1        | 4 lbs.   | First-aid kit                                 | \$10       | 19 lbs.  |
| Backpack                                           | \$2        | 3 lbs.   | Fishing pole                                  | \$4        | 2 lbs.   |
| Basic carpentry toolbox                            | \$4        | 50 lbs.  | Flashlight                                    | \$1        | 1 lb.    |
| Bedroll                                            | \$1        | 26 lbs.  | Handcuffs                                     | \$5        | .50 lbs. |
| Binoculars (x6)                                    | \$14       | 4 lbs.   | Hearing aid                                   | \$60       | .25 lbs. |
| Briefcase                                          | \$1        | 7 lbs.   | Kerosene lantern                              | \$2        | 4 lbs.   |
| Camera, field                                      | \$110      | 11 lbs.  | Microscope (x425)                             | \$16       | 5 lbs.   |
| Camera, portable movie                             | \$30       | 6 lbs.   | Rope, 50 ft.                                  | \$1        | 37 lbs.  |
| Camera, Kodak pocket                               | \$20       | 1 lb.    | Scissors                                      | \$4        | 1 lb.    |
| Cigarette Lighter                                  | \$.050     | .20 lbs. | Telescope, folding                            | \$25       | 6 lbs.   |
| Compass                                            | \$4        | .25 lbs. | Tent, pup                                     | \$5        | 6 lbs.   |
| Tent, 2-man                                        | \$5        | 13 lbs.  | Watch, wrist                                  | \$14       | .25 lbs. |
| Watch, pocket                                      | \$7        | .50 lbs. |                                               |            |          |
| <u>Food (drinks included)</u>                      |            |          | Seafood dinner at a fancy restaurant          | \$4        |          |
| Broiled 2-lb. lobster dinner at a fancy restaurant | \$9        |          | Sirloin steak dinner at an average restaurant | \$2        |          |
| Fried chicken dinner at a fancy restaurant         | \$5        |          | Thanksgiving dinner at a cheap diner          | \$1        |          |
| Hamburger dinner at an average restaurant          | \$1        |          | Whiskey, per quart                            | \$1        |          |
| Pork chop or lamb dinner at a fancy restaurant     | \$4        |          |                                               |            |          |
| <u>Housing</u>                                     |            |          | 6-room house in the country (w/10 acres)      | \$2,500    |          |
| 3-room apartment                                   | \$30/month |          | 12-room Italian-style villa                   | \$17,000   |          |
| 3-room bedroom bungalow                            | \$3,000    |          | Hotel room                                    | \$5/day    |          |
| 6-room Sears house in the suburbs                  | \$2,800    |          | Renting an apartment                          | \$15/month |          |
| 6-room house in the city                           | \$4,250    |          | Renting a house                               | \$30/month |          |

### ***Fighter Advancement***

| <b>Level</b> | <b>XP</b>    | <b>HD</b>  | <b>BHB</b> | <b>ST</b> | <b>Level Title</b> |
|--------------|--------------|------------|------------|-----------|--------------------|
| <b>1</b>     | <b>0</b>     | <b>1+1</b> | <b>+0</b>  | <b>16</b> | Beat cop           |
| <b>2</b>     | <b>2,000</b> | <b>2</b>   | <b>+1</b>  | <b>15</b> | Detective          |

|           |                |           |           |           |                    |
|-----------|----------------|-----------|-----------|-----------|--------------------|
| <b>3</b>  | <b>4,000</b>   | <b>3</b>  | <b>+2</b> | <b>14</b> | Sergeant           |
| <b>4</b>  | <b>8,000</b>   | <b>4</b>  | <b>+2</b> | <b>13</b> | Lieutenant         |
| <b>5</b>  | <b>16,000</b>  | <b>5</b>  | <b>+3</b> | <b>12</b> | Captain            |
| <b>6</b>  | <b>32,000</b>  | <b>6</b>  | <b>+4</b> | <b>11</b> | Major              |
| <b>7</b>  | <b>64,000</b>  | <b>7</b>  | <b>+4</b> | <b>10</b> | Commander          |
| <b>8</b>  | <b>128,000</b> | <b>8</b>  | <b>+5</b> | <b>9</b>  | Major General      |
| <b>9</b>  | <b>256,000</b> | <b>9</b>  | <b>+6</b> | <b>8</b>  | Lieutenant General |
| <b>10</b> | <b>512,000</b> | <b>10</b> | <b>+6</b> | <b>7</b>  | Full General       |

#### ***Magic-user Advancement***

| <b>Level</b> | <b>XP</b>      | <b>HD</b>  | <b>BHB</b> | <b>ST</b> | <b>Level Title</b> |
|--------------|----------------|------------|------------|-----------|--------------------|
| <b>1</b>     | <b>0</b>       | <b>1</b>   | <b>+0</b>  | <b>15</b> | Entertainer        |
| <b>2</b>     | <b>2,500</b>   | <b>1+1</b> | <b>+0</b>  | <b>14</b> | Trickster          |
| <b>3</b>     | <b>5,000</b>   | <b>2</b>   | <b>+0</b>  | <b>13</b> | Magician           |
| <b>4</b>     | <b>10,000</b>  | <b>2+1</b> | <b>+0</b>  | <b>12</b> | Sage               |
| <b>5</b>     | <b>20,000</b>  | <b>3</b>   | <b>+1</b>  | <b>11</b> | Warlock            |
| <b>6</b>     | <b>40,000</b>  | <b>3+1</b> | <b>+1</b>  | <b>10</b> | Spellbinder        |
| <b>7</b>     | <b>80,000</b>  | <b>4</b>   | <b>+2</b>  | <b>9</b>  | Sorcerer           |
| <b>8</b>     | <b>160,000</b> | <b>4+1</b> | <b>+2</b>  | <b>8</b>  | Wizard             |
| <b>9</b>     | <b>320,000</b> | <b>5</b>   | <b>+3</b>  | <b>7</b>  | Senior Wizard      |
| <b>10</b>    | <b>640,000</b> | <b>5+1</b> | <b>+3</b>  | <b>6</b>  | Full Wizard        |

#### ***Superhero Advancement***

| <b>Level</b> | <b>XP</b>    | <b>HD</b>  | <b>BHB</b> | <b>ST</b> | <b>Level Title</b> |
|--------------|--------------|------------|------------|-----------|--------------------|
| <b>1</b>     | <b>0</b>     | <b>2</b>   | <b>+0</b>  | <b>14</b> | Good Man           |
| <b>2</b>     | <b>1,500</b> | <b>2+1</b> | <b>+0</b>  | <b>13</b> | Great Man          |

|           |                |            |           |           |                   |
|-----------|----------------|------------|-----------|-----------|-------------------|
| <b>3</b>  | <b>3,000</b>   | <b>3+1</b> | <b>+0</b> | <b>12</b> | Extraordinary Man |
| <b>4</b>  | <b>6,000</b>   | <b>4</b>   | <b>+1</b> | <b>11</b> | Remarkable Man    |
| <b>5</b>  | <b>12,000</b>  | <b>4+1</b> | <b>+1</b> | <b>10</b> | Fantastic Man     |
| <b>6</b>  | <b>24,000</b>  | <b>5+1</b> | <b>+2</b> | <b>9</b>  | Incredible Man    |
| <b>7</b>  | <b>48,000</b>  | <b>6+1</b> | <b>+2</b> | <b>8</b>  | Mighty Man        |
| <b>8</b>  | <b>96,000</b>  | <b>7+1</b> | <b>+3</b> | <b>7</b>  | Astonishing Man   |
| <b>9</b>  | <b>192,000</b> | <b>8</b>   | <b>+4</b> | <b>6</b>  | Amazing Man       |
| <b>10</b> | <b>384,000</b> | <b>8+1</b> | <b>+5</b> | <b>5</b>  | Super Man         |

#### Attack "to hit" Roll

|              |           |           |           |           |           |           |           |           |           |           |           |           |           |           |           |           |           |           |           |
|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| <b>AC</b>    | <b>9</b>  | <b>8</b>  | <b>7</b>  | <b>6</b>  | <b>5</b>  | <b>4</b>  | <b>3</b>  | <b>2</b>  | <b>1</b>  | <b>0</b>  | <b>-1</b> | <b>-2</b> | <b>-3</b> | <b>-4</b> | <b>-5</b> | <b>-6</b> | <b>-7</b> | <b>-8</b> | <b>-9</b> |
| <b>[AAC]</b> | <b>10</b> | <b>11</b> | <b>12</b> | <b>13</b> | <b>14</b> | <b>15</b> | <b>16</b> | <b>17</b> | <b>18</b> | <b>19</b> | <b>20</b> | <b>21</b> | <b>22</b> | <b>23</b> | <b>24</b> | <b>25</b> | <b>26</b> | <b>27</b> | <b>28</b> |
| <b>Roll</b>  | <b>10</b> | <b>11</b> | <b>12</b> | <b>13</b> | <b>14</b> | <b>15</b> | <b>16</b> | <b>17</b> | <b>18</b> | <b>19</b> | <b>20</b> | <b>21</b> | <b>22</b> | <b>23</b> | <b>24</b> | <b>25</b> | <b>26</b> | <b>27</b> | <b>28</b> |

#### Supporting Cast Characters

| Roll | Role             | Special Characteristic                                 |
|------|------------------|--------------------------------------------------------|
| 1    | Actor            | Can imitate the Hero to protect his secret identity    |
| 2    | Animal trainer   | Can prepare an animal sidekick for the Hero            |
| 3    | Architect        | Might be able to show the Hero blueprints of buildings |
| 4    | Athlete          | Has the speed and stamina to keep up with Heroes       |
| 5    | Banker           | Can make loans to Heroes                               |
| 6    | Boat captain     | He's got his own boat!                                 |
| 7    | Circus performer | Make surprisingly good sidekicks                       |
| 8    | Clerk            | Knows the inside workings of his company               |
| 9    | Coach            | Can tell if any games are fixed                        |
| 10   | Commissioner     | May take Heroes to crime scenes with him               |
| 11   | Copy boy         | Will do anything for his pal                           |
| 12   | Cowboy           | Good at roughing it                                    |
| 13   | Driver           | Knows the fastest routes around town                   |
| 14   | Editor           | Will hire people just for giving him scoops on Heroes  |
| 15   | Farmer           | Has good food and can raise people with good values    |
| 16   | Fireman          | Knows where the hottest spots in town are              |



|       |                         |                                                      |
|-------|-------------------------|------------------------------------------------------|
| 17    | Hobo                    | Knows safe places to hide                            |
| 18    | Judge                   | May give away the particulars of an ongoing trial    |
| 19    | Librarian               | Will do mundane research                             |
| 20    | Mechanic                | May be able to fix the Hero's hi-tech trophies       |
| 21    | Mercenary               | Can fight beside or for the Hero, for a fee          |
| 22    | Military surplus seller | Good resource for flak jackets and automatic rifles  |
| 23    | Occultist               | Can do magical research and identify magic items     |
| 24    | Pharmacist              | Can identify hi-tech pills                           |
| 25    | Photographer            | Can take photos as evidence for the Heroes           |
| 26    | Physician               | Helps heal Heroes faster                             |
| 27    | Police detective        | May show crime scene evidence to the Hero            |
| 28    | Private investigator    | May gather clues for the Hero                        |
| 29    | Reporter                | Can help make sure the Hero gets good press coverage |
| 30    | Romantic interest       | Pretty obvious                                       |
| 31    | Salesman                | Can speak persuasively for the Hero                  |
| 32    | Science professor       | Can identify hi-tech items                           |
| 33    | Shopkeeper              | Will sell to the Hero for cost                       |
| 34    | Switchboard operator    | Can let the Hero listen in on phone calls            |
| 35    | Warden                  | Can tell the Heroes when their foes escape from jail |
| 36-50 | Re-roll                 |                                                      |

#### Plot Hook Characters

Roll Character

|    |                                                                                                                                  |
|----|----------------------------------------------------------------------------------------------------------------------------------|
| 1  | A reporter is overheard repeating a tip about a wife-beating in progress that was just phoned in.                                |
| 2  | A damsel is in distress at a road-house from a mobster who won't stop flirting with her.                                         |
| 3  | An old miner has just recovered at the hospital from a mine collapse caused by unsafe conditions there.                          |
| 4  | An old circus owner pretends his circus is fine, but cannot conceal his despair at dismal sales.                                 |
| 5  | An old mother is begging for help to law officers about the juvenile delinquents her son has fallen in with.                     |
| 6  | Coming across an escaped con by chance, he tells of cruel conditions at the jail and the corrupt warden.                         |
| 7  | A man commits suicide, still clutching in his hand stock shares for a bogus oil well.                                            |
| 8  | A colleague of the Hero is hit by a car that speeds away.                                                                        |
| 9  | A cab driver complains about the protection racket hassling him.                                                                 |
| 10 | A city inspector is in danger of being hit by a subway train while investigating the construction company that built the tunnel. |
| 11 | The manager of a home for delinquent boys confesses he needs to raise \$2 million to keep his doors open.                        |
| 12 | A disgraced businessman is about to commit suicide because of the gambling den that ruined him.                                  |
| 13 | A civic official mistakes the Hero for one of the extortionists who want \$10,000 from him.                                      |
| 14 | A runaway child complains about the crooked superintendent at his orphanage.                                                     |
| 15 | A crying wife confesses that her husband has fallen in with smugglers who hang out in a bar.                                     |

|    |                                                                                                                                                                         |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 16 | Hero's alter ego is invited to an appointment with a possible employer but the employer ends up attacked or killed before the meeting.                                  |
| 17 | A gentleman gambler bets the Hero or alter ego that he cannot complete a difficult task.                                                                                |
| 18 | A delivery boy is overheard explaining why he could not deliver his cargo and it sounds suspicious.                                                                     |
| 19 | While at Western Union, the alter ego overhears a puzzling telegram dictated. Or...knowing Morse code, the Hero overhears the private and cryptic content of a message. |
| 20 | A family friend or distant relative comes to town seeking help from the Hero's alter ego.                                                                               |

## Powers

### Level 1

Change Self  
 Detect Evil  
 Different Physical Structure  
 Extend Missile Range I  
 Feather Landing  
 Get Tough  
 Leap I  
 Multi-Attack  
 Nigh-Invulnerable Skin  
 Outrun Train  
 Quick Change  
 Raise Car  
 Shatter Bonds  
 Sleeping Nerve Pinch  
 Spook Bad Guys  
 Telescopic Vision

### Level 3

Extend Missile Range III  
 Flurry of Blows  
 Get Even Tougher  
 Gust of Wind  
 Hold Breath  
 Imperviousness  
 Leap III  
 Levitate  
 Race the Bullet  
 Raise Trolley Car  
 Raise Wall  
 X-Ray Vision

### Level 5

Fly  
 Near-Instantaneous Travel  
 Push Ocean Liner  
 Teleport through Focus

### Level 2

Bulls-Eye  
 Extend Missile Range II  
 Find Evidence  
 Get Tougher  
 Hold Person  
 Hypnotism  
 Infra-Vision  
 Leap II  
 Microscopic Vision  
 No Encumbrance  
 Raise Elephant  
 Scare Bad Guys  
 Super-Hearing  
 Super-Tough Skin

### Level 4

Bounce Back Blows  
 Dig  
 Divert River  
 Hold Train  
 Invisibly Fast  
 Invulnerability  
 Leap IV  
 Raise Bridge  
 Raise Building  
 Turn Gun on Bad Guy  
 Vehicular Weapon

## Wrecking Things

Category (and Examples)                      Superhero Level

|                                               | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9+ |
|-----------------------------------------------|----|----|----|----|----|----|----|----|----|
| Doors (Bars, Ropes)                           | 10 | 7  | 4  | W  | W  | W  | D  | D  | D  |
| Machines (Chains, Guns, Rowboats)             | 13 | 10 | 7  | 4  | W  | W  | W  | D  | D  |
| Generators (Autogryos, Motorcycles)           | 15 | 13 | 10 | 7  | 4  | W  | W  | W  | D  |
| Robots (Biplanes, Sailboats)                  | 17 | 15 | 13 | 10 | 7  | 4  | W  | W  | W  |
| Cars (Brick Walls, Large Robots, Motorboats)  | -  | 17 | 15 | 13 | 10 | 7  | 4  | W  | W  |
| Trucks (Huge Robots, Stone Walls)             | -  | -  | 17 | 15 | 13 | 10 | 7  | 4  | W  |
| Tanks (Giant Robots, Mansions, Steel Walls)   | -  | -  | -  | 17 | 15 | 13 | 10 | 7  | 4  |
| Battleships (Heavy Tanks, Tenement Buildings) | -  | -  | -  | -  | 17 | 15 | 13 | 10 | 7  |
| Dams (Bridges, High-Rises)                    | -  | -  | -  | -  | -  | 17 | 15 | 13 | 10 |

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