

Light City Foes



For Swords &
Wizardry
Light

For reasons unknown, an elder evil has set its sights on Light City. Some say they wish to extinguish the bright beacon of hope. Others claim they search for someone of the rarest bloodline. Still some whisper they seek an ancient artifact of power. Whatever the reason, pray that when the sun goes down you aren't visited by the League of Vampires!!!



Zora

Real Name: Zora

First Appearance: *Prize Comics #44 (August, 1944)*

Zora is an ancient vampire burned at the stake for witchcraft in 1744. Instead of dying, she survived due to her supernatural abilities. She spent her early undead nights seeking to complete her lover Rollo's transformation into a vampire. She formed the League of Vampires with other bloodsuckers for mutual protection. She is the nominal leader, though members tend to do as they please.

AC 2 [17] **HD:** 10 **Attacks:** 2X Slams (1d6+1) or Bite (1d6, *see below*) **Move:** 12/15 (flying/bat form) **Special:** *see below*

Zora can cast the following spells: **Charm Person** 3/day. In addition she can summon a bat swarm 2/day.

As a vampire, the Zora has many special abilities and advantages. She can turn into a bat and has incredible strength. She is immune to damage from mundane weapons. She might be knocked back by a solid hit with a shovel or something of that nature, but it doesn't actually do damage. However, fire affects her just like it would any other person. She also takes 10 points of damage a round when in direct contact with the sun. Holy water can harm her and if presented by someone with conviction a cross can hold her at bay. She can be killed if a wooden stake is driven into his heart while in her coffin or if caught in direct sunlight. Unless damaged by holy objects or the sun, Zora heals 3 hit points per round.

Anyone killed by Zora's bite will rise as a vampire. Being undead, she can be resurrected via certain black magics.

Rollo

Real Name: Rollo

First Appearance: *Prize Comics #44 (August, 1944)*

In life Rollo was a crooked warlock and paramour of the vampire Zora. He spent centuries trapped in the underworld until his lover attempted to bring him back to Earth as a vampire. Though the ritual was interrupted, Rollo was still brought back as an undead abomination.

AC 5 [14] **HD:** 7 **Attacks:** Claw (1d6) or +1 Dagger (1d6) **Move:** 12 (flying/bat form) **Special:** *See below*

Rollo can cast the following spells *Detect Magic* 4/day, *Magic Missile* 2/day, and *Invisibility* 1/day. He also has a magical +1 dagger.



Marvin Sanders

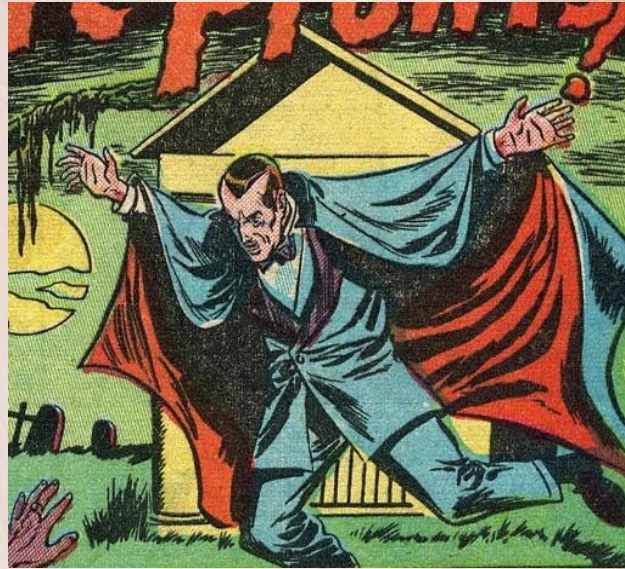
Real Name: Marvin Sanders

First Appearance: *Adventures Into The Unknown #3 (February 1949)*

Marvin Sanders was a Union Soldier that fought in the Civil War. While his friends and families believed he died on the battlefield, he actually was turned into one of the undead. While the motivations of most Leagues members is unknown, Marvin came to Light City because his obsession with musical comedy star, Ruth Morton.

AC 5 [14] **HD:** 5 **Attacks:** Slam (1d6+1) or Bite (1d6, *see below*) **Move:** 12/15 (flying/bat form) **Special:** *see below*

Marvin can cast the following spells:
Charm Person 2/day.



As a vampire, the Marvin has many special abilities and advantages. He can turn into a bat and has incredible strength. He is immune to damage from mundane weapons, unless he is caught unaware. Like most vampires he takes 10 points of damage a round when in direct contact with the sun. Holy water and fire damage him and he can be held at bay by crosses. Only sunlight and wooden stakes can kill him permanently. Unless damaged by holy objects or the sun, Marvin heals 3 hit points per round. Anyone killed by Marvin's bite will rise as a vampire.

Dr. Manusala

Real Name: Dr. Isaac Manusala

First Appearance: *Adventures Into The Unknown* #10 (April 1950)

A friend of Copernicus, the inventor and scientists Dr. Manusala was one of the greatest minds of his times. However upon learning of the existence of vampirism he became obsessed. He created a batwing flying device that allowed him to soar the night skies. Eventually his obsession led him to Transylvania, where he died under mysterious circumstances. This was not the end of his tale. A pair of adventures accidentally resurrected him as a vampire when they splashed an alchemical potion on his bones. Though he appeared to perish in the confrontation he actually escaped. He hopped on a freighter and made his way to America, where he was recruited into the League.

This new age of wonder amazes the doctor and his dark mind is already racing with new experiments and projects.



AC 7 [12] **HD:** 4+2 **Attacks:** 1 Slams (1d6+1) or Bite (1d6) **Move:** 12/12 (flying) **Special:** *see below*

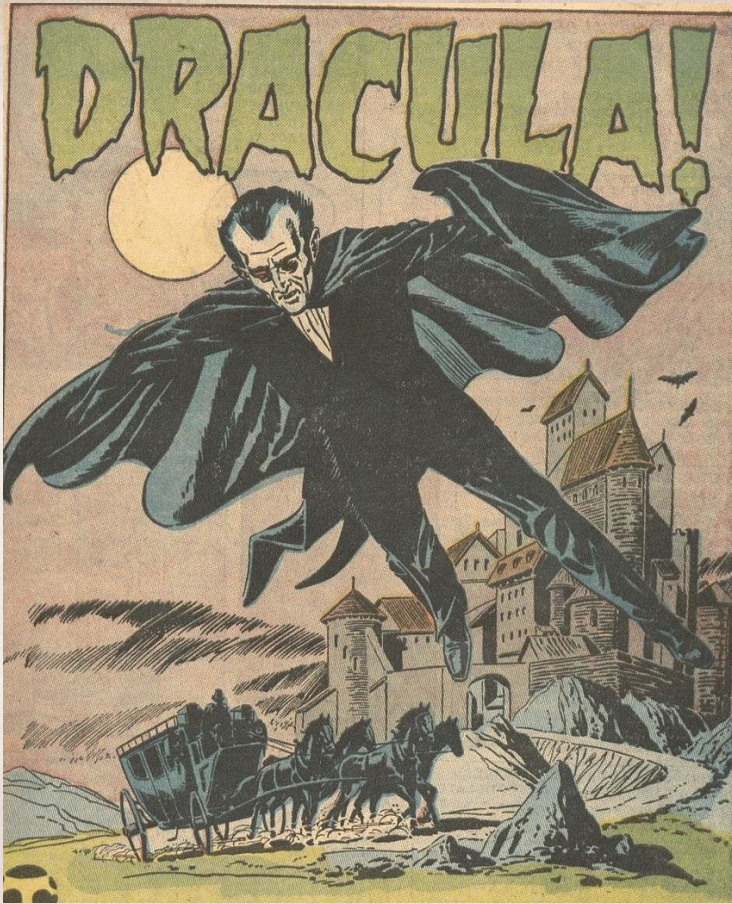
As a vampire the doctor has increased strength. He is immune to damage from mundane weapons. He takes full damage from fire and also takes 10 points of damage a round when in direct contact with the sun. Holy water can harm him and if presented by someone with conviction a cross can hold her at bay. He can be killed if a wooden stake is driven into his heart while in his coffin or if caught in direct sunlight. He also has a weakness to silver and items made of the precious metal deal full damage to him. Unless damaged by holy objects, silver, or the sun, Dr. Manusala heals 3 hit points per round. Due to the nature of his vampirism, the doctor cannot pass on the curse to others.

New Gear

Bat Suit (Rare)

Created through forgotten alchemy, these lightly armored suits allow their wearer a fly speed of 12. In addition, they improve armor by -2[+2].





Count Dracula

Real Name: Vlad Tepes

First Appearance: *Dracula*
(1897)

Though thought to be fiction by most, Dracula's origin and tale is the same as Stoker's novel. However, since he was not killed using the proper ritual, he was not killed in his final altercation with Van Helsing. His body was found by some of his servants and moved across the Atlantic to the United States. There they built a tomb for their master.

While recruiting for the League Zora got word of these events. After doing research and following leads she believes that tomb to be near or in Light City...

AC 1

[18] **HD:** 10 **Attacks:** 2X Slams (1d6+1) or Bite (1d6, *see below*) **Move:** 12/12/15 (climb/flying) **Special:** *see below*

Dracula can cast the following spells: **Charm Person** 3/day, **Sleep** 1/day. In addition he can summon a bat swarm or 1d6 wolves 2/day. He can change his appearance to look like anyone and transform into a bat, rat, wolf, or fog. He is invulnerable and only takes damage from magic and holy items. Any person killed by Dracula's bite attack rises as a vampire under his control.

If Dracula does not feed on blood regularly he physically ages quickly. Also unlike other vampire he does not take damage from sunlight. However he is severely weakened. He loses his invulnerability, his powers, and his AC become 6[13].

The only way to kill Dracula is to decapitate him after he has had a stake driven through his hurt or has been shot with a sacred bullet.

Evil Minions

Bat Swarm

AC 7 [12] HD: 1 Attacks: Bite (1d6-3, minimum 1) Move: 15 (flying)

Basic Vampire

AC 5 [14] HD: 3 Attacks: Slam (1d6+1) or Bite (1d6) Special: *see below* Move: 12

“Basic” vampires may not have the strength of some members of the League but they are still quite deadly opponents. They are immune to weapons and attacks that aren't holy, magical, or silvered in nature. They take 10 points of damage from direct sunlight. They can be held at bay by crosses. Anyone killed by a vampire's bite attack will rise as a vampire unless the head is detached from the body.

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