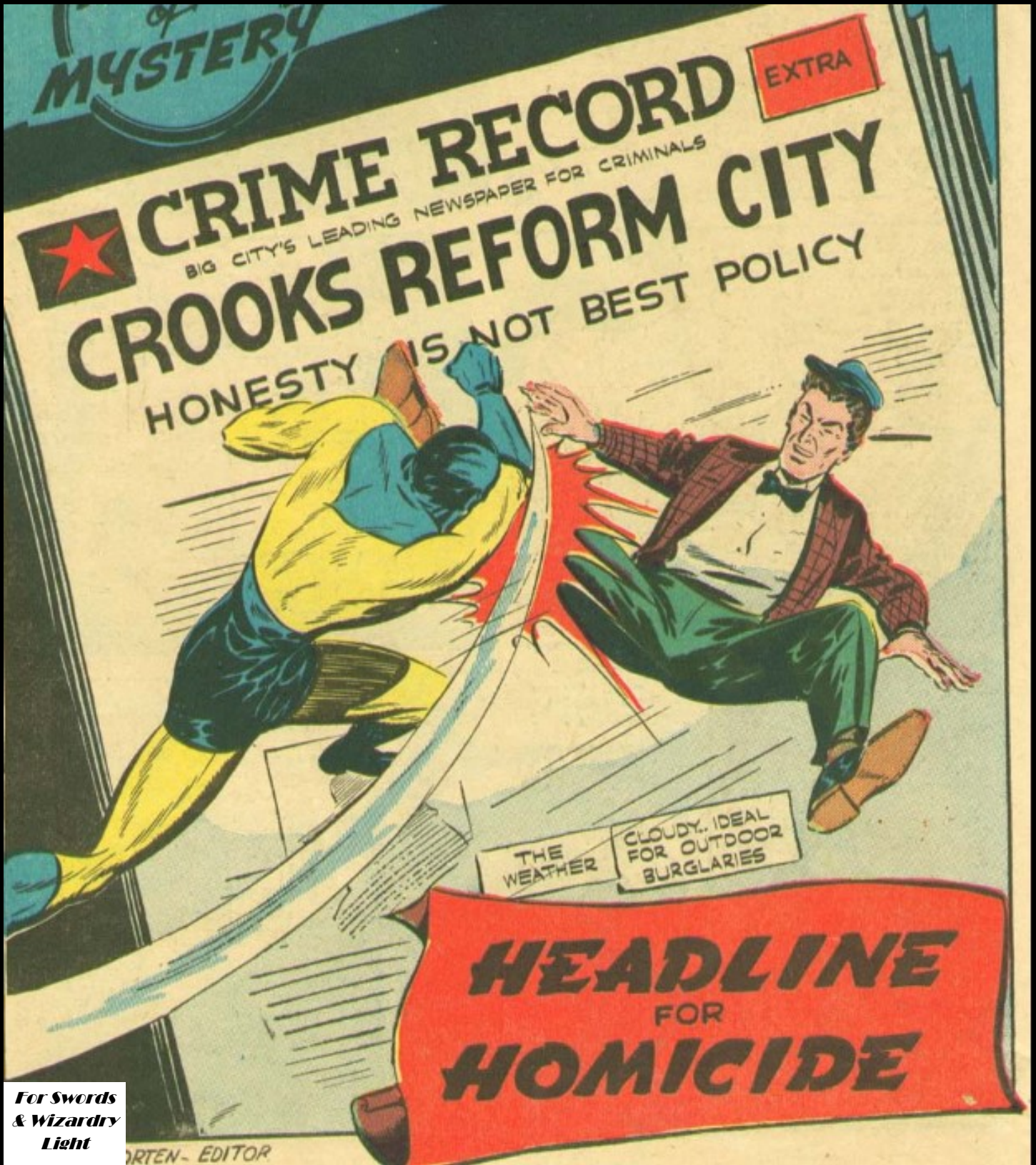


LIGHT CITY FOES



For Swords
& Wizardry
Light

ORTEN - EDITOR

KINGDOM OF CRIME II

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King Killer's kingdom is a thriving one. Every day new crooks join the villain in his dastardly organization. In this issue of *Light City Foes* we look at even more crooks in

The Kingdom of Crime!

Pantherman

Felix Purrington was born into an old money family in Light City. His parents were killed at a young age and as the sole inheritor of their vast fortune he grew up to be a spoiled (but quite charming) playboy. Many of his indulgences are quite illicit which has caused him to create an alter ego, the Pantherman, Always concerned with appearances, Pantherman is dressed quite stylish, wearing a leopard print smoking jacket, white bow tie, and panther mask. He is a noble of the Kingdom of Crime and King Killer's new favourite.

Real Name: Felix Purrington

First Appearance: *Crackajack Funnies* #31 (January 1941)

AC 7 [12] **HD:** 3 **Attacks:** Whip (1d3+1) or Handgun (1d6, medium range) **Move:** 12

Panthera (Trained Panther)

AC 6 [13] **HD:** 5 **Attacks:** bite (1d6) **Move:** 18



The Crime Editor

The Crime Editor is a writer and entrepreneur. He created his own crime themed newspaper, The Daily Crime Record, to gloat about what he saw was the bumbling and ineptitude of the Light City Police Department. Soon after he began publishing how to articles on committing crimes. This brought him to the attention of King Killer. His paper is quite popular among the court, though his writing and attention has earned him the ire of the Jangler

Real Name: Unknown

First Appearance: *Feature Comics* #114 (September, 1947)

AC 9 [10] **HD:** 1 **Attacks:** Handgun (1d6, medium range) **Move:** 12

The Daily Crime Record (consumable) - Each issue of the paper has an instructional article about committing crime. By taking three rounds to read the character has a better chance of succeeding at that act of larceny (effectively having a one higher chance of succeeding on the thief skill roll for the next attempt).



OUR STORY OPENS ON A SPACIOUS FARM SEVERAL MILES OUTSIDE OF WINDY CITY... AND WHAT A FARM IT IS!! ELECTRIC FENCES SAVAGE DANE DOGS AND CONCEALED MACHINE GUNS BAR ALL OUTSIDERS FROM ENTERING THE CAMPUS OF MADAM BRAWN'S

CRIME SCHOOL FOR DELINQUENT GIRLS

!!!



Madam Brawn

The devious Madam Brawn owns a large farm several miles away from Light City. Here's she runs Madam Brawn's Crime School for Delinquent Girls. Her girls are highly regarded by King Killer and he considers them his personal hit squad. What few realize is that Madam Brawn's real name is Aella and she's actually an Amazon exiled after violent conflict with the queen of the Amazons. She considers her students her new Amazon sisters.

Real Name: Aella

First Appearance: *Police Comics #4 (November 1941)*

AC 7 [12] **HD:** 7 **Attacks:** Chain of Destiny (1d6 + 2 + special) **Move:** 12

Chain of Destiny - This magical archaic weapon grants it's wielder a +1 to hit and damage. In addition those struck by the change get a glimpse of their future demise.





Sinister Sphinx

The sinister Sphinx is an extremely beautiful assassin, kidnaper, and extortionist. She always leaves a calling card, a small sphinx figurine, at the scene of every crime. Her favored weapon is a knife and she travels in a souped-up roadster with a sphinx hood ornament.

She is a favored agent of Veda the Cobra Woman.

Real Name: Julie Kitt

First Appearance: *Blue Beetle* #56 (1948)

AC 7 [12] **HD:** 2 **Attacks:** Knife (1d3) **Move:** 12

1 in 5 chances on a 1d6 to climb walls without tools, 1 in 4 chances on a 1d6 to hide in shadows/move silently, may backstab surprised opponents to get a +4 to hit and inflict double damage, may make a death attack once per day in any situation she can back stab (the opponent must make a saving throw or die).

Funnibone

Funnibone is a criminal mastermind with a penchant for laughing and jokes. He is an extremely loyal member of the Kingdom of Crime and is generally liked (or at least tolerated) by most members. A canny fighter, he is intelligent, agile, and fast. He's never seen without his lucky cane.

Real Name: Edward Napier

First Appearance: *Prize Comics Vol. 2* #12 (October 1942)

AC 9 [10] **HD:** 3 **Attacks:** Cane (1d6) **Move:** 12

Funnibone's Cane - This cane has been imbued with magic by a mischievous faerie. It can be used as a weapon (dealing 1d6 damage) and one per day allows it's wielder to re-roll any roll.



AS THE DARK HOURS OF NIGHT APPROACH DAYBREAK, THE HIDEOUS FIGURE OF THE MONSTER STALKS THE DESERTED STREETS...



Monster

Mark Horley is a Light City criminologist whose brilliant intelligence drove him to extreme measures to understand the criminal mind. He created "Jekyll and Hyde" formula to allow himself to experience evil. By night he works as an enforcer for King Killer and by day he is a police officer investigating his own crimes.

Real Name: Mark Horley

First Appearance: *Top-Notch Comics* #20 (1941)

AC 9 [10] **HD:** 3 **Attacks:** Cane (1d6) **Move:** 12

Vulture

Vincent Tomes was a brilliant scientist and inventor. He made millions from his discoveries and inventions but it was never enough. Eventually he decided to put his brilliance to something more villainous. He crafted his vulture suit, flame pistol, and the Black City of the Sky, a flying high-tech fortress. Not wanting to make a powerful enemy Vulture (as Tomes was now calling himself) offered his services to King Killer.

Real Name: Vincent Tomes

First Appearance: *Lightning Comics Volume 2 #5 (February 1942)*

AC 7 [12] **HD:** 3 **Attacks:** Flame Pistol (1d6+special, short range) **Move:** 12/18 (Fly)

Vulture Suit- This lightly armored suit provides a -2 [+2] bonus to AC and grants its wearer the ability to fly at a speed of 18.

Flame Pistol - This short range pistol shoots flames that do 1d6 damage. In addition, those hit by it must make a successful save or be caught on fire. If burning they take 1 point of fire damage a turn until someone takes an action to douse the flames.



The Surgeon

When his city was gripped with an outbreak of the Black Plague, Dr. Thomas Blackton, the superintendent of the city's hospital came up with a devious plan. His fellow doctors discovered a cure for the plague but he wanted the credit. He murdered the doctors, but his crimes were discovered by a local vigilante. He fled the city and joined the King of Crime, serving as King Killer's private physician and sometimes hired killer.

Real Name: Dr. Thomas Blackton

First Appearance: *Lightning Comics Volume 3 #1 (June 1942)*

AC 9 [10] **HD:** 2 **Attacks:** Scalpel (1d6) or Syringe (1+special) **Move:** 12

The Surgeon can backstab when hidden or attacking from surprise. He gets a +4 to hit when doing so and deals double damage. Anyone injected with his syringe must make a successful saving throw or fall asleep. In addition he can heal allies (essentially granting the effects of a Cure Wounds I spell) 2/day.



Other Foes

Attack Dog

AC 7 [12] **HD:** 1 **Attacks:** bite (1d6) **Move:** 15

Good boy...

Brawn's Molls

AC 9 [10] **HD:** 2 **Attacks:** Unarmed (1d3) or Handgun (1d6, medium range) **Move:** 12

Yeah they're cute, but those lips taste like venom and that right hook is better than you'd expect.

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