

Light City: One Shot



For use with
Swords & Wizardry Light

The Cursed

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Vampires, werewolves, and other creatures of the night strike terror into the hearts of the citizens of Light City. However, some of these monsters rise above their cursed nature and fight on the side of justice and good. They are the cursed, but they are heroes!

Level	HD	BHB	Save
1	1	+0	14
2	1+1	+0	13
3	2	+1	12
4	2+1	+1	11
5	3	+2	10
6	3+1	+2	9
7	4	+3	8



Supernatural

A cursed can use archaic weapons. They may add their strength bonus to hit and damage with melee attacks.

Supernatural Strike - Whether it be fangs, claws, or a combination of both, the cursed is always armed. At 1st level this attack does 1d3 damage. Damage increases to 1d6 damage at 3rd level. In addition this attack is considered magic.

Supernatural Resilience - It is extremely difficult to defeat one that is cursed. They take half damage from all non-magical attacks.

Occult Powers - Due to their occult origins, the cursed can cast a number of times per day equal to their level. They can add new powers to their repertoire at levels 3, 5, and 7. The following spells may be used by the cursed: *Armor*, *Charm Person*, *Detect Magic*, *Sleep*, *Invisibility*, *Fly*, *Detect Good or Evil*, and *Speak With Animals*.

Curse - The cursed suffer because they exist outside of the natural order. For example if the character is a vampire then their curse manifests as a weakness to silver, blessed objects, aversion to garlic, and taking damage from sunlight. A werewolf may take double damage from silver weapons, have aversion to wolfsbane, and only powers when in wolfman form. The curse needs to be discussed with the game master

Victor Vampire

Level 7 Cursed

Real name: John Crowe

First appearance: *Horrific #8 (November 1953)*

STR 15 (+1)

INT 12

DEX 12

WIS 14

CON 17 (+1)

CHA 13

4 HD (20 HP)

Saving Throw 8

AC 9[10] (Supernatural Resilience)

Attack: Supernatural Strike, +4 to hit, 1d6+1 damage

Curse: Takes 1 point of damage each round touched by sunlight (1d6 if in direct sunlight), considered undead, casts no reflection, silver and fire do normal damage.

Occult Powers: *Charm Person, Detect Good or Evil, Fly, Sleep*

Surviving the sinking of their cruise ship, John and his wife Jane saw a man sinking into the depths and saved him. The man, Lance Bloodman, was not a man at all, but a cursed vampire. To save his wife from corruption, John offered himself to Lance. Returning the mainland, he left his wife, knowing she would never be safe while he was arrived. For years he preyed on the dregs of humanity and criminals. He left his life behind when he met the mysterious Teller of Tales. He now dwells in the Manse of Mystery with Teller and his monstrous band, guarding its arcane secrets, and spinning tales of terror from his crypt.



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