

Light City

Foes



FOR USE WITH SWORDS &
WIZARDRY LIGHT

Cobra

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Slithering out of America's heartland comes a ruthless terrorist organization called Cobra. Led by the villainous King Cobra, the organization is made up of disgruntled ex-military personnel, criminals, rogue mystics, mad scientists, and even members of the Klu Klux Klan. Their goal is domination of North American and then ultimately the rest of the world and unless brave men and women step forward they may succeed!

King Cobra

Little is known of the past of the merciless leader of Cobra. He is a competent marksman, expert hand to hand combatant, and meticulous planner.

Real Name: Unknown

First Appearance: *The Green Mask Volume 2 # 6 (October-November 1946)*

AC 8 [11] **HD:** 3+1 (15 HP) **Attacks:** Handgun (1d6 damage, medium range) **Move:** 12

If King Cobra is successfully attacked and there is a Hooded Cobra within 10' feet, it takes the attack instead.



Lady Serpent

The murderous Lady Serpent serves as Cobras head of Intelligence. For reasons she refuses to disclose she has the ability to hypnotize and control serpents. She has spies in every major US city. She also has love for gems and has been known to take seemingly careless risks to attain them.

Real Name: Unknown

First Appearance: *Black Terror #23 (June 1948)*

AC 6 [13] **HD:** 2+3 (12 HP) **Attacks:** Cobra Kung Fu Strike (1d6 damage) **Move:** 12

Lady Serpent can hypnotize those that gaze into her eyes 4/day. Treat this as the Charm Person spell. She can also communicate and control serpents.

Viper

AC 8 [11] **HD:** 1 (3 HP) **Attacks:** Bite (1 damage + special) **Move:** 6

Anyone bitten by a viper must make a saving throw or die from the poison unless administered an antidote within an hour.

Rattler

Originally a low level crook with a snake themed costume, the Cobra agent known as Rattler is now a genetically mutated serpent man. Experimented on by Victor Frankenstein (a descendant of the mad doctor who also created the Kingdom of Crime's Croco-Man), the man-beast has bullet proof scales and fangs that produce a deadly venom.

Real Name: Robert "Pig Pan" Wood

First Appearance: *Zip Comics* #11 (1941)

AC 4 [14] **HD:** 4 (18 HP) **Attacks:** Fangs (1d6 + Special) **Move:** 12

Anyone bitten by Rattler must make a saving throw die from the poison unless administered an antidote within an hour.



Animal Man

The bestial Animal Man believes that animals should rule the world and that man kind is a scourge. Before joining Cobra, he used his animal companions to murder hunters and others that sinned against animal-kind. He was persuaded by King Cobra to serve the organization with promises of the fall of modern civilization.

Real Name: Unknown

First Appearance: *Top-Notch Comics* #21 (November 1941)

AC 8 [11] **HD:** 3 (12 HP) **Attacks:** Whip (1d3) **Move:** 12

Animal Man can speak with and charm animals an unlimited number of times per day. This affect acts like *Charm Person*, but only affects animals.

Dr. Skull

Dr. Skull is an alien scientist who wished to conquer Earth. He failed in his mission and was captured by the US government and experimented upon. He was freed by King Cobra and offered a place in Cobra as chief scientist. While he enjoyed being wheeled around in a chair by his underlings, he is actually quite agile and quick.

Real Name: *unpronounceable in English*

First Appearance: *Pocket Comics* #2 (September 1941)

AC 6 [13] **HD:** 2 (8 HP) **Attacks:** Mindblast (1d6, medium range) **Move:** 15





Hooded Cobras

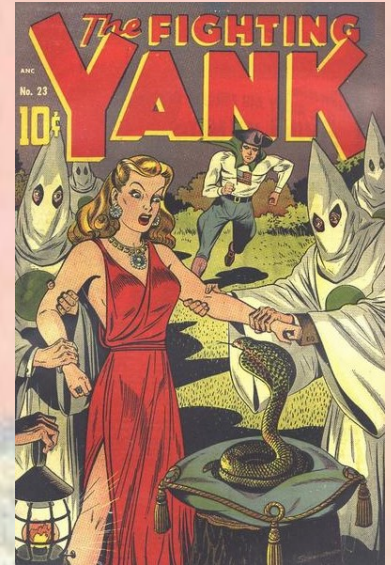
These are the rank and file members of Cobra. Many of them are ex-soldiers that returned from the war to find themselves disillusioned with a country that no longer appealed to them. Others are vile racists from the Klan that love the anonymity and brutal tactics of King Cobra.

Real Name: Various

First Appearance: *The Fighting Yank* #23 (1948)

AC 9 [10] **HD:** 1 (4 HP) **Attacks:** Handgun (1d6 damage, medium range)

Move: 12



Plots, Schemes, and Hooks

- ♦ Kidnapping brilliant scientists, King Cobra's organization has created the S.M.A.R.T. (Spatial Matter Arms Recon Transporter) Device. While it looks like a massive cannon, the device can actually transport troops and armor to any coordinates on the planet.
- ♦ Dr. Skull has found a way to amplify Animal Man's powers, turning all the animals of the world into an unstoppable army.
- ♦ King Cobra's origins are unknown, but it is rumored that he comes from a hidden serpent society somewhere in the Himalayas.
- ♦ Dr. Skull has found a way to create an island and populate it with flora and fauna. King Cobra takes steps to make it a sovereign nation.
- ♦ An all out war breaks out between Cobra and the Kingdom of Crime. Both organizations want power and neither are willing to share it.
- ♦ There is a faction within Cobra that is displeased with King Cobra. This faction lead by Dr. Skull begins to seek out the DNA of historical tyrants, strategists, and warriors to create the ultimate serpent commander.

Serpenteror, The Emperor of Serpents.

Created from the DNA of history's greatest worries, leaders, and tyrants, Serpenteror is a truly fearsome foe.

Real Name: Serpenteror

First Appearance: *Light City Foes: Cobra* (2018)

AC 6 [13] **HD:** 4 (20 HP) **Attacks:** Claws (1d6 damage) or Fangs (1d3 + special) **Move:** 12

Anyone bitten by a Serpenteror must make a saving throw or die. He can also speak with and charm snakes an unlimited number of times per day.





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