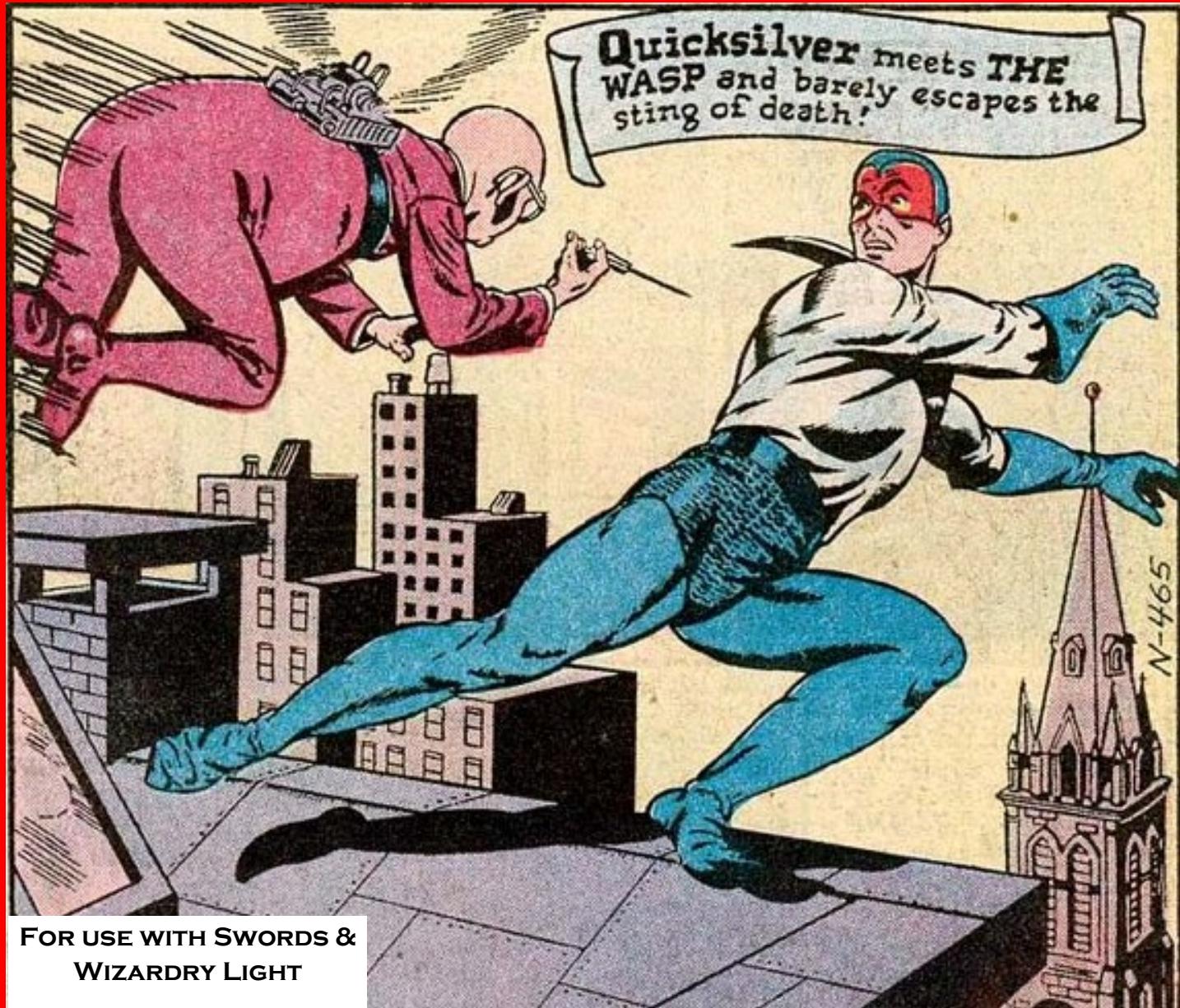


Light City Foes



The Guild of Nefarious Purpose

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While some villains dream of world domination, others just want to make a living the good old fashioned way, robbery, extortion, and other non-lethal but nevertheless unsavory methods. The Guild of Nefarious Purpose is a group of like-minded villains with a strong code. They gather for mutual benefit and comradery. All members swear to abide by the following code:

1. Do not kill superheroes.
2. Do not kill the police or bystanders unless absolutely necessary.
3. Do not harm children under any circumstance.
4. If called upon to aid a member of the Guild in good standing you must do your best to provide it in a reasonable fashion.

Any member breaking this code will be punished quickly by other Guild members.

Due to their code, the Guild is seen as less of a menace than most villains by the superhero community in general. That's not to say that the heroes like the group, but Guild tends to keep a low profile overall and does a great job of policing itself.

Wasp

The unchallenged (yet unofficial) leader of the Guild is an engineer who calls himself Wasp. Originally an inventor and business man, he created his villainous persona to get revenge on the partners that cheated him. Unfortunately he wasn't much of a fighter and found himself outclassed by vigilantes. He decided that it was best to not get too high of a profile and to enlist the aid of others to accomplish his goals. Wasp considers Reefer King a close friend and the rest of the Guild valuable allies. He's found that there can be honor among rogues.



Real Name: Bartholomew East

First Appearance: *National Comics* #67 (August 1948)

AC 7 [12] HD: 3 Attacks: Syringe

(1+special) Move: 12/12 Fly

Wasp Harness - This harness allows its wearer to fly. Those not trained in its use must roll less than or equal their level/hit dice (in case of npc's) to take off.

Wasp Needle - This exotic melee weapon only does 1 damage. However it can hold up to three doses of poison. Upon a successful hit the poison can be released.

Amplified Wasp Poison (consumable) - Anyone injected with this poison must make a successful saving throw or take 1d6 extra points of damage.

Hyper Wasp Poison (consumable) - Gathered from genetically modified "hyper wasps" this poison is so painful that anyone injected with it must make a successful saving throw or die.

Reefer Poison (consumable) - Created from Reefer King's special crop, anyone injected with this poison must make a successful saving throw or be unable to act for 1d3 rounds.



Book Worm

A. Bookworm is a rare-book thief who lives in Light City. His first true caper involved stealing first editions of *Treasure Island* in hopes of finding Long John Silver's booty. He was successful in finding it though in the end he got into a shoot out with a pirate named "Long John." Though initially thought dead, he survived and moved back to Light City. He has since aligned himself with the Guild of Nefarious Purpose. Though he considers them his intellectual inferiors, their muscle is appreciated from time to time.

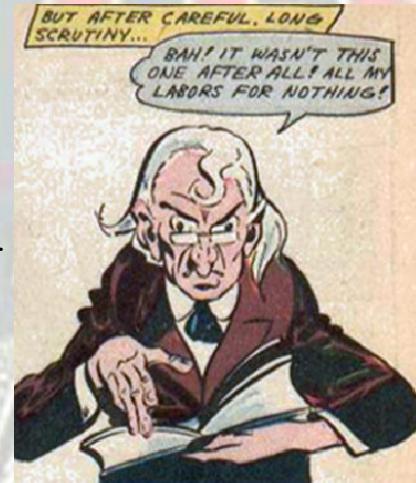
Real Name: Alfred Bookworm

First Appearance: *Top-Notch Laugh Comics* (October 1940)

AC 9 [10] HD: 2 Attacks: Iron Book (1d6) or Pistol (1d6+1, medium range)

Move: 12

Book Worm has many booby-trapped books including:



Poisoned Pages (consumable): Anyone handling the pages of this book without gloves must make saving throw or die.

Exploding Book (consumable): When the timer of this book goes off or the detonator is pressed, it explodes doing 3d6 damage to everyone within 10'.

Sticky Book (consumable): When a special button is pressed the covers of this trapped book release a super powerful glue. The only way to detach the book is by a Brick's feat of strength, a super powered solvent, or 1d6 hours when the glue naturally disintegrates.



Reefer King

Jake King is marijuana grower and distributor. His plants are grown on various farms not too far from Light City. They are then rolled into cigarettes, packaged, and sold to various convenience stores and bars around Light City. While Jake is a drug dealer, he sees himself and an honest farmer in many ways. He refuses to allow his products to be sold near churches or schools and becomes infuriated if he finds out someone sells his product to minors, even to the point of enlisting fellow Guild members to ensure that it doesn't happen again. Jake is the group's peace keeper and everyone is quite fond of him.

Real Name: Jake King

First Appearance: *Dynamite Comics* #16 (1945)

AC 8 [11] HD: 3 Attacks: Sickle (1d6) **Move:** 12

Special Reefer Cigarettes (consumable): Anyone smoking one of Reefer King's special cigarettes must make a saving throw or be unable to act for 1d3 rounds.

Manx



Max Kuhn is comes from a long line of blackmailers and cat burglars. After seeing costumed heroes in the papers and on television, he decided to create a costume of his own. He's a showman and a flirt and one of the most outgoing members of the Guild. He takes special pleasure in picking on Eel (though he's sure to do so away from large bodies of water).

Real Name: Max Kuhn

First Appearance: *Mystery Men Comics* #26 (September 1941)

AC 6 [13] HD: 3 Attacks: Steel Claw (1d6) **Move:** 12/12 Climb

Manx's Hood - This specially designed hood is cat-like and allows it's wearer to see in the dark.

Manx's Steel Claws—These exotic melee weapons are razor sharp and deal 1d6 damage. In addition they help their users scale walls. Max does not need to roll to do so, but anyone else using the class gains a 1-5 chance on a 1d6 to climb walls and cliffs .

Eel

Eel was formerly a carnival sideshow freak known as Professor Aqua. He had the ability to stay underwater indefinitely. After years of being a spectacle he grew frustrated. It was also during this time they he learned he had super strength when submerged. Upon this discovery he donned a costume and became a criminal. After running foul with the Association, he decided to seek out like minded individuals and joined the Guild. He hates Manx and Bookworm, though he values their skills and knowledge.

Real Name: Anderson Quintas aka Professor Aqua

First Appearance: *Lighting Comics* vol. 2 #6 (April 1942)

AC 8 [11]/6[13]* HD: 4 Attacks: Punch (2/1d6+1*) or Pistol (1d6, short range) **Move:** 12/16 Swim



*Eel has these stats when under water.

The Puzzler



Milton Parker was obsessed with games and puzzles all of his life. However, eventually he grew bored with them. Nothing was a challenge. That was until one day walking in a bank he noticed a large vault being locked. Something snapped in him and he decided it was the largest puzzle he'd ever seen! Donning a checkered suit he became a safe cracker, which earned him the attention on Manx and Wasp, who invited him to join the Guild.

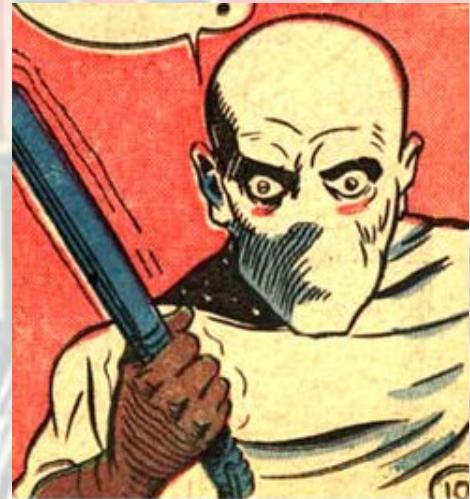
Real Name: Milton Parker

First Appearance: *America's Best Comics* #30 (April 1949)

AC 9 [10] HD: 2+1 Attacks: Club (1d6) **Move:** 12

Poker Face

Poker Face is the most enigmatic member of the Guild. A skilled gambler, he created the persona of Poker Face to get his revenge. He enjoyed the thrill and perfected his disguise skills. Now he acts as a wild card in Light City, taking jobs for various criminal syndicates. You may not know when you're looking at Poker Face, but his handiwork is unmistakable. No one truly knows why Poker Face joined the Guild, but no one complains that he's a member. He's used his disguises skills a few times to break members out of police custody.

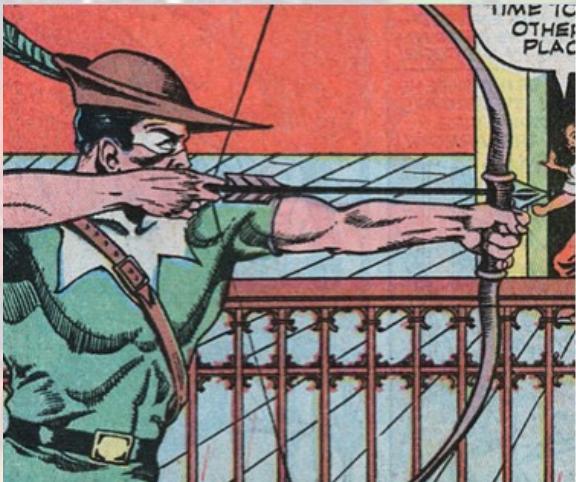


Real Name: Unknown

First Appearance: *Zip Comics* #23 (February 1942)

AC 9 [10] HD: 2 Attacks: Sap (1d3) or Blowgun (1 + special) **Move:** 12

Poker Face Poison (consumable): Anyone injected with this poison must make a successful saving throw or die. The faces of those suffering from this poison melt and turn white.



Archer

Joseph Villard was a corrupt Light City politician and Olympic class archer. To further his career he decided to don a fake beard and Robin Hood and assassinate his rivals. Unfortunately for Villard, he was stopped by the Flame. While his identity wasn't discovered, he decided to be more cautious in his criminal activities. Archer is the newest member of the Guild. He uses a variety of trick arrows.

Real Name: Joseph Villard

First Appearance: *Hit Comics* #27 (April 1943)

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

Electro Arrow (consumable): Anyone struck by this arrow takes an additional 1 electric damage and must make a successful saving throw or be stunned for one round.

Flaming Arrow (consumable): Anyone struck by this arrow takes an additional 1 fire damage. They take an additional 1 point of fire damage on their turns unless they or an ally spend a round to douse the flame.

Grappling Arrow (consumable): This arrow has an additional 50 foot of light weight cable attached to it.

Poison Arrow (consumable): Anyone struck by this arrow must make a successful saving throw or die.

Smoke Arrow (consumable): This arrow releases a gas that obscures all vision within the vicinity of it for 1d3 rounds.



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