

# Light City Foes



*For Swords  
& Wizardry  
Light*

## Kingdom of Crime

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Since it's founding there have always been those that have preyed upon the good citizens of Light City. The city grew and evolved and the criminal elements followed suit. As superheroes rise, so does a new threat...

## *The Kingdom of Crime!*

### **King Killer, the King of Crime**

Created by the criminally insane doctors Link and Blink, King Killer was once a lowly mook until the operation that merged his brains with 50 of the worst criminals of all time. The operation made him bigger, more aggressive, stronger, and much more intelligent. He quickly turned on his creators. Crowning himself the "King of Crime" he began to recruit the scum of Light City to his cause, with the eventual goal of creating his own kingdom of crime. The King is a fearsome foe and master strategist. Luckily for the world, he plans rarely fully come to fruition because of his bottomless rage.

**Real Name:** Unknown

**First Appearance:** *Uncle Sam Quarterly* #1 (Autumn, 1941)

**AC** 7 [12] **HD:** 8 **Attacks:** Slam (2d6) or Machine Gun (2d6, medium range) **Move:** 12 **Special:** When angered, King Killer must make a saving throw or go into an uncontrollable rage for 1d6 turns. During this time he must attack those around him (including allies if no enemies are present).



### **Tom Thumb**

Standing only 10 inches tall, the diminutive Tom Thumb worked as a carnival freak until the day he could no longer bare being mocked. He decided to turn his considerable intelligence to become a master criminal. His crimes soon brought him to the attention of King Killer, who made the tiny terror his chief advisor.

**Real Name:** Tom Thumb

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

**AC** 2 [17] **HD:** 3 **Attacks:** Cane (1d3) or Pistol (1d6, medium range) **Move:** 9 **Special:** Tom can throw his cane 15'. If he hits the foe must make a successful saving throw or be disarmed. Tom can also *Backstab* and has a 4 in 6 chance to *Hide in Shadows/Move Silently*.





### The Jangler

Edward Fearing was a true starving poet. His work was considered bland and obtuse by the publishers of Light City. All that changed after Edward accidentally killed a man over a dispute about food. Much to his amazement, he could write masterpieces while at the scene of a murder! Dubbing himself the Jangler, Fearing began stalking the fair citizens of Light City, inking new works in the blood of his victims. He was recruited by King Killer to be the poet laureate of the Kingdom of Crime!

**Real Name:** Edward Fearing

**First Appearance:** *Top-Notch Comics* #26 (April 1942)

**AC** 8 [11] **HD:** 2 **Attacks:** Knife (1d6-1) or Pistol (1d6, medium range) **Move:** 12



### Fire Bug

When special effects and pyrotechnics coordinator Orson Carson was fired from his position at Century Studios had decided to get revenge. He created the Fire Bug suit which allowed him to fly and shoot flames from his antennae. He quickly realized that arson was a fun way to make money and started a nationwide arson spree. This garnered the attention of King Killer, who recruited the disgruntled arsonist.

**Real Name:** Orson Carson, alias Orson Arson

**First Appearance:** *Black Cat* #28 (April, 1951)

**AC** 4 [15] **HD:** 5+2 **Attacks:** Antenna (1d6 fire damage, short range) or Punch (1d3) **Move:** 12/12 (Fly)



### Veda the Cobra Woman

The Cobra Woman, Veda was an exotic Indian dancer that seduced and married a wealthy Light City socialite. Using cobra poison-laced lipstick she killed her husband and his drunken son, inheriting their fortune. Veda has joined King Killer's organization and has been known to finance jobs. Recently she's begun trying to woo the King, but those far her attempts have been unsuccessful.

**Real Name:** Veda Kane

**First Appearance:** *Police Comics* #6 (January, 1942)

**AC** 8 [11] **HD:** 4+1 **Attacks:** Pistol (1d6, medium range) **Move:** 12 **Special:** Anyone who kisses Veda's poisoned lips must make a saving throw or die.



## Croco-Man

Croco-Man is exactly what he sounds like. The crocodile/human hybrid was created by the modern day Victor Frankenstein (a descendant of the original) to capture or destroy his ancestor's original creation. Needing money to fund his experiments, the brute was sold to King Killer and now serves the rotten royal as enforcer and executioner.

**Real Name:** Croco-Man

**First Appearance:** *Prize Comics* #8 (January, 1941)

**AC** 4 [15] **HD:** 8 **Attacks:** Bite (2d6) or Claw (1d6+1)

**Move:** 12/12/12 (Climb/Swim)

## Other "Citizens" of the Kingdom

### Hitman

**AC:** 8 [11] **HD:** 2+1 **Attacks:** rifle (1d6, long range) or weapon (1d6) **Move:** 12 **Special:** *Backstab*, 3 in 6 chance to *Hide in Shadows/Move Silently*

*You want someone whacked? These guy can make it happen for the right price...*

### Conman

**AC:** 9 [10] **HD:** 1 **Attacks:** holdout pistol (1d6-1, range shot) **Move:** 12 **Special:** *Charm Person* 1/day  
*These crooks could sell beachfront property in Alaska.*

### Enforcer

**AC:** 7 [12] **HD:** 2+2 **Attacks:** rifle (1d6, range long) or weapon (1d6) **Move:** 12  
*While they may have started out as common crooks, these criminals are two mean or tough to die.*

### Two-Bit Thug

**AC:** 9 [10] **HD:** 1 **Attacks:** pistol (1d6, medium range) or weapon (1d6) **Move:** 12  
*These mooks are good for two things: intimidating citizens and taking punches.*



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