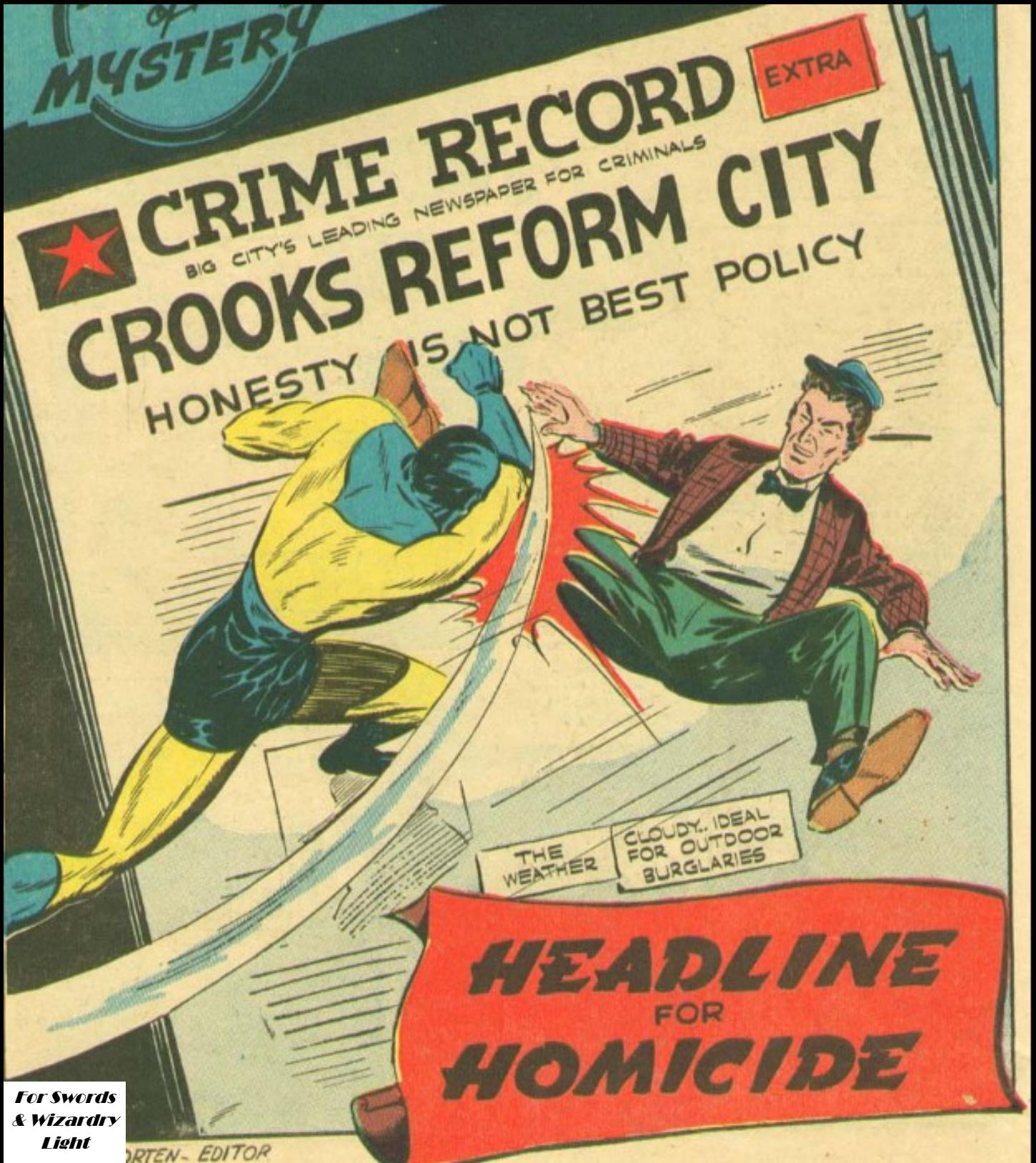


LIGHT CITY FOES



KINGDOM OF CRIME II

Swords & Wizardry, S&W, and Mythmere Games are trademarks of Matthew J. Finch. The Product is not affiliated with Mathew J. Finch, Mythmere, Or Frog God Games.



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 Jingler

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).





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.

Everything here is Open Game Content except for the name "Light City." All artwork and characters are in the Public Domain. "Light City" and this work's Trade Dress are considered Product Identity. This is v1.0 of this work.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a, Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

Swords & Wizardry Complete Rules, Copyright 2010, Matthew J. Finch

Swords & Wizardry Light, Copyright 2016, Erik 'Tenkar' Stiene and Matthew J. Finch

Light City Foes: Kingdom of Crime II, Copyright 2018, Justin Isaac