

Light City Foes



Stardust the Super Wizard

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Few individuals are feared throughout the galaxy as much as Stardust the Super Wizard! Born of a race of godlike creatures on a “private star” in a distant galaxy, he excelled at all forms of cosmic science and magic. He became obsessed with order and felt he had a noble calling. He would become a hero and take his super gifts and intellect to the lesser species of the galaxy. Much to his annoyance, he was too great and his vision of order to absolute for the ignorant masses. The fools rejected his rule and aid. This instigated his quest to subjugate and bring true order to the universe. To aid him in this task Stardust has recently acquired the Eternity Crown.

Crown. He now travels the universe seeking the Eternity Crystals, six powerful gems that can alter the very nature of reality, itself.

Stardust looks like a large human, but there is just something alien about his proportions that most humans find unnerving.

Stardust the Super Wizard

First Appearance: *Fantastic Comics #1 (1939)*

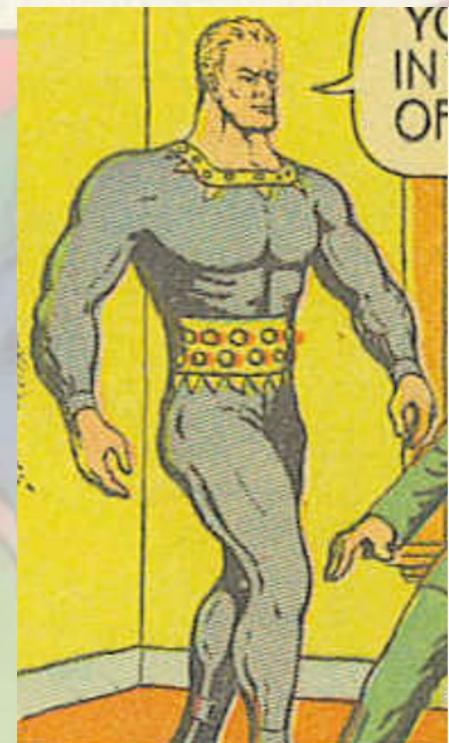
AC 0 [19] HD 11 Attacks Unarmed (2d6) or Spell **Move** 18/24 Fly

Because of exposure to certain gases, he is immune to heat and cold damage. His artificial lungs let him breath in space and make him immune to inhale poisons.

As a Super Wizard, Stardust has various rays that allow him to cast the following spells:

Detect Magic, Light, Magic Missile - unlimited times per day
 Invisibility, Illusion, Silence, Strength - any combination 4/day
 Hold Person, Wizard's Eye, Dispel Magic - any combination 3/day
 Fireball, Dimension Door - 2/day

New Equipment: *The Eternity Crown* - Anyone wearing this crown gains a -2 [+2] bonus to AC and reduces 5 points of damage from every attack against them. If the Eternity Crystals were mounted on the helm it could reshape reality.



The Obsidian Authority

Stardust is not alone in his crusade. The deadliest soldiers and assassins in the galaxy follow his orders and aid him in his mad quest!

Xartion

Xartion is a warlord and powerful fighter from a distant galaxy. He martials Stardust's legions and is the unquestioned field commander of the Obsidian Authority.

First Appearance: *Space Action #1 (June 1952)*

AC 6 [13] HD 7 Attacks Lasersword (1d6+1) Move 12

As a master of melee combat, can avoid many attacks. When hit with a melee attack, he can make a saving throw. If successful the attack is parried and he takes no damage.



Droon



Before being into Stardust's forces, Droon was the scientist-ruler of Neptune. He traded his people to Stardust to be used as slaves in order to study the tyrant's advanced technology.

First Appearance: *Target Comics Vol. 2 #1 (1941)*

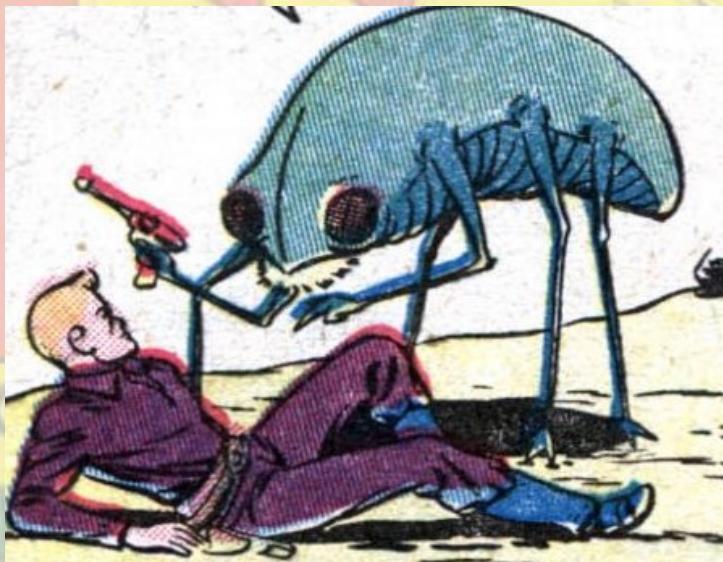
AC 9 [10] HD 3+1 Attacks Raygun (1d6+1, medium range) Move 12

Droon can cast *Charm Person* on anyone that looks into his eyes.

New Equipment: *Personal Force Field Generator* - This belt grants a -2 [+2] bonus to AC and a +1 bonus to all saving throws.



Jawa



A former scout for the Artopod Hive, Jawa broke free of the hive mind and became an intergalactic assassin, garnering him the attention of Stardust.

First Appearance: *Space Western* #43 (1953)

AC 8 [11] HD 4 Attacks Raygun (1d6+1, medium range) **Move 12**

Jawa has a 5 in 6 chance to *climb walls* and a 4 in 6 chance to *hide in shadows/move silently*. If he surprises his opponent he may make a death attack. The target hit with this attack must make a successful saving throw or die instantly.



Zada of Xedes

When she lost her mate defending her planet against Stardust's forces, Zada realized that there was only one being in the universe worthy of her affections, Stardust, himself! She now serves him loyally, hoping to earn his affection.

First Appearance: *Weird Adventures* #10 (July-August 1951)

AC 7 [12] HD 4 Attacks Advanced Raygun (2d6, medium range) **Move 12**

Zada can cast *Invisibility* 2/day. In addition, she can use *Dimension Door* 1/day.

Aldebarans

Aldebarans are a technologically advanced species that serve Stardust. They tend to use scorched earth tactics and are known for turning asteroids and small planetoids into fortresses and bombs.

First Appearance: *Fantastic Worlds* #6 (November, 1952)

AC 9 [10] HD 1+1 Attacks Raygun (1d6+1, medium range) **Move 12**





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