

Light City Foes



***For Swords
& Wizardry
Light***

Supernatural Threats

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There have always been things in the shadows that have tormented mankind. With the rise of the age of heroes these creatures of become more brazen. Can the heroes of Light City stop these

Supernatural Threats!?

Kemaha



The frightful Kemaha is an ancient middle eastern demon. Standing nearly 10 feet tall, this three-toed man-eating demon has monstrous claws that can flay flesh from bone with ease. Unfortunately for those tracking it, the Kemaha looks human until it needs to feed. The fiend also knows a ritual transfer its essence to humans, consuming their souls and making them the new Kameha.

First Appearance: *Haunted Thrills* #18 (November 1954)
AC 6 [13] **HD:** 3+1 **Attacks:** Claws (1d6+1) **Move:** 15

Adventure Hook

The Kemaha needs a new body and decides one of the pc's would be perfect. It will leave a trail of corpses and attempt to lure and isolate the prospective host.

The Phantom Puppet

World-famous puppeteer, Peter Lucas, could make his puppets do everything (including appear life-like). Unfortunately, one of them, a replica of Jack the Ripper, truly came to life. Soon it began to imitate that monster and when Lucas became suspicious he soon found himself a victim of the malign marionette. It is rather strong for its small size and a proficient killer, but is afraid of fire because of its wooden frame.

First Appearance: *The Beyond* #1 (November 1950)
AC 7 [12] **HD:** 2 **Attacks:** Dagger (1d6-1) **Move:** 9

The Phantom Puppet can backstab (gaining a +4 bonus to hit when striking unexpectedly and dealing double damage). It also has a 1-4 chance on 1d6 to hide in shadows/move silently. Fire attacks deal double damage to the puppet.

Adventure Hook

Something is stalking the streets of Light City after dark and preying on young woman. The killer has been dubbed the Light City Ripper and has citizens staying in doors after hours.





The Living Ghost

“According to ancient legends, The Living Ghost is an age-old apparition...the personification of black evil itself! Back in the beginning of the world, when Satan, the fallen angel, was driven into banishment...Malevo, his Chief Lieutenant...basically more evil than even his master...was condemned to wander the world in human shape forever, striking terror into the hearts of mortals! And men know him as...The Living Ghost! It's said in every century, he walks the world again, sowing evil, murder in his wake! And now... it's come to pass!”

First Appearance: *Adventures Into the Unknown* (Fall 1948)

AC 3 [16] HD: 6 Attacks: Punch (1d6+2) **Move:** 12/Fly 24

The Living Ghost has the ability to raise the dead (creating up to 10 skeletons or zombies) a day. He has tremendous strength and can lift a car with ease. He can become incorporeal and is only harmed magic and magic weapons.

Adventure Hook

The Living Ghost wants a new bride and has chose a female pc or npc close to a pc. He's a dangerous foe and to face him the party must seek out an ancient relic that will turn the fiend temporarily mortal.



Lenore Black

Lenore Black is a beautiful woman with the supernatural ability to transform into a giant black widow spider. Her love for arachnids began when she was very young and a black widow killed her very abusive stepfather. She has become a devotee of spiders and kills all that harm them.

First Appearance: *Baffling Mysteries* #6 (January 1952)

Human Form

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

Black Widow Form

AC 6 [13] **HD:** 2+2 **Attacks:** Bite (1d6 + special) **Move:** 18/18 (climb)

In either form Lenore can cast Web 2/day. Her bite in her black widow form is deadly and all she bites must make a successful saving throw or die.

Adventure Hook

Something is killing the construction workers at the site for the new sports stadium outside of town. The land is currently home to a large population of spiders that Lenore is trying to protect.



Lunk

Lunk is the fictional creation of horror writer, John Wild. The villainous lead of a series of novels, the Lunk somehow entered our reality. When Wild decides to write the creature's death in his next novel, it somehow enters our reality and starts threatening and stalking the writer... eventually murdering him.

First Appearance: *Beware! Terror Tales* #2 (July 1952)
AC 6 [13] **HD:** 4+1 **Attacks:** Knife (1d6) **Move:** 12

Despite his monstrous size and strength, Lunk is extremely stealthy and has a 1-5 chance on 1d6 to hide in shadows/move silently. He can seemingly disappear and reappear at will. If killed he will rematerialize in a few days.

Adventure Hook

After (presumably) killing the monstrous murderer a few times the pc's are approached by Wild's brother, who brings them John's journals. Within the journals they learn that the only way permanently destroy Lunk is to complete John's original nearly-finished manuscript.





Myra Pyram

Myra Pyram is a wealthy heiress with an obsession with things from ancient Egypt. She is well respected among the citizens for her charity with the city's museums. What most don't realize is this obsession is primarily with the occult. She is an accomplished necromancer who seeks to resurrect ancient gods and rule the world as a dictator.

First Appearance: *Terrific* #5 (December 1954)

Human Form

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

Myra can cast the following spells: *Armor*, *Charm Person*, *Magic Missile* 2/day, *Arcane Ward*, *Illusion*, *Dispel Magic* 1/day

She can animate mummies and create skeleton and zombie servants.

Adventure Hook

A rare Egyptian scroll is stolen from the museum. Myra, the philanthropist that arranged for it to be brought into the city appears distraught. Were the thieves evil occultists wanting the arcane scroll for themselves or mystic guardians sworn to protect it from evil? Did Myra have it stolen herself? It's up to the pc's to find out.

The Devil's Notebook

First Appearance: *Fantastic Fears* #4 (November 1953)

This portfolio is said to have been created by the Devil, himself. The pages are blank, but if something is drawn on them and then the page erased, the subject of the illustration dies.

Adventure Hook

A troubled young student gains possession of the notebook and begins a secret crusade to rid the world of criminals. Are his methods too much. What happens when he gains a cult following? Do the pc's try to stop him and find themselves targets?



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