

# ***Legends of Light City #1***



## ***Lion-Man and Koroo the Black Lion***

***(For use with Swords & Wizardry Light)***

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In the heart Africa lies the secretive nation of Challia. For centuries, outsiders have sought the riches of Challia and its “magic mountain.” The nation is not without its defenses though. Koroo the Black Lion Spirit has protected the realm for many years. In recent history the governments of the world discovered the magic mountain is actually full of uranium. This has forced the nation into the public eye and started to make it rethink its isolationist policies. To help defend the nation Koroo has chosen the brilliant young Prince W’akan to fight by his side.



## Lion-Man

Level 7 Brawler

**Real Name:** Prince W’akan

**First Appearance:** *All-Negro Comics #1 (1947)*

Str 17 (+1)    Int 15 (+1)

Dex 14        Wis 14

Con 13        Cha 15 (+1)

**7 HD (40 HP) Save: 10 Movement: 12**

**AC 6 [13] (Lion Armor)**

**Attacks:** Lion Claws (X3, +9 to hit, 1d6+2 damage)

**Other:** Unarmed Strike (1d6 damage), Sorry About the Furniture, Signature Weapon (*Lion’s Claws*)

The young prince of Chllia, W’akan is a brilliant scientist and superb athlete and fighter. In his youth he studied physics and engineering at the University of Light City. In addition he’s a world traveler and has studied martial artists under many sifu.

His life and those of his people were changed recently when his nation’s uranium stores were discovered by a Soviet spy. Challia was attacked by a team of Soviet supers. They were defeated by the protector spirit, Koroo (with a bit of help from Hippolyta and the Association), but the people of Challia knew things would never be the same.

With the blessing of his mother and Koroo, W’akan created the superheroic alter ego. Working with the top scientists of his Challia, W’akan created battle armor and the razor sharp lion claws. Now, alongside the immortal Koroo, he protects his nation as Lion-Man!

**Lion Armor** - Created by the brightest Challian minds, this light weight armor (with helmet) can stop bullets. When worn, the helmet allows its wearer to see in the dark.

**Lion Claws** - These nearly indestructible claws deal 1d6 damage and due to the blessing of Koroo are considered magic weapons. In addition they give their wielder a 1-5 chance on a 1d6 to climb walls and cliffs without tools or ropes. It also allows the wearer to cast *Black Lion’s Mantle* 1/day.



## Koroo the Black Lion

Level 7 Super-Pet

**Real Name:** Koroo the Wise

**First Appearance:** *Cyclone Comics #1 (1940)*

Str 14      Int 12

Dex 15 (+1)    Wis 17 (+1)

Con 13      Cha 13

**5 HD (30 HP) Save: 10 Movement: 24/24 Climb**

**AC 5 [15] (Dexterity, *Armor Super-Pet Trick X3*)**

**Attacks:** Lion's Claws (+4 to hit, 1d6 damage)

**Super-Pet Tricks:** *Speech, Armor X3, Power Attack, Super Speed (Running), Climb, Hero Support*

**Other:** *Definitely Not Human*

Though he appears to be a rare black lion, Koroo the Wise is actually an ancient spirit. Created by ancient sorcerers in what today is known as Challia, he has guided and protected the people of the land since those days. Knowing the value of the nation's "magic mountain" he has always encouraged the royal family to keep the borders closed. Unfortunately this is no longer possible with the rise of costumed heroes and villains and globalization.

Koroo is very protective of W'akan, though he's come to accept that the prince has truly become a hero in his own right. He is friendly with Hippolyta of the Association, who fought by his side in ancient days on a few occasions.

### New Spell

These spells can be cast by clerics associated with Challia and Koroo.

#### 1st Level Cleric Spells

- **Black Lion's Mantle** - Range: Caster. Duration: Special. Caster gains -4 [+4] to AC for six rounds and immunity to fear effects for 1 hour.
- **Lion's Claws** - Range: Caster. Duration: 4 rounds. The caster gain an unarmed attack which does 1d6 damage. The caster is considered proficient in with this attack.

#### 2nd Level Cleric Spells

- **Righteous Fury** - Range: Caster. Duration: 4 rounds. Caster gains a +2 to attack rolls and damage and a +2[-2] penalty to armor class.

#### 3rd Level Cleric Spells

- **Black Lion's Roar** - Range: 30 feet. Duration: 1d6+1 rounds. Foes of the caster become frightened. Unless they make a successful saving throw, they cannot attack. They retry this saving throw every round.



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