

# SHANGOR THE THUNDERFIST



Shangor is a barbarian warrior born in the bitter mountains of Northeim. Bold and brave, he left his cold home to seek fortune, fame and beautiful girls in hotter lands. His first contact with civilization was rather unlucky. In the Borderlands, a devious Tricornian merchant offered him a cup of wine poisoned with the Lotus of Dreams, and poor Shangor woke up as a slave oarsman on a Tricornian galley.

It has been five years and a number of incredible adventures since then. Today Shangor is around thirty, and is at the peak of his strength. A skilled warrior and a good commander of men, some time ago he had a quite serious argument which led him to part ways with his most trusted companion, Zandorra the Amazon.

After wandering for a while, he found himself in the Ivory Savannah, where evil Caldeian slavers captured him and left him to die, judging him too savage to be tamed as a slave. Shangor was freed by a band of outcasts and bandits, the Scarlet Lions. He quickly gained the leadership of the band after killing their chief barehanded, with a single, mighty punch, which gained him a new name: Thunderfist.

Under his command, the Lions grew from minor robbers to a dangerous small army of resistance fighters, fighting against Caldeian influence in the Ivory Savannah, gaining the praise of the same tribes which had made the Lions outcasts.

When the War of the Chain began, Shangor intervened, helping the White King in a very dangerous battle, and today is one of his most trusted generals, even though he is known for his independence and refusal to obey orders. The barbarian is a true supporter of the King, but he doesn't trust Tosara, the priestess of the Burned Hand, at his side: in his adventuring years he has seen too much sorcery to trust any priest or mage more than a sharp blade in a strong hand.

Shangor often misses Zandorra, the breakup between the two not being exactly friendly, and he wonders about the fate of the reckless Amazon; but he knows his responsibilities don't allow him to hit the road again and find what out happened to her.

Maybe, after the War of the Chain ends...

Shangor can be an excellent patron for the heroes: he is a very good friend of Justinus of Syranthia and he welcomes as a friend any adventurer introduced by the young Sage.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

**Skills:** Climbing d6, Fighting d12, Intimidation d8, Knowledge (Battle) d8, Notice d8, Riding d8, Stealth d8, Survival d8, Throwing d6, Tracking d6.

**Charisma:** +2; Pace: 6; Parry: 9; Toughness: 9

**Edges:** Block, Brawny, Brute, Charismatic, Command, Command Presence, Danger Sense, Hold the Line!, Improved Sweep, Loincloth God, Mighty Roar, Savage.

**Hindrances:** Heroic, Loyal.

**Gear:** Iron battle axe (Str+d8), iron dagger (Str+d4, Range: 3/6/12), fur loincloth, lion-skin cloak (he killed the lion himself, and it grants him +1 Charisma in the Ivory Savannah due to the legends about his deed), crow feathered Caldeian helm (+2, it is a spoil of war which belonged to Sorakan the Crow, the man who condemned him to die in the savannah; Shangor can sacrifice it to make a free Soak roll at +4).

## Special Abilities

- **Former Lord of the Arena:** Shangor survived a whole Season of Blood in the Imperial Arena of Faberterra. This experience made him tough as nails and grants him +1 Toughness.
- **The Scarlet Lions:** Shangor took this band of bandits, made up of the outcasts of the Ivory Savannah tribes, gave them training and self-respect, and restored their honor in the eyes of their former tribes. These men will follow the Northlander barbarian to hell and back. They have a BV of 400.
- **The Thunderfist:** Once per session, Shangor can spend a Benny to make an unarmed attack with the Drop, his famous "thunderfist". This is a lethal attack.



# ZANDORRA THE BLOOD BRIDE

Zandorra is the typical Amazon: proud, competent and bold. She was born in Ascaia, the daughter of a warship captain, and she knew nothing of how women live outside the Holy Island. Zandorra loved both weapons and sails, so she joined the crew of a hawk ship and started the life of a sailor. She travelled to many lands and fought against barbarians and pirates, always side by side with her trusted sisters.

One night, in the port of Faberterra, she met a handsome black mariner from the remote south. Amazons aren't particularly shy, and Zandorra spent the night with him. Nine months later, in the House of Labor in Ascaia, she gave birth to a baby boy. Following Ascaian law, the boy was instantly taken away from his mother. Zandorra wept that night, but only a little, then she tried to forget the whole thing.

Four years later, Zandorra was back on her ship with her sisters. One day, after conquering a slaver's galley, the Amazons discovered an unusual cargo below deck: a group of half-starved slave boys and girls.

The sight of these emaciated children touched something deep in Zandorra's soul: she yearned to see her son again, to hold him in her arms.

As soon as her ship returned to Ascaia, she went to the House of Labor and asked the Midwife Sister to tell her where her son was. The Midwife refused and Zandorra threatened her. The situation got out of control, Zandorra fought some city guards and was forced to leave Ascaia as a fugitive.

Since that day many years have passed, and the warrior-woman lived side by side with her friend, Shangor the Barbarian, during a number of adventures, the two making an unlikely but very effective couple.

A couple of years ago, Zandorra won the command of a pirate ship, the Blood Bride, and started a piratical life, side by side with Shangor, but always with the goal of finding her lost son.

One tragic day, during a fight at sea, she discovered that her boy, then nine, had been tortured to death by the Caldeians.

Then something broke inside Zandorra and she became filled with a terrible hate for Caldeia, the whole land and race; she started a personal crusade against the southern kingdom, a crusade which could only end tragically.

Shangor, her first mate and long-time friend, tried to persuade her to abandon this path, but the confrontation ended badly: harsh words were said, blades shimmered and the blood of a friend was spilled.

In the end, Shangor left the Blood Bride, alone, and without any reconciliation between the two.

Today, Zandorra continues roaming the Endless Ocean and occasionally the Dread Sea, ransacking and pillaging, but always against Caldeian ships.

She occasionally takes a lover or two, but nobody, not even her trusted helmsman Vaago, can say the name of Shangor in her presence without risking her anger.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Boating d10, Climbing d6, Fighting d12, Healing d6, Intimidation d10, Knowledge (Battle) d8, Notice d8, Riding d8, Stealth d8, Taunt d8.

**Charisma:** +4; Pace: 6; Parry: 9 (1) (Amazon); Toughness: 7 (1)

**Edges:** Amazon, Ambidexterity, Bikini Goddess, Block, Command, Improved Frenzy, Helmsman, Two Fisted, Very Attractive.

**Hindrances:** Bloodthirsty, Overconfident, Stubborn.

**Gear:** Twin iron long swords (Str+d8), bronze dagger (Str+d4, Range: 3/6/12), red-dyed leather bikini (+1, allows using the Bikini Goddess Edge).

### Special Abilities

- **Amazon Sea Tricks:** The Blood Bride isn't an Amazon Ship but Zandorra is an Amazon and she spent enough years in the Ascaian navy to learn a trick or two. Once during each sea Chase, Mass Battle or similar scene involving the Blood Bride, Zandorra can spend a Benny to gain +2 to a single Boating roll, relating to some special "Amazon Sea Trick". Alternatively, she can spend it to double the Acceleration of the ship for a round.

- **The Blood Bride:** An infamous pirate ship, it is slender and fast, and manned by a reckless crew of pirates. The Good Brothers (another name for the pirates of the Cove) manning it have average Boating d8 and the ship as a whole has BV 350.



## PLAYING SHANGOR AND ZANDORRA

Shangor and Zandorra are the two iconic characters of the setting. In this book, after five years of adventures, they are Legendary heroes, with a lot of experience under their belts. They have changed a bit during all that time: Shangor isn't as reckless now as in the past, but he is a skilled commander with a deep sense of responsibility for his men, while Zandorra is a strong woman battling with her own rage.

If the players are interested in playing Shangor and Zandorra, the characters can be found, as pre-generated characters, in Heroes of the Dominions, at Seasoned Rank. Story-wise you can simply ignore this "advanced" version of them (replacing their role with another suitable NPC of your own creation), or, more interesting, you could play a campaign entirely as a flashback: Shangor and Zandorra, who eventually made peace with each other, are remembering their past adventures. Ideally, when the adventurers reach the Legendary level the story reaches the present time and continues as you wish.

As always, these are only suggestions: the Dominions are your world to play in, and only you who can decide how their story will end!